

2017 USL Referee Manual

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Rules of Competition

The following information provides a basic overview of the rules of competition for regular and postseason play in the USL. Periodically, additional information will be added to the Referee assignment website: <https://usoccer.gameofficials.net>.

Playing Rules

Each USL game shall be played in accordance with the most recent edition of the FIFA Laws of the Game and any rules of competition established by the USL and approved by the appropriate National Federations.

FIFA Kicks from the Penalty Mark

The “Reduce to Equate” principle shall be implemented in those matches for which the rules of competition mandate the taking of kicks from the penalty mark under the following guidelines:

- The kicks phase of the match begins at the moment regulation play ends (including any overtime periods of play).
- A team might have fewer than eleven players eligible to participate at the end of regulation play due to injury or misconduct or because the team began the match with fewer players.
- The captain of the team with more players must identify which of its players will not participate, if regulation play ends with the team at unequal sizes.
- “Players eligible to participate” include those players who are legally on the field at the end of regulation play, plus any other players off the field temporarily (i.e. to correct equipment, bleeding, or having an injury addressed).
- Only the goalkeeper may be substituted in the case of injury during the kicks phase and only if the team has a substitution remaining from its permitted maximum.
- Once kicks begin (following any “reduce to equate” adjustment), a player may become unable to participate due to injury or ineligible to participate due to misconduct.
- Under no circumstances will a team be required to “reduce to equate” if the opposing team loses one or more players due to injury or misconduct occurring during the kicks phase of the match.
- Until a result is produced, both teams must continue to use their eligible players without duplication until all (including the goalkeeper) have kicked, at which time players who have already kicked may kick again. If one team has fewer players than the other, it will need to begin again using its players who have already kicked sooner than the opposing team.

Game Officials

Game Officials for each USL game shall consist of the Referee, Senior Assistant Referee, Junior Assistant Referee and a Fourth Official.

Referee

The Referee shall have general oversight and control of the game and shall exercise the powers granted to him by the FIFA Laws of the Game. The Referee's duties to start the game are outlined later in this Manual.

Assistant Referees

Two (2) Assistant Referees shall assist the Referee in controlling the game. Upon their arrival to the stadium, the Assistant Referees shall report to the Referee. The Assistant Referees are defined as the Senior Assistant (bench side) or AR1 and Junior Assistant or AR2.

Fourth Official

The Fourth Official shall assist with administrative duties, procedures for substitutions and, if necessary, be responsible for the replacement of the game ball to eliminate unnecessary delays in the game. The Fourth Official shall be situated at a table at midfield on the team bench side of the field, between the two team benches, approximately EIGHT (8) to TEN (10) feet outside the touchline.

Stadium and Playing Field

Seating Capacity

Each stadium must have a minimum seating capacity of 5,000 persons.

Lighting

Each stadium must have floodlights with minimum 120 foot candles for night play.

Dressing Rooms

Each stadium must have dressing rooms for the home team, visiting team and referees. The home team must ensure that both teams' locker rooms are comparable in size and amenities. The visiting team should not be exposed to a competitive disadvantage due to its locker room. Additionally, accommodations should be made if a member of the referee crew is of the opposite sex. The referee dressing room shall contain:

- Several tables to place drinks, medical supplies, snacks, gear, etc.
- Garbage cans
- Sufficient towels (two per person)
- Soap
- Shampoo
- Ice
- Coolers with water and electrolyte beverage
- Granola bars and bananas (one per person)
- Code of Conduct
- Hydration Policy
- Zero Tolerance Policy
- Countdown clock
- WBGT Thermometer
- Communications System and Dissolving Spray

Scoreboard and Game Clock

Each stadium must have a working, electronic scoreboard that displays home team/visiting team scores, period, and a game clock. The official game time for all games will be managed on the field by the referee. If necessary, the referee may also allot extra time (a.k.a. "stoppage time") at the end of each period (first half, second half, and if applicable, first overtime period and second overtime period during playoff matches) to allow for injuries, time-wasting or other disturbances. The stadium clock will display the time from 0:00 to 45:00 and from 45:00 to 90:00 (plus stoppage time where applicable in each half).

Playing Surface

Each stadium must have a uniform playing surface that consists of natural grass or approved synthetic turf and must be in good playing condition. The grass length on game day shall not be less than one half (1/2) of an inch or exceed one and one-half (1-1/2) inches. The grass must be mowed to an equal length. It is recommended that the grass cut pattern be horizontal across the width of the field, middle of the field should be cut in five yard intervals and the penalty box should be cut at six yard intervals.

Field Dimensions

The minimum playing surface dimensions are 110 yards x 70 yards. Any venue which does not meet these specifications must seek special approval in advance from USL.

- 2017 Exemptions:
 - o Louisville City FC: 105x75 yards
 - o OKC Energy FC: 120x66 yards
 - o Tulsa Roughnecks FC: 106x70 yards

Field Markings

The dimensions and markings of the field shall be measured according to standard FIFA specifications. This includes clear, distinct field markings that are five inches wide on a field that remains a constant size during the season. Goal nets and corner flags should be free of advertising.

- 2017 Exemptions (American football lines):
 - o Bethlehem Steel FC
 - o Ottawa Fury FC
 - o Rochester Rhinos (Lacrosse lines)
 - o Vancouver Whitecaps FC 2

Bench & Technical Area

Per the FIFA Laws of the Game, the technical area relates to matches played in stadiums with a designated seated area for technical staff and substitutes. Both the home and visiting team's benches shall be placed on the same side of the field on the side designated by the stadium field plan. The home team shall designate the bench locations at the start of the season and will not change these locations during the season. The bench area shall be marked according to FIFA's technical area markings and the bench should accommodate no more than 14 persons per team. The technical area should be marked by white hash marks, extending one yard from the end of the bench and one yard from the sideline. The technical area must not start closer than 10 yards from the midfield line and cannot start farther than 15 yards from the mid field line. Exceptions can be made for benches which are built into the stands or permanently affixed. The technical area cannot exceed 15 yards in length.

Penalty Area

At each end of the field, a line perpendicular to the goal line shall be drawn parallel to each side of the goal and 18 yards from each goalpost for a full distance of 44 yards. This line shall extend for the 18 yards into the field of play from the goal line. A line running parallel to the goal line shall be drawn to connect the two perpendicular lines, which shall form the "penalty area." Within each penalty area, a penalty mark is made 12 yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of ten yards from each penalty mark is drawn outside the penalty area.

Goals & Goal Area

At each end of the field, a line perpendicular to the goal line shall be drawn parallel on each side of the goal and six yards from each goalpost. This line shall extend six yards into the field of play from the goal line. A line running parallel to the goal line shall be drawn connected to two perpendicular lines, forming the "goal area." Each goal shall be centered on the goal line and equal distance on each side from the corner flags. Game day goals shall be the size approved by FIFA.

