

## **SECTION 1. E64 GENERAL INTRODUCTION**

### **1.01 US Youth Soccer National League Elite 64 Administration**

US Youth Soccer National League Elite 64 (E64) is a program of, and administered by, US Youth Soccer (USYS) in accordance with the USYS Leagues Policy.

### **1.02 General**

These E64 Rules shall govern the E64 league competition.

NOTE: These E64 rules apply only to E64 and not the USYS National League as a whole. The NL Conference Playoffs, NL P.R.O., and NL Conference Tier of competition rules can be found in a separate document on the National League website.

### **1.03 Rules**

Participation in E64 is governed by US Youth Soccer (USYS), the United States Soccer Federation (U.S. Soccer), and the Federation Internationale de Football Association (FIFA), except where modified by those rules and these E64 rules. These E64 rules may be revised by the National League Management Group on a seasonal year basis and other times, as may be necessary or appropriate.

### **1.04 Matters Not Provided For**

The National League Management Group has final authority in all matters related to E64 not specifically provided for by the USYS Leagues Policy, or E64 Rules.

### **1.05 Leadership Groups**

Each E64 group shall establish an E64 Club Leadership Group that includes one (1) representative from each club in their play group. The E64 Club Leadership Group will, on a yearly basis, provide rules development feedback to further accomplish the purpose of E64. Additionally, one (1) member of each Club Leadership Group shall be selected to serve on a National Club Leadership Group that will provide important feedback and perspective as to governance and rules of play to further the mission of USYS.

### **1.06 Club Representative**

The club representative shall be the primary point of contact for their club in all matters related to their participation in E64. This club representative shall serve on the Club Leadership Group.

### **1.07 Club Responsibility**

E64 has flexible player movement rules and gives each club the responsibility of putting their players in the right match day environment throughout the E64 seasonal year. Any disputes that

arise with regards to players being or not being in the right match day environment will be handled internally by their club.

## **SECTION 2. E64 APPLICATION & REGISTRATION**

### **2.01 Club Eligibility**

Any youth soccer club based in the United States may apply for entry into E64.

### **2.02 Application Period**

The application period starts in January for the next seasonal year.

### **2.03 Club Partnership Application**

Multiple clubs may form a club-to-club partnership to submit a joint application into E64. Such partnership(s) must include an official signed contract between clubs and submitted as part of their application.

### **2.04 Acceptance of Clubs**

The National League Management Group shall determine the final acceptance of all clubs into E64. Any club accepted into E64 is required to field a team in every age group of the competition (13U, 14U, 15U, 16U, 17U, and 18/19U).

### **2.05 Club Registration**

Accepted club registrations are to be submitted in a manner and form as determined by the National League Management Group. GotSport shall be the official registration platform of E64.

### **2.06 Acceptance of Leagues Policy, E64 Rules, Decisions, Fees, and Fines**

Any club accepted into E64 agrees to accept, abide by, and comply with all policies, rules, and decisions of the National League and further agrees to pay all fees and fines that are due to USYS for participation in E64 by the applicable deadlines.

### **2.07 Fees and Other Expenses**

Each club playing in E64 will pay the fees established by USYS. USYS is not responsible for expenses incurred by teams through travel, housing, coaching, uniforms, and other related team operating costs. All E64 fees are non-refundable, subject to these rules.

### **2.08 Player Registration**

An accepted club into E64 must register its applicable E64 players with USYS or a USYS member state association.

## **2.09 Final Authority to Accept or Refuse Admittance**

The National League Management Group shall have the final authority to accept or refuse admittance of any club into E64.

## **SECTION 3. E64 PLAYER POOLS**

### **3.01 Player Eligibility**

All E64 players must be current USYS members and have member passes that have been approved by either USYS or a USYS member state association. During an E64 season, a player may be listed on any age appropriate E64 team within their club.

### **3.02 Player Pools**

During the seasonal year, there is no limit to the number of players that can participate on an E64 team, however only eighteen (18) of those players are eligible to compete in a particular E64 match. Such pool of players may include only players who are properly registered to their E64 club and with USYS or a USYS member state association.

Any changes or additions to player pools leading into a play weekend that need National League Registrar approval must be submitted to the National League Registrar by 5pm (central time) on Thursday prior to the weekend. Any changes or additions submitted following the deadline may not be approved due to time constraints and the high volume of requests that come in late in the week.

