

United Premier Soccer League (UPSL)

Rules of Play

UPSL 2019 YOUTH ACADEMY DIVISION RULES & REGS



1.0 Rules of Play

FIFA Laws of the Game will apply as modified by US Club Soccer and United Premier Soccer League (UPSL) as described.

2.0 Players and Teams

2.1 Match Ready

2.1.1 Inspection of players will commence thirty (30) minutes before scheduled kick-off.

2.1.2 Teams that report fifteen (15) minutes after scheduled kick-off shall forfeit the match.

2.1.3 The referee will verify:

- a) All player ID cards have the appropriate club and team number.
- b) The coach is affiliated with the club and has a minimum of an "E" License. A manager with a valid "F" license may coach on an emergency basis.
- c) Player's jersey numbers and names are listed correctly on the match report,
- d) Player Pass pictures accurately match the player and the match/roster game report.
- e) Handwritten player(s) on the match report are legal as long as they have a proper US Club Soccer Player ID Card matching the club and team ID number.
- f) All Club Pass players shall be printed on the roster, and card must match club, but the team number will be different. Club Pass players cannot be handwritten in.
- g) All players will have proper equipment (FIFA Law 4): cleats, shin guards, and other uniform requirements. Illegal or missing equipment equals NO PLAY, SAFETY FIRST.

2.2 Club passes are allowed in the UPSL.

2.3 No loan players are allowed in the UPSL.

United Premier Soccer League (UPSL)

Rules of Play

2.4 TEAM AGE GROUPS

Teams will follow birth year for age groups:

Birth Year of oldest player	Play Format	Maximum Team Roster	Field Size	Game Length (minutes)	Halftime Length (minutes) (c)	Ball Size
2000/2001 (*)	11 v. 11	22	Full	90	10	5
2002	11 v. 11	22	Full	90	10	5
2003	11 v. 11	22	Full	80	10	5
2004	11 v. 11	22	Full	80	10	5
2005	11 v. 11	22	Full	70	5	5
2006	11 v. 11	22	Full	70	5	5
2007	9 v. 9	18	Small Size	60	5	4
2008 (a)	9 v. 9	16	Small Size	60	5	4
2009 (a)	7 v. 7	12	Small Size	50	5	4
2010 (a, b)	7 v. 7	12	Small Size	50	5	4
2011 (a, b)	7 v. 7	12	Small Size	50	5	4
2012 (a, b)	7 v. 7	12	Small Size	50	5	4

(*) Up to three (3) players born in 2000 are allowed in this age group.

2.5 Short sided soccer rules from US Soccer and Halftime Length:

(a) No heading of the ball. See 7v7 & 9v9 Modifications

(b) Build-Out Line, Opponents must retreat behind the Build-Out Line, No Goalkeeper Punting, Goal Kicks must leave penalty area to be in play. See 7v7 Modifications

(c) Halftime length is mandatory. Teams that exceed the halftime break time are to be reported on the Official Match/Roster Game Report.

3.0 Referees

3.1 Referee Crew

It is the assignor's responsibility to properly assign the entire referee crew. Center referee assigned must be qualified to referee the assigned age group. The center referee must be two (2) years older than the age of the teams playing.

United Premier Soccer League (UPSL)

Rules of Play

3.2 Referee Assaults

Referee assaults must be reported immediately following the match. In addition, a written USSF Supplemental Report must be sent to the designated UPSL Conference Manager within 24 hours.

3.3 Referee Duties

3.3.1 The Referee when completing the UPSL Official Match/Roster Game Report will indicate on the roster and online in the scoring comment section any player, coach, manager or spectator(s) that didn't play or attend a game for any suspension related cards.

3.3.2 Referees will check that each team has a coach in attendance for the entire game with a valid US Club Soccer Coaching Pass. A minimum of a US Soccer "E" License is mandatory for all competitive coaches. A licensed coach, affiliated with that club, must be present during the entire game. If the coach fails to show or no other licensed coach with the club is available, then the game is terminated and reported on the UPSL Official Match/Roster Game Report. If the coach leaves early and does not have a proper replacement, the game shall be terminated. A manager with a valid "F" license may coach on an emergency basis.

3.3.3 UPSL permits using a "Club Linesmen" when less than three (3) referee(s) are available to referee the match. Club Linemen may only signal when the entire ball crosses the touch line or goal line. They cannot call Offside. Use of any Club linesmen must be reported on the UPSL Official Match/Roster Game Report.