Halfway Mark & and Center Circle

A halfway line shall be marked across the center of the field. The center of the field shall be so marked and have a circle, which has a ten yard radius drawn around it.

Corner Area & Flags

At each of the four corners of the field measuring from the corner flags post, a quarter circle of a radius of one yard shall be drawn inside the field of play. A hash mark one yard in length and 11 yards from the touch line shall be marked perpendicular to the goal line at each corner of the field. Corner flags shall be on posts not less than five feet high with non-pointed tops.

Field Marking

Teams shall ensure only soccer markings are present. No logos may be painted or mowed on the field without USL approval.

Commercial Advertising

Advertising on the ground shall be at least one yard from the boundary lines of the field of play. Upright advertising shall be at least one yard from the touch lines of the field of play, the same distance from the goal line as the depth of the goal net, and one yard from the goal net. No form of commercial advertising, whether real or virtual, is permitted on the field of play, on the ground within the area enclosed by the goal nets or the technical area, or within one yard of the touch line from the time the teams enter the field of play until they have left it at half-time and from the time the teams re-enter the field of play until

the end of the match. Similarly, advertising is not permitted on the goals, nets, flag posts or their flags and no extraneous equipment (cameras, microphones, etc.) may be attached to these items.

Uniforms

Player Uniforms

All players shall only wear league-approved, identical uniforms as provided by the official uniforms supplier of the club (subject to any form of league-wide uniform supplier). The goalkeeper's uniform shall be different colors than each team's uniform and shall conform to FIFA and USL guidelines. The goalkeeper's uniform must be a singular color. Slide pants, compression shorts, and long-sleeved shirts may be worn under the uniform, if they match the predominate color of the uniform's shirt or shorts. All players wearing slide pants shall wear the same style, which may not extend more than two inches below the uniform shorts and beyond the top of the knee. In exceptional circumstances, the league reserves the right to request all teams wear a black armband. The Referee shall enforce all FIFA equipment rules and any equipment deemed dangerous shall be removed.

USL Logo

The USL will provide a set number of USL Logo patches prior to the start of each playing season to each team. Additional patches can be ordered at the team's own expense. This logo must be permanently affixed to the left sleeve of the jersey. The official USL patch from the designated USL supplier must be used. The USL logo may not be sublimated on the jersey or the team cannot create their own patch for application. The USL logo shall be the only league logo which appears on a team's uniform. The MLS logo cannot be present on a team's uniform.

Team Logo

The team name and/or team logo must be present on the front of the game jerseys. MLS-affiliated teams must use their own unique logo; they may not use the same logo as their parent club.

Uniform Numbers

Each uniform must contain numbers on the front of the shorts and the back of the jersey. Number size must be a minimum of eight inches on the back of jersey and three inches on the front of the shorts. Numbers cannot be placed on the front on the jersey. Players may utilize numbers 0 and 1-99. Only goalkeepers may use 0 and 1. Teams must use the designated league approved supplier numbers.

Player Names

Player names must be printed on the back of the game jerseys for all games. Teams must use the designated league approved supplier letters. The name must be printed in a horizontal fashion above the numbers.

Uniform Selection

The home team has the right to select the color of its home uniform and must inform the visiting team of its choice via the Home Team Travel Information Sheet 14 days prior to the game. Visiting team must wear a contrasting uniform, of which the jersey, and socks must contrast. It is highly recommended that the shorts contrast, as well. The order of priority in selecting uniform colors is the following: 1) Home team uniform, 2) Visiting team uniform, 3) Home team goalkeeper, 4) Visiting team goalkeeper. The referee has the authority to resolve uniform conflicts if the League staff is unavailable. All teams must travel with at least two league-approved uniform sets.

Goalkeeper Jersey

Goalkeeper uniforms must be distinct from both the home team and the visiting team, as well as the opposing goalkeeper. A goalkeeper's jersey and socks all must contrast all other uniforms on the field. It is highly recommended that the shorts contrast, as well. The referee has the authority to require a goalkeeper jersey change. All teams must travel with at least two league-approved goalkeeper uniform sets of different colors. It is required that goalkeeper uniforms are a singular color.

Warm-ups

All team warm-ups must be identical for all players and must align with the color scheme of the uniforms.

Referee Uniform

All referees are required to supply their own uniform. USL competitions require the use of approved uniforms by the appropriate National Federations.

Game Preparation & Presentation

Game Day Presentation

Game day presentation for all USL matches must be professional and consistent. This goal shall be accomplished by adhering to all USL League Regulations and Standards. The language and rules in the Commercial Guidelines, Broadcast Guidelines, and Communications Guidelines supersede any language contained in the Operations and/or Competition Manual in those respective areas. The following guidelines apply to all USL games, including, but not limited to: all regular season, exhibition, playoff, USL Cup Final, All-Star, and/or international games in which any USL team participates, other than unadvertised scrimmages or practice games at which no admission is charged or monies collected.

Match Ball

The USL will provide official League match balls, which must be used for all regular season and playoff matches. No other ball is to be used for League matches. A minimum of ten official match balls must be available for each game.

Complimentary Tickets

The home team must also provide two complimentary tickets per referee crew member, including the assessor, if assigned.

Arrival to Stadium

The home team and visiting team must arrive at the stadium at least 60 minutes prior to the scheduled kickoff. Referees must arrive to stadium at least 90 minutes prior to kick off.

Stadium Parking

The home team must provide a complimentary parking pass on day of game for each crew member, including the assessor, if assigned. This pass must be provided through the use of a physical pass or by including the name of the official(s) on a parking list at the parking lot entry gate.

Game Day Timeline and Clock

A timeline detailing the events leading up to game time should be located in each dressing room. The timeline should have specific times and where the team needs to be at the time. There must also be a countdown clock in each dressing room, which counts down the time to kickoff.

Field Evaluation

The Director of Operations must meet with the Referee at least 60 minutes prior to the kickoff to ensure the field is properly marked, the goals are in place and secure, the nets are properly fastened, the corner flags are proper and in place, and the balls are properly inflated. Anything deemed insufficient by the referee must be immediately corrected by the home team.

National Flag

The home team must display the national flag representing the country of the home team and the visiting team at all home games. In the event the opponent is from a foreign country, that country's flag must also be displayed. All teams must own an American and Canadian flag. Color guards are acceptable. Flags must be of equal size and displayed at the same height.

Scorekeeper/Fourth Official's Table

The home teams must provide a table at midfield with chairs, a substitution board and communication to the press box and clock operator for the scorekeeper, the Fourth Official, and physician.

Benches

The home team must provide benches/seating to accommodate no more than 14 persons. It is recommended that the benches be covered.