### **3.03 Inter-Club Players**

Players from a non-E64 club may be added to an E64 player pool under the following conditions:

1. A signed club partnership contract detailing the agreement must be submitted to the National League General Manager. This agreement must include details regarding what programs or competitions the non-E64 player(s) will or will not compete in for the E64 club.
2. Inter-Club Player(s) must be registered with USYS or a USYS member state association
3. Inter-Club Player(s) will be listed by E64 staff as “Secondary” (dual rostered) players for the E64 club in GotSport to identify them as such.

### **3.04 Match Game Card Preparation**

All eligible E64 players must be listed on the GotSport Game Card for a particular E64 match. While up to thirty (30) players may be listed on the GotSport Game Card, only eighteen (18) players are eligible to participate in an E64 match. Should more than eighteen (18) players be listed on the Game Card, inactive players must be manually crossed out. If a player pool for an E64 team is greater than thirty (30), a club must activate or de-active players on and off the

GotSport Game Card (i.e. GotSport E64 event roster) to ensure that all eligible players for a particular E64 match are listed on the GotSport Game Card.

Each E64 team should print off its GotSport Game Card prior to each E64 match and bring it to the field for submission. Prior to each E64 match, the coaches of each E64 team should meet to ensure GotSport Game Card accuracy and to select one GotSport Game Card to submit to the referee as the official Game Card.

### **3.05 USYS Member Passes**

Valid USYS or USYS member state association player passes (physical or electronic) for the current seasonal year shall be presented to the referee for the match to verify player eligibility.

### **3.06 Playing of Ineligible Player**

A club and/or coach that plays an ineligible player may be subject to disciplinary action which could include, but not be limited to: (a) forfeiture of the match; and (b) suspension of the coach from the E64 competition. Additional disciplinary action could include (a) expulsion of the coach and/or club from E64; and/or (b) any further action(s) as determined by the National League Management Group.

### **3.07 Additional Player Information**

E64 at its discretion may require participating teams to provide additional information on players for use in promoting E64 and/or its teams and players. Teams are required to submit information as requested in procedures established by E64.

## **SECTION 4. E64 SCHEDULING AND MATCH MANAGEMENT**

### **4.01 Structure**

E64 clubs will be separated into geographically based groups. Each club will play against all the clubs within its group in the following age groups: 13U, 14U, 15U, 16U, 17U, and 18/19U.

### **4.02 Scheduling**

E64 league games will be scheduled in collaboration with each Club Leadership Group, subject to the oversight of the National League General Manager, who shall have authority over the operations of assigned E64 matches.

### **4.03 Club Hosting Standards**

All E64 clubs must adhere to all club hosting standards as determined by the National League Management Group and communicated to each Club Leadership Group. The official “club host” shall be the “home” team as listed in GotSport. These standards include, but may not be limited to:

1. Host club provides two (2) fields if playing all six (6) age groups (one field can be used if both clubs agree). If playing on grass it must be a quality playing surface. Host club should have access to a backup turf field if playing on grass.
2. Host club must supply a qualified athletic trainer to be on site for the duration of the matches.
3. Host club must film each match using a 180-degree camera.
4. Host club must upload game film for match analysis no later than the Monday following a weekend of games.
5. Host club must have two (2) tents (one over each team bench) per field. These tents can be club, National League, or Elite 64 branded tents. In cases of club branded tents, there shall be no non-USYS program logos or brands.
6. Hydration stations at the halfway line in between the team benches (can be either sports drink or water).
7. Host club will send out invitations to all college coaches in the surrounding areas to contribute in making every E64 match a recruitable moment.
8. Welcome packet: it is expected that the host club puts together an email and an attached welcome packet for the incoming club. The Welcome Packet should include information about the facility, parking, hotel and restaurant options, etc.

#### **4.04 Match Management Procedures**

The National League General Manager, in consultation with the NL Commissioner, has the authority to make the final decision on all aspects related to a match outside of the authority of the referees.

On an emergency basis, the National League General Manager may impose additional Match Management Procedures. These additional procedures shall be limited to those items that are necessary, in the sole opinion of the General Manager, for a match to be played.

#### **4.05 Responsibility of Teams**

The officials of a club and team at a match are responsible for the behavior, conduct and control of team players, support staff, supporters including but not limited to family and friends, and team management staff. Failure to abide by this rule may result in Disciplinary Action as determined by the NL General Manager, in consultation with the NL Commissioner.