3.3.4 Referees agree that by accepting and refereeing any UPSL game, that they will follow the UPSL rules and when requested, will appear before any Trial Board Hearing. Failure to do so will result in said Referee being relieved of all UPSL referee duties until the matter has been resolved.

3.3.5 Referees shall be dressed in the appropriate uniform with the current year USSF badge and be ready to officiate at least (30) thirty minutes prior to the game scheduled start time.

4.0 The Match

4.1 The home team shall provide three copies of the Official Match/Roster Game Report. The referee keeps a copy as their official record and gives a copy to each team's administrator. This document MUST be signed at the end of the match by both teams verifying the results.

4.2 Referees must verify that each player on the UPSL Official Match/Roster Game Report has a valid US Club Soccer Player Pass.

4.3 Field and goals shall be safety checked by the referee. If a field or field equipment is dangerous or unsafe do not play game and report it on the UPSL Official Match/Roster Report.

4.4 UPSL requires the referee and manager or coach from each team to report the final score and any yellow or red cards issued in the game within 24 hours through the online scoring module on our website. In addition, a copy of the Official Match/Roster Game Report shall be sent to the appropriate UPSL Conference Manager via email of a PDF file.

4.5 All yellow cards must be reported within 24 hours and the Official Match/Roster Game Report sent to the appropriate UPSL Conference Manager via email of a PDF file.

United Premier Soccer League (UPSL)

Rules of Play

4.6 All send-off/red cards must be reported within 24 hours and the Official Match/Roster Game Report sent to the appropriate UPSL Conference Manager via email of a PDF file.

4.7 Referees are required to legibly print their name and enter the last four numbers of their USSF ID Number in the section at the bottom of the UPSL Official Match/Roster Game Report.

4.8 Fields shall conform to FIFA (Law 1) and may be adjusted for youth. The home team is responsible for marking and setup of the field.

4.9 Goals must be properly anchored. Improperly anchored goals must be corrected by the home team. If the goals cannot be properly anchored, the home team shall forfeit the game.

4.10 The suitability of corner flags, goals safely anchored, and safety conditions of the field are the sole and final discretion of the Referee under the laws of the game.

4.11 Player substitutions are according to FIFA with the exception that the number of substitutions is unlimited. Substitutions are allowed using the following guidelines:

- a) All substitutions may be made by either team, with the consent of the referee, at any stoppage of play.
- b) Only the coach or trainer may attend to injured player unless approved by the referee.
- c) Substitutions shall be made at midfield line. The substitute player shall not enter the field of play without approved by the referee.
- d) Excessive substitutions resulting in delay of game is unsporting and is discouraged. The referee has the authority through the laws of the game to manage this type of behavior .

4.12. The referee may abandon a match if:

- a) There are an insufficient number of players to meet the requirements of the Law of the competition.
- b) A team does not appear.
- c) The field or any of its equipment do not meet the requirement of the Laws and/or is otherwise unsafe.

An abandoned match will be treated as protested games which may be ruled complete, ordered re-played or continued from the point of stoppage.

4.12.1 All Clubs are requested to report to the match officials at least one (1) hour prior to kick-off for pre-match formalities. Breakdown of vehicles and traffic shall not be considered as force majeure.

4.13. The referee may terminate a match:

- a) For reasons of safety (bad weather or darkness).
- b) For any serious infringement of the Laws.
- c) Interference by spectators.

4.13.1 Terminated games before the commencement of the second half will be re-played in their entirety.

United Premier Soccer League (UPSL)

Rules of Play

4.13.2 Games terminated during the second half will be considered complete.

4.13.3 Only the UPSL, not the referee, has the authority to declare a winner, a forfeit, or a replay of the match in its entirety. The referee must report fully on the events.

4.14 Abandoned or terminated games may be ruled a forfeit, when the actions of that team's players, coaches or spectators is the cause for the abandonment or termination of the game. All decisions made are at the discretion of the UPSL and considered final.

4.15 Administrator Red Cards/Forfeits

4.15.1 If there is not a properly licensed coach affiliated with the club present during the entire game, that team will forfeit the game.

4.15.2 Any licensed coach from the team's club may continue the game if that coach has a valid coach's card with that club.

4.15.3 If the coach is sent off and no other coach affiliated with the club is available to continue as coach, the referee will terminate the match.

4.15.4 A manager with a valid "F" license may coach on an emergency basis.

4.15.5 Abandoned or terminated games may be ruled a forfeit, when the actions of that team's players, coaches or spectators causing the abandonment or termination.