Ice, Water, and Electrolyte Beverage

The home team must provide ice, water, and an electrolyte beverage in clean coolers with cups and two racks of squirt bottles at both benches, in both changing rooms and in the referee changing room. It is required that squirt bottles with water be provided on the opposite side of the field from the benches. All beverages should be replenished on request and at halftime. The home team must have a minimum of 700 lbs. of ice (or an ice machine able to produce this amount) on-hand for the match for the needs of the home team, visiting team, ice baths, and referees. Teams should also keep another 200 lbs. of ice on-hand for the needs of its game day personnel.

Official Player Passes

If deemed necessary by the referees for identification purposes, all registered players must have an Official Player Pass. The player pass must include the player's photo ID, player registration number and must be laminated or must be the player's digital player pass from the USL registration system.

Exchange of Official Game Day Lineup Sheet

The Official Game Day Lineup sheet may include up to 18 eligible players from the team's league-approved game day player pool. The home team and visiting team must submit a copy of their Official Game Day Lineup sheet to the opposing team and referee 60 minutes prior to the start of the match. The home team must deliver copies of the home team's and visiting team's Official Game Day Lineup sheet to the PA announcer and media.

Once the Official Game Day Lineup sheets of both teams have been submitted to the referees, they may only be changed in the event that a player is subsequently deemed "unable to compete." Should this occur, the unfit player must be completely removed from the Official Game Day Lineup. The player may be replaced by one of the seven listed substitutes or another player from the Game Day Player Pool without this counting as one of the team's three player substitutions, provided the opposing team has the same opportunity based on the number of available players at the match. However, the removed player may not be listed as a substitute. As an example, if a player from the home team is deemed unable to compete, he may be replaced by a member of the Game Day Player Pool only if the visiting team has traveled with enough players to be able to make the same alteration. If the player being substituted is a goalkeeper, the team is allowed to add an additional goalkeeper to replace the substitute in the 18 eligible game day player pool. Any adjustments to the Official Game Day Lineup made after the time they are originally submitted to the referees must be communicated to and approved by the center referee and must be immediately communicated to the opponent's head coach and the League.

Pre-Game Meetings

Roughly 30 minutes before the start of each match, the Referee crew will meet with the Coaching Staff and Captains of each team to discuss specific areas of focus for the game, answer any questions as well as detail expectations of the sideline behavior and communication from players and staff.

Team Warm-up Period

Each team is entitled to a concurrent warm-up period of a minimum of 20 minutes, which shall end pursuant to the Game Day Timeline. Following the pre-game warm-up period, the Director of Operations shall order the players and coaching staff to the locker rooms.

Coaches and Reserve Players Entry

Prior to the team and referee walk-out, the coaches and reserve players shall enter the field and walk along the sidelines to their team benches. Reserve players should wear identical equipment that distinguishes them from starting players.

Team and Referee Introductions

Home team, visiting team, and referees must be introduced prior to the start of the game. Introductions must be given by the PA Announcer and must occur prior to the walk-out.

At a time designated on the Game Day Timeline and in the manner set forth in the game day information, the referees will be introduced first, starting with the referee, senior assistant referee, junior assistant referee and the fourth official. The visiting team's starting lineup will be introduced after the game officials and in the order listed on the starting lineup. The head coach will be

introduced last. The home team's starting lineup will be introduced according to team preference. The head coach, assistant coach(es), trainer, and team physician will be introduced after. The home team will script the introductions for the PA Announcer.

National Anthem(s)

The National Anthem of the home team shall be played immediately following the entry of the players as dictated by the Game Day Timeline. Both teams shall remain in public view and pre-game presentation formation during the National Anthem and all players shall face the flag. If the visiting team is from another country, the visiting team's National Anthem shall be played first and its country's flag displayed. The home team's anthem shall follow. In this case, the Coaches/Referees Competition Timeline shall be adjusted.

National Anthem Demeanor

During the National Anthem(s), the head coach, trainer, physician, and other authorized bench personnel shall remain standing on the touchline facing the flag. The game officials shall stand at center field facing the flag. Players and game officials shall refrain from jogging in place and talking. A respectful appearance shall be maintained.

Bench Technology Protocol

The use of technology on the bench and in the technical areas will be allowed as long as the following criteria are met:

- No communication devices will be allowed in the technical area. The use of electronic communication systems between players and/or technical staff is not permitted.
- Subject to League approval, certain tablets and other like device, used solely for competitive analysis may be allowed in the technical areas but are to be used for analytical purposes only
 - Limit 1 tablet or other like device per team will be permitted in the technical area
- Under no circumstance will video be allowed to contest officiating decision, attempt to influence the officiating crew, instigate debate on an incident or game occurrence and/or influence the crowd
- Head Coaches must be present on the sideline and in the technical area during all League and non-League matches unless serving a suspension or other reason which is subject to League approval.

Violations to any of these criteria will be subject to punishment including, but not limited to, fines and suspensions for individuals and/or clubs that are found guilty at the League's sole and absolute discretion. Please advise the League ASAP if you suspect and/or have proof that a violation of League policy has occurred.

Bench Personnel

The technical area is limited to substitutes, coaches, trainers, or physicians. A maximum of seven non-playing personnel are allowed on each team bench. These persons can either be coaches or medical staff. Team owners, general managers, and other executives are not permitted to sit on the bench, unless they are an active roster player or a recognized team coach. No player shall sit on the bench in street clothes nor should any players not on the Game Day Lineup Sheet be in the technical area. Per FIFA policy, only one coach and no players may be actively standing and coaching from the technical area during the match.

Official Time

Official time will be kept on the field by the referee. The amount of extra time in each half will be conveyed by the Referee to the Fourth Official. The Fourth Official will then display the appropriate time left in the match. The PA Announcer should then announce how much time is left in the match.

Substitutions

USL teams are allowed a maximum of three (3) substitutions. Substitutes shall report to the Fourth Official or Assistant Referee at midfield and may not enter the field without the permission of the referee. A player who has been replaced by a substitute may not return to the field in the same game. Any player re-entering the game will be deemed an ineligible player. Any player that enters the game after the substitution allotment has been used will be deemed an ineligible player.

Substitution for Exhibition Games

There is no limit to the number of substitutions in friendly matches as long as both teams agree on the number and the officials are informed of the special arrangement upon arrival at the venue.

Substitution Passes

Substitution passes are required to be used in all USL games. All substitution passes shall be verified by the Fourth Official with the Official Game Day Lineup Sheet prior to the player entering the match.

Substitution Number Set

Substitution display numbers are required to be provided to the officials prior to each match for all USL games.

Goalkeeper Substitution

The goalkeeper may change places with a field player as long as the referee is informed of the change and the change is made during a stoppage in the match. *Note: Delay or time wasting is not acceptable during the exchange process. The match should not be held up to allow for a complete change of equipment by either player.*

Putting a New Ball into Play

When the ball goes out of play beyond the sideline or over the goal line, the nearest ball person must make sure that the player putting the ball back into play has a ball for the restart as quickly as possible.