#### **4.06 Inclement Weather and Unplayable Field Conditions Prior to Match**

The host club is responsible for notifying all parties as soon as possible if matches on scheduled fields are unable to be played due to field closings or inclement weather.

#### **4.07 Rescheduling Policy**

Once E64 match details are published, the schedule will be considered official. Changes are permitted at the discretion of the General Manager due to transcription errors, inaccurate information provided to E64 or other errors as determined by the General Manager. All other

changes to the schedule shall be made in accordance with the parameters below. Any reschedule situation not included here-in will be determined at the sole discretion of the General Manager.

1. Should both clubs agree, in writing, to reschedule a match venue, field, or match time, the E64 match may be rescheduled.
2. Should both clubs agree, in writing, to reschedule a match date, the E64 match may be rescheduled with approval by the General Manager.
3. Should the hosting venue change field numbers or field availability prior to an event weekend, the host club will update the schedule as necessary. Every attempt will be made to have as little impact on the schedule as possible, however, some match start times may have to be updated.
4. Referee assignors are to be advised a minimum of fourteen (14) days prior to the date of a rescheduled game or they may not fulfill the request for referees. Furthermore, it is understood that the host club is in constant communication with their referee assignor with regards to any game modifications.
5. Should an E64 match be cancelled due to rain or inclement weather, it shall be rescheduled, in writing, on a date/time/location as determined by both clubs in coordination with the General Manager. Following a rain-out, the rescheduled match should be published no later than ten (10) days after the originally scheduled match. Once the reschedule is published, it shall be considered official.
6. In situations where multiple E64 matches are being played on a weekend, and matches are postponed during the first day of competition (i.e. Saturday), the postponed match can be scheduled for the following day (i.e. Sunday) if possible and with agreement by both clubs and referee assignor.

In cases of an E64 match reschedule, it is the host club's responsibility to coordinate with its league-approved referee assignor to ensure referee coverage of all E64 matches.

#### **4.08 Referee Jurisdiction**

Once the referee has jurisdiction of a match, the match may be stopped, suspended, or terminated as provided in the "IFAB Laws of the Game."

#### **4.09 Post-Match Protocol**

Following the conclusion of the game, the Referee shall fill out the official Match Report, which is the GotSport Game Card used for player check-in. The Coach or Team Official from both teams are required to sign the completed Match Report prior to leaving the field area. Both teams must take a picture of the Match Report for their records.

#### **4.10 Reporting of Scores (in GotSport)**

The winning team will retain the completed Match Report and is responsible for promptly and accurately reporting the score of their match in GotSport and uploading the Match Report. In the event of a tie, the home team will retain the completed Match Report and is responsible for entering the score and uploading the Match Report. Both teams must take a picture of the

completed Match Report so they have a record of the match. The reporting of a particular match score needs to be done upon completion of the game before leaving the complex. **The ability to record a score in GotSport locks 72 hours after the start of the game.**

- a. a) Information needed to report a match result in GotSport: The Team Official must have their GotSport Account login information and their GotSport Account must be affiliated with the team they are reporting the score for. See postgame instructions in Elite 64 Resources section of the NL website.
- b. b) To report a match result in GotSport: Log into your GotSport Account, navigate to the “Team Management” menu and select “Matches” on the left. You can then filter for the correct match as needed. Select the \*\*\* icon to the right of the match and choose the “Match Stats” option. Upload the picture of the Match Report in the designated area, enter the score, then click “Save.”

## **SECTION 5. E64 PLAYOFFS & NATIONAL LEAGUE P.R.O.**

### **5.01 Qualification to E64 Playoffs**

On an annual basis, the National League Management Group shall determine the structure of the 13U, 14U, 15U, 16U, 17U, and 18/19U USYS E64 Playoffs. All E64 clubs are qualified to attend the E64 Playoffs in each age group, however, their final standings from the E64 league competition will determine their group pool/seeding at the E64 Playoff event.

### **5.02 Qualification to National League P.R.O.**

On an annual basis, the National League Management Group shall determine the qualification criteria for the 14U, 15U, 16U, 17U, and 18/19U team advancement into the National League P.R.O. competition. E64 teams that qualify for the National League P.R.O. will have the opportunity to qualify for the USYS National Championships that same seasonal year, subject to the requirements of the National Championships Series rules.