4.15.6 Any coach sent off must be out of sight and sound prior to, during and after the game.

4.16. SIDELINE BEHAVIOR

4.16.1 Coaches are responsible for their sideline and all actions thereon. Coaches are expected to coach their teams in a positive and respectful manner. UPSL encourages referees to discipline any coach for irresponsible behavior if the coach, player, parent or spectator uses derogatory words or actions aimed at their players, the opposing team's players, coach, sideline or any of the referees. Disruptive sideline behavior will result in disciplinary action for players, coaches, spectators, and entire sidelines

5.0 League Structure

5.1 All clubs within the Conferences and/or Divisions shall play a predetermined number of league games on a home and away basis (unless a central field location is assigned), with three (3) points being awarded for a win, one (1) for a draw, none (0) for a loss.

5.2 For all Conferences and/or Divisions, the team which has accumulated the highest amount of points at the end of the regular season shall be declared the Champions of that Conference and/or Division.

5.3 If two or more clubs obtain the same number of points at the end of the regular season, the following tie-breakers shall be used, in order:

(a) Total goal difference

(b) Total goals scored

(c) Head-to-head points

United Premier Soccer League (UPSL)

Rules of Play

(d) Head-to-head goal difference

(e) Greatest away goal in head-to-head

(f) Fair-play points (YC= -1; 2YC= -3; Direct RC= -4)

(g) Play-off. In the event of a three-way tie to determine the Regular Season Champions, a mini-table involving games only between those three teams shall be used based on the above.

5.4 The UPSL will determine for each Conference the number of clubs qualifying for its respective playoffs.

5.5 The UPSL National League Cup shall consist of all Conference Playoffs Champions; however, the playoff format is subject to change.

5.6 Registration of all new players is frozen three (3) weeks before the end of the regular season and before playoffs.

5.7 Trophies shall only be presented to Regular Season Champions from each Conference.

5.8 If a Conference has Divisions, Trophies will be presented to each Regular Season Division Champions as well as the Conference Playoffs Champions.

5.9 Promotion and Relegation shall be in effect for Conferences with multiple divisions.

5.10 The number of teams promoted and relegated shall be two each division.

5.11. Withdrawal, Refusal to Play, Forfeiture

5.11.1 Clubs seeking approval for a fixture change must submit a written request for the fixture change to the UPSL Board ten (10) days prior to the match in question accompanied by all supporting documents required. The UPSL has the discretion to grant or deny the request.

5.11.2 Fixture change request may be accepted after the ten (10) days period if there are extenuating circumstances but must be accompanied by supporting documents.

5.11.3 Withdrawal of Clubs from Matches

5.11.3.1 It shall be an offense for any UPSL registered club to withdraw from the league once placed on the league fixture.

5.11.3.2 Any club failing to honor a game without justifiable reason except in a case of force majeure determined by the UPSL shall forfeit the match 1-0, be fined \$500.00 and three (3) points deducted from its standings.

5.11.3.3 Any club failing to honor three (3) league games during the season shall constitute a withdrawal from UPSL.

5.11.3.4 If a club withdraws, and/or is banned or expelled from the UPSL, the following rules shall take effect:

5.11.3.4.1 If at least half of the games on the schedule has been played, all scores from those games remain valid and remaining scheduled games shall be credited to the opponents as a 1-0 win.

5.11.3.4.2 If less than half of the games on schedule has been played, all the played and scheduled games of that club shall be cancelled.

United Premier Soccer League (UPSL)

Rules of Play

5.11.4 Refusal to Play

5.11.4.1 Any club refusing to continue a game for a period of up to ten (10) minutes, walks off the field or engage in tactics to abort the game shall forfeit the match to its opponent 1-0, pay a \$500.00 fine before its next game, and have three (3) points deducted from its standings.

5.11.4.2 Any club engaged in tactics to avoid being fined for forfeiting a game by constantly appearing with only nine (9) players for its remaining games of the season shall be considered a Refusal to Play and shall be fined \$500.00 fine before its next game and have three (3) points deducted from its standings.

5.11.5 Any Home Club forfeiting a game shall be charged with all expenses incurred by the Visiting Club in preparation for the game along with the \$500.00 forfeiture fine.

5.11.6 Any Visiting Club forfeiting a game shall be charged with all expenses incurred by the Home Club in preparation for the game along with the \$500.00 forfeiture fine.

5.11.7 All referee fees shall be paid by the Club forfeiting if the forfeit is called less than thirty-six (36) hours of the scheduled game.

5.11.8 All fines and fees must be paid within seven (7) days or before the Club's next match, whichever comes first.