Halftime Activities

Halftime officially begins as soon as the referee blows the whistle signifying the end of the first half. The duration of halftime for all games is 15 minutes, unless otherwise authorized by the USL.

- 2017 Exemptions
 - o Swope Park Rangers (18 minutes)

Second Half Preparation

Five minutes before the start of the second half, each team shall be notified by the home team liaison. No later than three minutes before the start of the second half, each team must exit the locker rooms for the field. The Home and Visiting Team Liaisons must ensure teams are notified of the three-minute warning.

Approaching Game Officials

No player, coach or team staff member shall threaten, verbally abuse, physically abuse or make contact in any manner either before, during or after the match with game officials. The appropriate time for dialogue between coaches, players, and referees is at the pregame meeting between those parties. Coaches and team staff shall not approach game officials prior to the game, at the end of the half, on the way to or from the locker room to lobby for a certain call, discuss the approach to the game, or to criticize a game official's performance. No one may enter the referees' dressing room without permission. It is required that the referee liaison stand at the officials' dressing room door as security. The Referee must report all such incidents in the Referee Game Report, and offending individuals will be subject to a League fine and/or suspension. The **Coach's Evaluation of Referees** is the proper vehicle to express opinions on a game official's performance.

Entering the Field

A player, coach or other team staff member entering the playing field during a USL game for any reason when not authorized to do so shall be fined and/or suspended by the League. The league reserves the right to determine the severity and intent of such actions in its absolute discretion. Any fines or suspensions based on these parameters cannot be appealed.

USL Ejected Players & Coaches Removal Policy

Players and coaches sent off from the field of play must be met at the sideline by home team security or an operations staff member from the home team and escorted to the locker room or league-approved space, and are not permitted to watch the game. They must remain in the locker room for the remainder of the match. Additionally, coaches are not permitted to communicate with their team staff or players during the remainder of the game and are not allowed to remain in the locker room during half time. The type of communication prohibited would include: cellular, two-way radios, electronic/digital, written or verbal. Players or coaches returning to the field of play or stands during or directly following the match are subject to additional sanctions.

Note: Security personnel should only enter the field at the referee's request. The home team is responsible for the actions and/or lack of actions of its security personnel.

End of the Game

Two minutes before the end of the game, security personnel must position themselves between the field perimeter and the locker rooms. All spectators must remain outside of the locker rooms at all times. Media may be permitted entrance to the locker room ten minutes after the conclusion of the game.

Extra Time

Regular Season – There will be no extra time during the regular season. For Playoffs, if the match ends in a draw the FIFA Rules of the Game for extra time will apply. Two 15 minutes periods of extra time will occur and if the match is still tied penalty kicks will follow to determine a winner.

Escorting Officials Off the Field

Security must approach the referees after the match and escort them off of the field. Security personnel must escort referees off the field at halftime and at the conclusion of the game. Security personnel should be stationed outside the referee dressing room upon referees' arrivals at the stadium to ensure coaches, players, fans, etc. do not confront the referees.

Post-Game Reporting

Game reports are required in order to properly adjudicate player discipline and are utilized to help maintain USL league regulations and standards compliance. Game reports must be legible and properly completed before submitting to the USL.

Official Score Sheet

The home team must submit a copy of the completed Official Score Sheet within one (1) hour following the completion of the match. All sections must be completed and legible. At the game's conclusion, the home team coach and visiting team coach must initial the score sheet, while the referee must verify the cautions, send-offs and goals/assists by also signing the score sheet.

Referee Game Report

The home team must email the Referee Game Report to the USL Operations staff within one hour following the completion of the match. All clubs must see to it that the referee fills out the report and hands it over to a representative of the home team. This minimum standard is only fulfilled with proper signatures and completed in its entirety. Additionally, all appropriate parties must be copied on the correspondence for the minimum standard to be met.

USSF Supplemental Report

The USSF Supplemental Report for each separate and unusual incident or send-off must be submitted to the USL via e-mail within 48 hours following the match.

Hydration Breaks

The match referee reserves the right to implement hydration breaks during matches for player safety purposes during extremely hot or humid weather conditions. The USL will provide each team (at the team's expense) with a wet bulb globe thermometer, which must be used to determine whether hydration breaks are to be implemented. The following shall be the process used to determine whether hydration breaks should be implemented by the match referee.

Pre-game and Halftime Decision Making Process:

- The USL mandates the use of hydration breaks if the wet bulb globe temperature measures 82 degrees Fahrenheit (27.78 degrees Celsius) or higher.
- The Fourth official will be responsible for reading the wet bulb globe temperature at the kickoff spot, at the conclusion of pre-game warm ups and before the start of the second half
- Whether a hydration break will be used in each half is determined by the temperature reading prior to the start of each half (limit of one hydration break per half, unless additional breaks are approved by the League prior to the start of the match)
- The option to employ a hydration break should be confirmed by the referee to a member of each team's technical staff prior to kickoff of each half
- Any onsite questions should be directed to the game day officials

- Implementation and control of the breaks will be managed solely by the referee

Implementation:

- Each break will last up to three minutes in length and be held approximately 30 minutes into each half (around the 30th and 75th minute, respectively)
 - o If the temperature drops by at least ten degrees Fahrenheit to 72 degrees Fahrenheit (22.22 degrees Celsius) prior to the 30th or 70th minute, the referee will have the ability to nullify the hydration break
 - o The Fourth official or the referee liaison will be responsible for the reading of the temperature near the 30th and 70th minute respectively
- The ball must be out of play for the break to commence
- The Referee will signal for the start of the break and inform both teams and all match officials
- The clock will continue to run and all time allotted for the break will be added to stoppage time
- Both teams will go to their respective team bench areas
 - o Players must remain on the field of play
 - o Coaches cannot leave their respective technical areas

Bench personnel cannot enter the field of play (excluding medical personnel) – Entering the field of play is still subject to a suspension or fine at discretion of the League.

Delays, Weather, Emergencies, and Injuries

Game Delays and Postponements

In the case of a game delay, the Home Team shall immediately communicate the delay, via phone, to the designated League Director. The League shall distribute Emergency Game Day Contact Numbers to all teams prior to the start of the season. It is imperative that the rules and procedures of this section are explicitly followed in determining whether to delay, postpone, or cancel a game.

Canceling / Postponing a Game Prior to Start

A game may be canceled/postponed no earlier than two hours prior to kick-off because of inclement weather or situations considered Acts of God, unless agreed to by both teams and the League Office. Exception: In a case where a third party (stadium owner) closes a stadium, a game may be canceled more than two hours prior to kickoff, provided the League and both teams are notified in writing by the stadium owner/managing authority.