## **SECTION 6. E64 RULES OF PLAY**

### **6.01 Applicable Rules and Laws of the Game**

Matches will be played under the applicable rules of USYS. Teams are responsible for obtaining and abiding by the IFAB Laws of the Game as they govern play subject to the modifications noted in these rules.

### **6.02 Official Match**

If less than one half is completed and the match is terminated because of weather or other unplayable conditions, the entire match must be replayed, subject to review by the General Manager. If the first full half of a match is played, and the second half of the match is not played because of weather or unplayable conditions, the match is official and the final score will be the score at the time the match is terminated. If a match is terminated during the second half of play due to inclement weather or unplayable conditions as determined by the referee in accordance

with the IFAB Laws of the Game, the final score will be the score at the time the match is terminated. In cases of a terminated match because of unplayable conditions due to spectator behavior or an unsafe playing environment, the final score shall be subject to review by the General Manager.

### **6.03 Substitutions**

- a. For matches in the 13U and 14U age groups, unlimited substitution will be allowed.
  - b. Matches in the 15U, 16U, 17U, and 18/19U age groups will operate under the FIFA-7 players “per half” substitution system. Once replaced, players cannot re-enter the game during that half of play.
  - c. Substitutions may be made at any stoppage of play with the approval of the referee.
  - d. Re-entry shall be at a normal substitution point (with approval of the referee) or at any point during the game if the referee signals for the player’s re-entry.
  - e. During a match where a Health Care Professional (HCP) or Athletic Trainer Certified (ATC) is present, if a player is suspected of suffering a head injury, such player may be substituted for evaluation. The substitution for the evaluation of a concussion/head injury will not count toward the team’s total allowed substitutions in a half. However, the team must have at least one substitution available to implement this temporary substitution.
- 1) If the player is deemed by the HCP or ATC to not have been diagnosed as having a possible concussion, the player may re-enter the game at any stoppage of play, with approval by the referee, and must replace the original substitute. This head injury evaluation substitution will not count as a used substitution in the half. Furthermore, the temporary substitute will be able to re-enter the game in that half at a later time.
  - 2) If the player is not cleared to return to play by the HCP or ATC, the replacement player will no longer be considered a temporary substitute and the team will be charged a substitution.
  - 3) Any discipline issued to the temporary substitute will count for the remainder of the game.

### **6.04 Match Length**

<b>Age Group</b>	<b>Length of Each Half Halftime*</b>	
17U and 18/19U	45 minutes	10 minutes
15U and 16U	40 minutes	10 minutes
13U and 14U	35 minutes	10 minutes

*\* Halftime – subject to change*

### **6.05 Field Size**

Fields for all age groups must meet the U.S. Soccer/FIFA requirements for field size.

### **6.06 Anchored Goals**



The coaches and match referee should inspect the integrity of the goals to ensure they are secure and suitable for play.

### **6.07 Team Uniforms**

Each player (except a goalkeeper) shall have a number on the player's jersey. The number shall be affixed to the back of the jersey and be clearly visible. Each player on a team should wear a number different from the number of every other player on the team. Numbered jerseys on goalkeepers are optional.

All teams are required to attend each match with two (2) sets of jerseys and socks for all of its players; one set of light-colored jerseys and socks, and a second set of dark colored jerseys and socks. It is expected that the first team listed on the E64 schedule (i.e. "home" team) is to wear light/white color jerseys and socks. If, in the opinion of the referee, there is a conflict in uniform color, the team listed second (i.e. "away" team) on the E64 schedule should change its jerseys and socks. The General Manager shall have the option to assign jersey colors to teams for matches, should such procedure be deemed appropriate.

### **6.08 Uniform Logos and Patches**

Teams playing in E64 are permitted to have the following limited items on their game uniforms:

- a. E64 or related USYS patch(es)
  1. Individual club and/or team logo and team sponsor logo
  2. USYS partner logos
  3. Uniform manufacturer logo
  4. Name and jersey number of player

No other patches or logos are permitted unless written permission is granted by USYS. All patches or logos not permitted must either be covered up or removed.