Authority to Delay or Postpone a Game

Once in progress, a USL match may only be delayed or postponed due to:

- A lack of preparedness of one or both teams to begin or continue playing a game OR
- Unfavorable weather or other adverse conditions beyond the control of the participating teams, which would make the playing of the game impractical or dangerous. Only the referee and the USL have the authority to delay or postpone a scheduled USL match. The referee, upon arrival at the stadium, has the final word on delays due to weather.

Grace Period Before Abandoning a Game

Unless both teams, the Referee, and the League agree to an alternate plan, teams must wait a minimum of one hour before abandoning a game that has been delayed, regardless of circumstances. This period is not an aggregate time for multiple delays but rather, one hour from the time of the most recent delay. The home team, in the presence of the referee, must immediately notify the League via phone of any postponement issues. The one-hour grace period may be extended. Note that, pending venue curfew, there is no limit to how late a match can start or resume.. Given the difficulty and cost of rescheduling, every attempt should be made to continue the game. **The League has the final say on the length of the extended grace period due to weather. It is a minimum standards violation if the game is abandoned before the League is contacted.** If the League is unavailable, the referee is the final authority.

Game Cancellation / Postponement Criteria

Unless otherwise approved by the USL, game cancellations/postponements should occur only in the most serious circumstances; however, the personal safety of participants, personnel, and spectators must always be highest priority. Factors that the referee and the USL shall consider include, but are not limited to: difficulty in rescheduling the game, current and forecasted weather conditions, travel conditions, and the current whereabouts and availability of teams and officials.

Referee "No Show"

In the event the assigned referee crew does not arrive at least 90 minutes before the scheduled kickoff time, the home team should immediately contact the League. If the appropriate League contact does not immediately respond, the home team should attempt to contact an alternate League contact or the USL Referee Coordinator (in that order). Should none of the assigned referees be present at the official kickoff time, the teams must wait a minimum of one hour before the possibility of postponement is considered. Again, no game may be abandoned or postponed due to lack of referees until at least one hour has passed since kickoff time. After one hour from the original kickoff time has elapsed, the League will make a decision as to whether the match should be postponed and rescheduled or further time should be allowed (only in the event the referees are on their way to the venue). Active and certified Federation referees must be used as replacements in order for the match to be deemed official. Prior to sending replacements, the USL and the respective Federation will determine on a case-by-case basis whether the substitute referees are of sufficient experience and ability to handle the match. Under no circumstances will the replacement referees have less than State or Provincial certification.

Incomplete Game

In the event a game cannot be completed, the game counts if the entire first half was completed. If any match is suspended prior to the completion of the first half, due to inclement weather or extenuating circumstances, it will resume at a date/time agreed to by the competing teams in consultation with the USL and will start in the same minute in which the match was suspended. Every effort must be made to resume the match within the next 24 hours. If the game is resumed after the 24-hour period has passed, either team may have a maximum of three changes to their Official Game Day Lineup sheet. Any changes to the lineup on the field, after any of the three changes to the Official Game Day Lineup sheet are made, count towards the substitution allotment. The USL reserves the right to declare a full replay at its discretion in order to protect the integrity of the competition.

Rescheduling a Postponed Game

Any postponed game must be rescheduled within 72 hours of the original date of the game. If the Home Team does not provide rescheduling dates within that 72 hour timeframe, the USL reserves the right to transfer the game to the Visiting Team.

Rescheduling Considerations

The USL shall have the authority to review all the facts, (including fault on the part of either team, unavoidable conditions, expense for both teams, and requests by a team to take a particular action in the best interests of the USL and its teams) in determining whether and when a game shall be rescheduled, who should bear the financial burden as a result of cancellation or rescheduling, whether the game should be forfeited or cancelled permanently, and whether other fines should be levied. The integrity of the League and the home team schedule shall be given considerable weight in the resolution of these matters. Unless the sanction or remedy is set forth specifically in any USL rules or regulations, the USL shall decide what action to take, and its decision is final.

Stadium Clearances are Final

Once a team has approved its individual schedule and the League schedule is officially released, the League will not automatically accept a postponement or cancellation of a game because a stadium is no longer available. It is the home team's responsibility to find a league-acceptable alternate venue if necessary on the originally scheduled date. If the home team does not have an alternate venue available, the USL reserves the right to transfer the match to the visiting team.

Lightning and Severe Weather

Teams must take the following steps prior to season to prepare for severe weather. These guidelines must be developed in coordination with the venue. The established guidelines must be communicated to the USL no later than December 1st:

- A minimum distance threshold for a storm in order to delay the match.
- Choose a severe weather tracking system to utilize.
- Designate a safe meeting location in the venue for team officials, the referees, and the stadium staff to meet to discuss the weather delay.
- Prepare pre-scripted announcements for the fans in attendance regarding severe weather.
- Designate shelter locations for those in the venue in the event of severe weather.
- Teams whose area runs the risk of receiving snow during the season, must develop a snow removal plan.
- Submit the venue curfew

Minimum mandatory warm up times following a delay must occur following the delay before the restart of the match unless agreed upon by both coaches, referees and the appropriate “on-call” USL official listed on the match preview.

Emergency Medical and Evacuation Plan

Every team must establish game day emergency medical and evacuation procedures. Teams must also stage a preseason rehearsal for medical and evacuation emergency plans whereby all game day staff practice and understand procedures. Above all, necessary precautions must be taken to ensure spectator, team, and staff safety at all times. As some teams do not own their stadiums, it is imperative that security, stadium management, and a team official discuss and coordinate these procedures prior to the opening game.

Injured Player Removal Policy

Guidelines for the Referee

Because game officials continue to be in complete charge of game timing, as is common in international competitions, referees will not “stop the clock” for time lost through situations described in Law 7 of the FIFA Laws of the Game (substitution, assessment and removal from the field of injured players, wasting time, or other causes). Instead, the time lost will be managed on the field by the referee who has complete discretion regarding the exact amount of time to be recovered. The intent of Law 7 is to recover time lost due to excessive delays for injuries, substitutions, goal celebrations, and so forth.

Serious injuries, however, are likely to be the most common sort of situation for which the referee is called upon to “add time” at the end of a period of play. The time to be recovered includes the original assessment of the injury and, where necessary, the removal of the injured player from the field by medical personnel.

It is absolutely imperative that athletic trainers and other team staff cooperate with referees in the application of the following FIFA guidelines:

- If a player is seriously injured, the referee shall stop play. In cases of head collisions, the referee is to stop play immediately.
- After assessing the condition of the injured player, the referee shall authorize one, or, at the most, two medical staff to enter the field to ascertain the type of injury and to arrange the player’s safe and swift transport off the field (**BUT NOT TO TREAT THE INJURY ON THE FIELD**).
- Any player suffering from an open wound is compelled to leave the field to have the wound treated.
- To remove the player as quickly as possible, stretcher-bearers shall enter the field with a stretcher immediately upon being beckoned by the referee.
- If the referee has determined that the player must leave the field due to injury, whether or not medical personnel has been beckoned to assist the player, the injured player is required to leave the field, either on foot or on the stretcher. If the player refuses to comply, the referee shall caution him for hindering the restart of play.
- If a player has received permission from the referee to leave the field during play for treatment of an injury that is serious, that player must have the referee’s permission to re-enter the field. If the ball is in play, such a player may only re-enter the field across either of the touchlines. When the ball is out of play, the player may re-enter across any of the boundary lines. Only the referee is authorized to allow an injured player to re-enter the field whether the ball is in play or not.

- If a player is bleeding, he must leave the field immediately to have the bleeding stopped and his skin and uniform cleaned or replace his uniform with a clean one. When the player is ready to return to the game, the referee will inspect the injured area and the uniform for blood or delegate this task to the fourth official. Once a bleeding player is ready to return to the game, he may do so with the referee's permission at any point during play (as opposed to only at a stoppage in play).
- If play has been stopped solely for a serious injury with no other breach of the Laws of the Game, the referee shall restart play with a dropped ball.
- The referee shall add on time lost on account of injury (with or without medical attention on the field) in full at the end of the half (or extra time) in question.
- If referees feel that the player who has been injured is feigning the injury and returns to play immediately, the referee has the right to caution that player for unsporting behavior.

Regardless, nothing shall be done that would potentially cause further or permanent injury to a player. In the case of on-field injuries, it is incumbent upon the referee and medical personnel to communicate with each other, and to use their best professional judgment in complying with MLS guidelines.

Under no circumstances shall a player be removed if there is an injury to the head, neck, or back until it can be accomplished without risk of further injury or permanent injury to the player. Similar restraint shall be shown for injuries that are deemed to be potentially limb threatening; however, for the majority of less serious injuries, the athletic trainer will oversee the removal of the player from the field. The athletic trainer and the referee shall work together to ensure the safety and well-being of the player, while trying to return him to play as soon as possible.

Guidelines for the Athletic Trainer

Adhering to these guidelines, the athletic trainer shall utilize the following Universal Athletic Trainer Hand Signals to facilitate the care of an injured player.

- Ambulance: Athletic trainer raises hand over head, extends index finger and rotates finger mimicking the lights of an ambulance siren.
- Physician: With index finger of either hand, athletic trainer points to the corner of his/her ipsilateral eye.
- Splints: With hands in clenched fists, athletic trainer strikes thumb side of hands together.
- Spine Board: With hands together, palms open and pronated, athletic trainer moves hands apart as if describing a flat surface.
- Stretcher: Universal signal employed by all FIFA officials when signaling for a stretcher.

Misconduct and Send-Off Classifications

Player Misconduct Classifications

For the purposes of referee evaluation and in a continuing effort to educate USL members on the categories of cautions and send-offs, below is a list of the caution-able offenses (mandatory and subjective) utilized by all USL match officials. The following system has been established by FIFA for the purposes of classifying the specific nature of each cautionable offense. Players reaching the caution/yellow card plateau shall be suspended and fined per the penalties set forth within their specific league.

Unsporting Behavior (UB)

- Commits a direct free kick foul in a reckless manner
- Commits a direct free kick foul while tackling for the ball from behind without endangering safety of an opponent
- Commits a tactical foul designed to interfere with or impede an opposing team's attacking play
- Handles the ball deliberately to score a goal
- An act deemed by the referee as bringing the match into disrepute (aggressive attitude, inflammatory behavior or taunting)
- Fakes an injury or exaggerates the seriousness of an injury
- Fakes a foul (dives) or exaggerates the severity of a foul
- Interferes with or prevents the goalkeeper from releasing the ball from his hands into play
- Verbally distracts an opponent during play or at a restart
- Unfairly distracts or impedes an opponent performing a throw-in

- Changes jerseys with the goalkeeper during play or without the referee's permission (both players must be cautioned)
- Engages in trickery to circumvent the goalkeeper's limitation on handling the ball played from a teammates foot (the defender who initiates the "trickery" is cautioned, the decision does not require that the goalkeeper actually handles the ball, and the misconduct can occur during dynamic play or at a restart)
- Makes unauthorized marks on the field
- Removes the jersey after scoring a goal

Dissent by word or action (DT)

- Verbally or through action disputes or shows contempt for an official's decision
- If playing as a goalkeeper, leaves the penalty area (not beckoned by the referee) to engage an official in debate regarding a decision

Persistent Infringement (PI)

- Repeatedly commits fouls or participates in patterns of fouls directed at an opponent
- Violates Law 14 again, having previously been warned
- If playing as a goalkeeper, wastes time, having previously been warned or penalized for this behavior

Delays the restart of play (DR)

- Kicks or throws the ball away or holds the ball to prevent a free kick restart by an opponent
- Kicks or throws the ball away or holds the ball to prevent a throw-in or corner by an opponent
- Fails to restart play after being instructed to do so by the referee or hinders the restart of play
- Excessively celebrates a goal
- Fails to return to the field upon conclusion of the mid-match break, fails to perform a kick-off when signaled to do so by the referee, or fails to be in a correct position for a kick-off
- Fails to respect the required distance when play is restarted with a corner kick or free kick (FRD)
- Does not retire at least ten yards away from an opponent's free kick
- Does not retire at least ten yards away from an opponent's corner kick

Enters or re-enters the field of play without the referee's permission (E)

- After having previously been substituted
- After having previously been instructed to leave the field to correct equipment
- After having previously been given permission by the referee to leave the field due to an injury
- After having previously been instructed to leave the field due to bleeding or blood on the uniform
- As a substitute, without having received a signal to do so by the referee

Deliberately leaves the field of play without the referee's permission (L)

- To place an opponent in an apparent offside position
- Other than through the normal course of play

The actions listed above assist in defining the scope of the basis for a caution and can provide a useful guide in identifying the specific behavior that the Laws of the Match consider unacceptable. It is critical, however, for Referees to distinguish between those relatively few actions for which a caution is mandated by the Laws of the Match and the remaining actions for which a caution is discretionary.

Player Send-Off Classifications

A player shall be shown a red card and sent off if he or she commits any of the following seven (7) offenses:

Commits a serious foul play (SFP)

Guilty of violent conduct (VC)

Spits at any person (S)

Denies an opponent of a goal or goal-scoring opportunity by deliberately handling the ball (excluding the Goalkeeper) within his or her own penalty area (DOGSO)

Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal, punishable by a free kick or a penalty kick (DOGSO)

Uses offensive, insulting or abusive language (AL)

Receives a second caution in the same match (2CT) – Please identify the actual foul that causes the player to receive the second caution.