### **6.09 Coaching from Sidelines**

Limited coaching is permitted only from one touch line from the team's respective technical area (if marked) or from the centerline to no more than five (5) yards from the end of the team bench closest to the goal line (if no technical area is marked). Team bench persons may not enter the field without permission from the referee. Only one coach per team may stand and give instruction at a time.

### **6.10 Team Bench Area and Supervision**

No more than four (4) team bench persons (being only team coaches, team administrators, team medical staff, and team video personnel) shall be permitted at the team bench area during a match. Any team video personnel on the team sideline must have proper credentials issued by USYS or USYS member state association. Players listed on the GotSport Game Card are permitted in the team bench area during a match. A suspended team bench person is not

permitted at the Team Bench Area. A coach, manager or team official must supervise an E64 team at all times in the Team Bench Area. Coaches, managers, and team officials are required to provide the Referee with a pass (physical or electronic), as provided by USYS or USYS member state association, certifying that the coach, manager or team official is currently rostered with the team/club.

### **6.11 Team Coaches – Coaching Education Requirement**

Coaches of teams within individual E64 Competition must achieve a level of coaching education where all coaches within the team bench area during a game must have a minimum of a US Soccer “D” Coaching License or equivalent prior to the 2023-24 season. Coaching education levels from U.S. Soccer, United Soccer Coaches and foreign national associations may be considered in meeting such standards. If coaches are on the coaching education pathway, this requirement may be waived only upon a written request to the league manager with documentation showing the coaching education pathway taken by the coach.

### **6.12 Forfeit Due to Failure to Appear for Match**

Failure to appear for a scheduled match will result in a forfeit. A team must be present and ready to play (7-player minimum) within ten (10) minutes of scheduled match time unless otherwise approved by the General Manager.

## **SECTION 7. E64 REFEREES**

### **7.01 Three Person System**

Matches should be officiated by the three-person FIFA/USSF Referee System. In the event the assigned officials fail to appear; an attempt to secure certified officials should be done to officiate the match. In the event certified USSF officials are not available, the Referee may appoint Club Assistant Referees. Club Assistant Referees shall be limited to decisions only on touchlines and possession as specified by FIFA/USSF Referee Guidelines.

### **7.02 Referee Assignor**

Clubs may only use league approved E64 referee assignors. Any league approved referee assignor must be a U.S. Soccer certified referee assignor. The referee assignor shall be paid according to USYS Policy.

### **7.03 Payment of Referees**

Referee and Assistant Referees will be paid at the fields, prior to the start of each match. Each team involved in an E64 match will be responsible for paying half of the total cost for the Referee and Assistant Referees. Both clubs involved in an E64 match may agree to utilize a different method of referee payment, with approval by the General Manager. In lieu of an agreement, the Referee and Assistant Referees will be paid by the teams prior to each match in accordance with the below totals and breakdown of denominations.

- 13U-14U: \$200.00 (Center \$80, AR1 \$60, AR2 \$60)
- o \$100.00 per team. Breakdown of denomination: 5 x \$20 – Per Team
- 15U-16U: \$220.00 (Center \$90, AR1 \$65, AR2 \$65)
- o \$110.00 per team. Breakdown of denomination: 5 x \$20, 2 x \$5 – Per Team
- 17U-18/19U: \$250.00 (Center \$100, AR1 \$75, AR2 \$75)
- o \$125.00 per team. Breakdown of denominations: 5 x \$20, 2 x \$10, 1 x \$5 – Per Team

#### **7.04 Filing of Referee Match Report**

Prior to each E64 match, the teams shall present a GotSport Game Card to the Referee, which shall serve as the Official Game Card prior to the game and the official Match Report following the completion of the game. The Referee shall use the GotSport Game Card to check in the players from both teams. Following the completion of each E64 match, the Referee shall accurately report all scores and cards issued onto the GotSport Game Card (now the official Match Report). Once the scores and cards issued are written on the Match Report, it should be presented to both coaches for their signature. Each team is required to take a picture of the final Match Report for their own records.

If a player is sent off for Violent Conduct, Spitting, or Abusive Language, a U.S. Soccer Supplemental Report must be filled out and submitted to the referee assignor with a copy of the Match Report. Additionally, a U.S. Soccer Supplemental Report must be filled out and submitted to the referee assignor for situations involving Referee Abuse or Referee Assault. The referee assignor shall submit all U.S. Soccer Supplemental Reports and corresponding Match Report to the General Manager.

### **SECTION 8. E64 STANDINGS**

#### **8.01 Earning Points in Matches**

The standings of teams within a competition format will be based upon the number of points earned from each match. Teams earn points as follows: 3 points for a win; 1 point for a tie; and no points for a loss.

#### **8.02 Forfeits**

A forfeited match will be scored as a 1-0 win for the opponent. The General Manager, after consultation with the NL Commissioner, shall determine any additional sanctioning.

#### **8.03 Uneven Number of Matches**

In the event that the teams in a competition format do not play the same number of matches due to unforeseen circumstances, excluding matches that teams forfeit, the General Manager shall determine the Final Standings utilizing any tie-breaking procedures of Rule 8.04 that may need to be applied or by using the percentage of points earned versus the maximum points the team could have earned as the tiebreaker.

#### **8.04 Tiebreakers**

The following tiebreaker criteria apply to the competitions within each E64 group.

##### **Tiebreakers—Two Teams are Tied**

If two teams are tied on the basis of points earned, the team's placement will be determined in accordance with the following sequential criteria:

- a. Winner of head-to-head competition
- b. Winner of most games (all games)
- c. Best Goal spread (goals scored minus goals against) in all games
- d. Fewest goals allowed
- e. Coin Toss

##### **Tiebreakers—Three Teams That Are Tied**

If three teams are tied on the basis of points earned, the final rankings will be determined in accordance with the following sequential criteria. If a criterion creates a situation where the three-way tie is completely broken, then that determines the final order of finish between those three teams. If a criterion separates just one team, then the two teams that are still tied based on that criterion will resort to the two-team tiebreaker to determine the order of finish between those two teams.

- a. Points earned in head-to-head competition among the teams
- b. Winner of most games (all games)
- c. Best Goal spread (goals scored minus goals against) in games among the tied teams
- d. Best Goal spread (goals scored minus goals against) in all games
- e. Fewest goals allowed in games among the tied teams
- f. Fewest goals allowed in all game.
- g. Drawing of lots

##### **Tiebreakers—Four or More Teams That Are Tied**

If four or more teams are tied on the basis of points earned, the final rankings will be determined in accordance with the following sequential criteria. If a criterion creates a situation where the four or more-way tie is completely broken, then that determines the final order of finish between those four or more teams. If a criterion breaks a portion of the tied teams, then the tiebreaker shall move to the tiebreaker that coincides with the number of teams that remain tied.

- a. Points earned in head-to-head competition among the tied teams
- b. Winner of most games (all games)
- c. Best Goal spread (goals scored minus goals against) in games among the tied teams
- d. Best Goal spread (goals scored minus goals against) in all games
- e. Fewest goals allowed in games among the tied teams
- f. Fewest goals allowed in all games
- g. Drawing of lots

### **Tiebreakers—Not Covered**

For any situation not covered within these rules, the League Manager will also determine any tie-breaking procedures that may need to be applied.

## **SECTION 9. E64 SEND OFFS, DISCIPLINE, PROTESTS AND APPEALS**

### **9.01 Protocol for Send Offs and Dismissals**

Any player sent off from an E64 match must leave the field of play but shall remain in the Team Bench Area under the supervision of the player's Coach. If the sent off player cannot be controlled by the Coach, the Referee may require the removal of the player from the entire field area. If such player is removed from the field area, the Coach must designate a parent or Team Official to supervise the player away from the field area.

Any team official dismissed from participating in an E64 match must leave the field area and retreat to the parking area of the complex. Any team official who is dismissed is prohibited from communicating with his/her team while the team is at the field for its match, including but not limited to cell phone use, texting, tweeting, or other means of communication. Violation of this rule may result in further disciplinary action against the individual and/or team. The match officials and/or site manager are authorized to prohibit the use of any communication devices at the team bench areas.

### **9.02 Send Offs and Dismissals – Automatic Suspension**

Any player sent off or non-player dismissed will be automatically suspended for the remainder of the day and next day of E64 competition of the gender age group of the suspended player or non-player. For a second send off or dismissal during a seasonal year and any send off or dismissal thereafter, the player or non-player will automatically be suspended for the remainder of the day and next two days of E64 competition of the gender age group of the suspended player or non-player.

All send-offs and dismissals are to be reviewed by the General Manager who, in consultation with the National League Management Group, may determine that an additional suspension shall be assessed. The General Manager has the right to impose additional sanctions with regard to any matters arising from participation in E64 as the result of the sending off.