Match Misconduct

Coach / Staff Caution & Dismissals

Referees, at their discretion, may warn or dismiss coaches and team staff for unprofessional behavior. Any coach or other Team Staff member not acting in a professional manner in the opinion of the League, whether or not the incident is reported in the Referee Game Report, shall be subject to a minimum \$500 fine and/or suspension. Referees are instructed not to physically show a red card to non-players, although they may require the removal of coaches and team staff in accordance with Rule 647 for unprofessional behavior at their own discretion. The USL Disciplinary Committee, *not the independent disciplinary panel*, will oversee the review of any coach/staff appeal.

Guidelines for Send-Off/Dismissal (Current Match)

Players and coaches sent off or dismissed from the field of play shall be met at the sideline at midfield by home team security and escorted to the locker room, and are not permitted to watch the match. They must remain in the locker room or league-approved location for the remainder of the match. Additionally, coaches are not permitted to communicate with their team staff or players during the remainder of the match, and are not allowed to remain in the locker room during halftime. The type of communication prohibited would include: cellular, 2-way radios, electronic / digital, written or verbal. Players or coaches returning to the field of play during or directly following the match are subject to additional sanctions.

Serving Suspensions – Players

Any player sent off during a regular season match will be suspended for the next league regular season match. A person who serves as both player and coach may not return as a player or a coach until the suspension has been served. A player must be on the active roster in order to complete his suspension.

Serving Suspensions – Coaches and Team Staff

Any manager, coach, assistant coach, athletic trainer, player, or other official bench personnel is prohibited from assuming any official duty at or near the team bench while serving a suspension. Any athletic trainer sent off during a match should remain in the locker room area through the end of the match and may only return to the pitch at the request of the Referee in the event of an emergency. Any infringement of this rule or the restrictions below may result in the forfeiture of the game and include a fine for each infraction. The following restrictions apply:

Pre-Game

Suspended personnel are allowed to communicate pre-game information to the team in the locker room prior to the match. However, they are not allowed on the field during warm-ups and may not stand or in any way be in close proximity to the field of play.

In-Game including Halftime

- Field Access – At no time during the game are suspended personnel allowed on or around the field of play.
- Communication – There is to be no direct or indirect communication whether written, verbal, cellular or electronic to any other coach, player, or staff member on the team bench.
- Stadium Seating – The suspended personnel must sit in the press box or in some location other than in the stands. The suspended person is not permitted to sit in the stands as a “spectator.” If it is not possible to sit in the press box, then they are prohibited from attending the match.
- Locker Room Access – The coach/staff member is not allowed to be in the locker room at any time during halftime.

Post-game

The coach / staff member may join their team in the locker room, but not on the field of play or its surrounding areas.

Major Match Misconduct

In addition to those penalties set forth above, major fines or suspensions, at the sole and absolute discretion of the USL Disciplinary Panel, shall be levied against Players (whether or not they were awarded a card by the Referee), Coaches or other Team Staff for such game conduct as fighting, provoking a fight, criticizing Game Officials with words or gestures, entering the Game Officials' locker room, physical contact with Game Officials separate from Referee Assault, using excessive force, deliberate attempts to injure, spitting, provoking crowd disorders, profane language that can be heard by the crowd or broadcast audience, obscene gestures, improper conduct during the national anthem, taunting, abuse of spectators and others, failure to leave the field when instructed by the Referee to do so, improper conduct following the award of a card, excessive delay tactics, excessive and obvious feigning of injuries, or other unsportsmanlike conduct detrimental to the USL and the sport of soccer in general. The League may levy fines and/or suspensions for such behavior whether or not it is reported in the Referee Game Report.

USL Scrimmage & Exhibition Expense Guidelines

USL teams are responsible for remitting payment of any fees associated with scrimmages and exhibitions. Payment should be made to the referees immediately following the completion of the match.

Definitions

Scrimmage

A scrimmage is defined as a non-paid gate match; Fourth Officials are only assigned if requested

Exhibition

An exhibition is defined as a paid-gate match; Fourth Officials are only assigned if requested

Mileage

Mileage is not paid to any crew member assigned to USL scrimmage and exhibition matches, unless it is an MLS opponent, in which case MLS policies are enforced.

Per Diem

Per Diem is not paid to any crew member assigned to USL scrimmage and exhibition matches, unless it is an MLS opponent, in which case MLS policies are enforced.

Match Fees

Match fees are paid by USL teams and should be remitted immediately following the completion of the match.

	Center Referee	Assistant Referee	Fourth Official
Scrimmage (Canadian)	\$150 (\$150 CAD)	\$100 (\$100 CAD)	\$50 (\$50 CAD)
Exhibition (Canadian)	\$212.18 (\$250 CAD)	\$127.30 (\$160 CAD)	\$74.26 (\$90 CAD)

USL Regular Season & Playoff Expense Guidelines

All game fees and expenses will be paid by the USL via the GoPay system. The exceptions are for all PRO referees (those who are part of the collective bargaining agreement between PRO and the PSRA), who shall be paid their game fees and expenses directly by PRO, and for Canadian officials, who shall be paid by the CSA for regular season matches. Canadian teams will compensate referee directly for playoff games.

Expense Report

The USL Referee Expense Report can be found on ussoccer.gameofficials.net under the News/Info Section.

For non-PRO referees, expense reports must be submitted within two business days of the end of each period to referees@uslsoccer.com. The expense report must be completed accurately, along with receipts for tolls or other allowed expenses. For PRO referees, all expense reports must be submitted to John Loder with PRO via Edge10 and will be reimbursed accordingly by PRO.

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Expense reports will be matched up to the game fee in GameOfficials; both will be paid within two weeks of the end of each period via GoPay.

Pay Periods

Game fees and expense report payments are broken into two periods each month, the 1st – 15th and the 16th – 30th / 31st.

For example game fees and expense reports for the period of March 16 – March 31 will be paid by April 12. Since expense reports are matched up to the game fee, submitting the expense report within two business days is imperative. If a game falls on the 31st and the referee has travel expenses on the 1st, the referee should include the travel expenses in the period of the 16th – 31st since the game fell on the 31st and the expense relates to that game.

For all non-PRO referees, you will be considered an Independent Contractor with the USL; a W9 must be completed and returned to referees@uslsoccer.com. All Independent Contractors will receive their game fees and expenses via GoPay.

All PRO referees will be paid game fees and expenses according to PRO's pay periods and policies, which are separate from the USL.

Mileage

In order to claim mileage a referee must have non-local travel, 51 miles roundtrip. Mileage may not be claimed by Fourth Officials. Only officials who are driving their car may claim mileage. If an official shares a ride with another official who is driving, they may not claim mileage.

<u>Center and Assistant Referees</u>	<u>Fourth Official</u>
51 – 100 miles = \$25	May not be claimed
101 – 150 miles = \$50	May not be claimed
151-200 miles = \$75	May not be claimed
201 – 250 miles = \$100	May not be claimed
251+ miles = \$125	May not be claimed

Tolls

A referee may be reimbursed for any tolls incurred from travelling to the match. A receipt of the toll must be kept and presented along with the expense report to qualify for reimbursement.