Any suspensions received while participating in non-E64 competitions will not automatically be recognized by E64 without a written request and justification being provided to the General Manager by the NL Conference League Manager or member state association that issued the suspension. Such non-E64 related suspensions are subject to final determination by the National League Management Group.

### **9.03 Racial / Spitting / Discriminatory Incident – Automatic Suspension**

Any official reports from a referee or league official involving a racial, spitting, or discriminatory incident will be subject to a minimum suspension as follows: at least a five (5) game suspension for making racist or discriminatory remarks at or about any person; at least a five (5) game suspension for spitting at a person. All official reports of racial or discriminatory behavior shall be subject to review by the National League Management Group who may impose additional sanctions.

All official reports of racial or discriminatory behavior shall be subject to review by the National League Management Group who may impose additional sanctions.

### **9.04 Playing of a Suspended Player**

A team that plays suspended player may be subject to disciplinary action which could include, but not be limited to: (a) forfeiture of the match, and (b) suspension of the team's coach from E64 competition. Additional disciplinary action could include (a) expulsion of the coach or club from E64; and/or (b) any further action(s) not limited to fines as determined by the General Manager.

### **9.05 Reporting Send Offs to States**

E64 may distribute information on all send offs to the respective USYS member state associations.

### **9.06 Termination of Matches**

Referees may terminate matches for lack of crowd control, poor team behavior or other unsportsmanlike circumstances. Each coach is responsible for the behavior and conduct of their players. Upon request by the Referees, coaches are responsible for assisting in the control of parents, fans, and spectators. The Referee will report the termination of any match to the General Manager or their designee within 24 hours. The General Manager shall ascertain the facts and determine appropriate disciplinary action. The General Manager, after consultation with the NL Commissioner, shall determine any additional sanctioning.

### **9.07 Match Manipulation**

Match manipulation is when a team or teams fail to compete in the spirit of the competition or are involved in the manipulation of a game result. Reports of suspected match manipulation must be extensively substantiated in writing and be filed in writing with the General Manager no later

than two (2) hours following the completion of the match in question. Reports of suspected match manipulation in a Referee Report may be filed with the General Manager. The General Manager will investigate and adjudicate all allegations of match manipulation and will impose appropriate sanctions.

Verified instances of match manipulation shall be subject to sanctioning at the discretion of the General Manager, and in consultation with the NL Commissioner. Such sanctions against the team and club found guilty of match manipulation may include but may not be limited to: (1) a minimum \$10,000 fine; (2) forfeiture of all E64 matches; (3) suspension of the team coach(es) and club Director of Coaching; and/or (4) expulsion from E64.

### **9.08 Violation of Rules**

Any violation of the rules herein and subsequent sanctioning not specifically addressed in these rules will be subject to disciplinary action by the NL Commissioner.

### **9.09 Definition of a Protest**

A protest is a formal written objection of any violation of established policies, rules, or procedures related to a specific match and can only be filed by the Club Director of the Club or the Director of Coaching for the Club that the team is a member. Only those teams involved are permitted to protest a match result. Third parties, i.e., coaches from other teams, state administrators, cannot file protests on a specific match. Protests must be based upon a violation of the published rules of USYS, U.S. Soccer, the Conference competition, or IFAB Laws of the Game.

### **9.10 Protests of Match Played**

To be valid and eligible for consideration, a protest must be orally lodged by a team official with the match referee and the opposing coach at the game site before leaving the field of play and noted on the Game Card. All protests must be submitted in writing and filed by the Director of the Club or the Director of Coaching of the Club that the team is a member with the appropriate fee to the League Manager. The formal written protest must be postmarked no later than three (3) business days after match completion in accordance with the Filing Procedures listed in Rule 9.13. The referee is the final authority on the field of play. All decisions of the referees with respect to matters of fact, including judgment matters, are final.

### **9.11 Hearing of Protest**

The National League Management Group shall hear all protests by no later than seven USYS business (7) days following the receipt of the protest fee. The NL Commissioner, as a member of the National League Management Group, will not be a part of the protest hearing.

**9.12 Definition of an Appeal** An Appeal is a request to transfer the matter from one jurisdiction to another for re-examination of the decision made by the lower body. Appeals arise as the result of an adverse decision from an administrative action or disciplinary action at a lower level. Only

those parties to the original action, who are adversely impacted by such decisions, shall be allowed to appeal. An Appeal may only be filed by the Director of the Club or the Director of Coaching for the Club that the team is a member. An appeal must be filed in accordance with Section 9.13 within five (5) days after a decision is rendered by the National League Management Group.

### **9.13 Appeals Committee**

E64 shall have a National League Appeals Committee. The National League Appeals Committee shall have jurisdiction of appeals as provided in the rules of this Section 9 The NL Commissioner shall appoint members to the Committee for each appeal that is filed. Members of the National League Appeals Committee shall have no conflict of interest in the matters being appealed and shall not be associated with any of the principals involved. The National League Appeals Committee shall be chaired by one of the members designated by the NL Commissioner. The Appeals Committee shall be composed of no fewer than three (3) and no more than five (5) members.

Decisions of the National League Appeals Committee shall be final.

### **9.14 Filing Procedures**

A protest or appeal must be filed in writing and must include:

- a) The nature and specifics of the complaint.
- b) A listing of the policies, rules, and/or procedures that have been violated.
- c) A statement of the desired resolution.
- d) Copies of all documents relevant to the protest or appeal.
- e) The filing fee for a protest or appeal is \$500 (certified check or money order – made payable to US Youth Soccer).

All protests and appeals must be filed with the General Manager. The original document of the protest or appeal, along with all supporting documents, must be sent by Registered or Certified U. S. Mail – Return Receipt Requested, or by a reputable overnight courier service to: USYS National Office, 9220 World Cup Way, Frisco, TX 75033.

### **9.15 Hearing of Appeal**

An appeal of a League Manager decision shall be heard by the National League Management Group. An appeal of a National League Management Group decision shall be heard by the National League Appeals Committee. The USYS CEO in consultation with the NL Commissioner, may determine that an appeal of a League Manager decision may be heard directly by the National League Appeals Committee.



### **9.16 Notification of Parties**

The General Manager shall notify all parties involved, no later than three (3) business days after receipt of an appeal or protest, that an appeal or protest has been filed.

### **9.17 Disputes, Discipline & Appeals**

The General Manager is authorized to settle disputes which arise in the course of E64 competition. The General Manager, in accordance with the disciplinary policies and procedures of USYS and US Soccer, will investigate and adjudicate all allegations of misconduct by teams, coaches, players, or others involved in National League operations and will impose an appropriate sanction for any violation found. When an appeal of a General Manager's decision is authorized under this section 9, the appeal will be heard in accordance with Rule 9.14.

### **9.18 National League Appeals Committee Decisions**

Appeals shall be considered and determined by the National League Appeals Committee in person or by telephone conference call at the Chairman of the National League Appeals Committee's direction. Consideration and determination of an appeal shall be closed to the public and the parties. The National League Appeals Committee will render a decision no later than fourteen (14) business days after receipt of the appeal. Decisions shall be reduced to written form and shall be sent to the principal parties no later than two (2) business days after the conclusion of deliberations (excluding Saturdays, Sundays and holidays).

### **9.19 Return of Filing Fee**

In the event that a Protest or Appeal is fully upheld then the filing fee shall be returned to the entity filing the Protest or Appeal; otherwise the filing fee is non-refundable.

### **9.20 USYS Bylaw Section 4 of Article XVII**

Section 4 of Article XVII of the USYS bylaws provides the following:

- a. No member of USYSA, official league, club, team, player, coach, administrator or referee may invoke the aid of the courts of the United States or of a state without first exhausting all available remedies with the appropriate soccer organization, and as provided by USYSA.
  1. For a violation of this bylaw, the offending party shall be subject to suspension and fines, and shall be liable to USYSA for all expenses incurred by USYSA and its officers and members of the board of directors in defending each court action, including the following:
    1. court costs;
    2. attorney's fee;
    3. reasonable compensation for time spent by USYSA officials and employees in responding to and defending allegations in the action, including responses to discovery and court appearances;

4. travel expenses; and
5. expenses for holding special National Council meetings necessitated by court action.

### **9.21 Final Authority**

The NL Commissioner shall have final authority to act in the best interest of E64, which may include but not limited to adjusting Match Day Procedures for specific matches or making decisions to address situations not covered in the E64 Rules and/or Procedures.