Per Diem

In order to claim Per Diem a Referee/Asst. Referee must have spent more than 4 hours roundtrip. This includes time spent at the stadium for the game.

<u>Center and Assistant Referees</u>	<u>Fourth Official</u>
More than 0 but less than 4 hours = \$0	May not be claimed
More than 4 but less than 12 hours = \$20	May not be claimed
More than 12 but less than 24 hours = \$40	May not be claimed

Match Fees

	<u>Center Referee</u>	<u>Assistant Referee</u>	<u>Fourth Official</u>
PRO Fees	\$437.09	\$127.30	\$74.26
Regular Season (Canadian)	\$212.18 (\$375.00)	\$127.30 (\$210.00)	\$74.26 (\$120.00)
Playoff (Canadian)	\$212.18 (\$375.00)	\$127.30 (\$210.00)	\$74.26 (\$120.00)

Hotels

If a referee or assistant referee has to travel 200 miles or more roundtrip for a match, then they are entitled to a hotel room. This is limited to one night in a hotel on the night of the match. Fourth officials do not qualify for a hotel. The home team must provide a hotel room at their approved team hotel for the referee. Referees may not choose their own hotel, and they will not be reimbursed for any hotel costs. If more than one referee on an assignment qualifies for a hotel, the team may put two referees in a room,

provided the room has two beds. If the referees are a different sex, then they may not be in the same room together, and they will receive their own room. **A referee who qualifies for a hotel must inform the USL within 24 hours of receiving their assignment if he/she would like a hotel.** The USL will immediately notify the home team the referee requires a hotel. **The USL cannot guarantee a hotel room will be made available for an official if the assignment is not confirmed less than five days before the match.**

Matches between USL and MLS Teams

MLS preseason, scrimmage and exhibition matches will be posted by USSF on the Game Officials Website and distributed by USL after assignments have been posted. Match fees for officials shall be paid at the completion of the match per USSF/MLS/USL regulations. Referees will also submit any expenses related to the home team for payment. For games between an MLS Club and a non-MLS club, it is MLS’s responsibility to secure officials even if a promoter or USL is covering the game payments.

MLS Definitions

Preseason – all games involving a MLS team played prior to the official start of the season, regardless of opponent. The payment rate is applicable to all games regardless of who is the organizer. All referees are paid on a calendar day basis at a rate of \$238.70. This rate is inclusive of per diem. All referees are reimbursed all incurred expenses associated with the referee assignment.

Scrimmage – any non-gate match that is played between two US or Canadian based teams after the official start of the 2017 League Season. The fees paid to the referees are detailed above and the referees are entitled to per diem at a rate of \$65 per day and all associated expenses.

Exhibition - any gated match that is played between two US or Canadian based teams after the official start of the season. Referees are entitled to per diem at a rate of \$65 per calendar day and all associated expenses.

MLS Game Fees

	Referee (US\$)	AR's (US\$)	4th Official (US\$)
Preseason	\$238.70 per day	\$238.70 per day	\$238.70 per day
Scrimmage	\$238.70 per day	\$238.70 per day	\$238.70 per day
Exhibition	\$238.70 per day	\$238.70 per day	\$238.70 per day

MLS Preseason

Some games may be identified by Major League Soccer and USSF/CSA as opportunities to provide preseason work for officials in the MLS pool. In such instances, MLS will pay the airfare (if necessary) for any official assigned to the game by USSF/CSA with the specific intention of affording that official a preseason game. The promoter, responsible team, or MLS Club is responsible for all other payments (e.g., game fees, hotel, per diem, auto expenses) as previously outlined. The MLS League Office will notify the MLS Club or “Home Team” MLS Club of the game if assigned for training purposes.

Cross-Over Matches

Fees shall be determined and paid specific to the home team’s league affiliation. These matches will be posted by USL on the USSF Game Officials Assignment Website and/or distributed by the appropriate National Federation’s Referee Department.

College Exhibition Matches

For matches against a college team, USL teams need to coordinate referees for those matches with the college. Teams are able to contact their National Assignor to attempt to coordinate referees, but they are not required to assign the match. Any matches against other USSF recognized leagues (PDL, NPSL, NASL, etc.) are the matches that are coordinated through the USL.

U.S. Open Cup Tournament Matches

Match fees for officials shall be paid at the completion of the match per the USSF Open Cup Manual. These matches will be posted by U.S. Soccer on USSF Game Officials Website and distributed by the Referee Department. Referees will also submit any expenses related to the home team for payment.

International Matches

Fees shall be established by the National Federation and paid at completion of the match. These matches will be posted by U.S. Soccer on the USSF Game Officials Website and/or distributed by the CSA/BFA/ABFA Referee Department. All travel expenses for these matches will be paid by the team, not through the League office.

USL Venues

Bethlehem Steel FC

Goodman Stadium
150 Goodman Drive
Bethlehem, PA 18015

Charleston Battery

MUSC Health Stadium
1990 Daniel Island Drive
Charleston, SC 29492

Charlotte Independence

Matthews Sportsplex
1505 Tank Town Rd
Matthews, NC 28105

Colorado Springs Switchbacks FC

Weidner Field
1315 Atoka Drive
Colorado Springs, CO 80915

FC Cincinnati

Nippert Stadium
2700 Bearcat Way
Cincinnati, OH 45221

Harrisburg City Islanders

FNB Field
245 Championship Way
Harrisburg, PA 17101

LA Galaxy II

StubHub Center Track Stadium
18400 S Avalon Blvd.
Carson, CA 90746

Louisville City FC

Louisville Slugger Field
Northwest 27th Street
Oklahoma City, OK 73107

New York Red Bulls II

Pittser Field
1 Normal Avenue
Montclair, NJ 07043

Oklahoma City Energy FC

Taft Stadium
Northwest 27th Street
Oklahoma City, OK 73107

Orange County SC

Orange County Great Park
6950 Marine Way
Irvine, CA 92618

Orlando City B

Orlando City Stadium
655 W Church Street
Orlando, FL 32805

Ottawa Fury FC

TD Place Stadium
1015 Bank Street
Ottawa, ON K1S 3W7

Phoenix Rising FC

Phoenix Rising FC Soccer Complex
751 N. McClintock Dr.
Scottsdale, AZ 85257

Pittsburgh Riverhounds

Highmark Stadium
510 West Station Square Drive
Pittsburgh, PA 15219

Portland Timbers 2

Providence Park
1844 SW Morrison St.
Portland, OR 97205

Real Monarchs SLC

Rio Tinto Stadium
9256 South State Street
Sandy, UT 84070

Reno 1868 FC

Greater Nevada Field
250 Evans Avenue
Reno, NV 89501

Richmond Kickers

City Stadium
3201 Maplewood Avenue
Richmond, VA 23221

Rio Grande Valley FC Toros

HEB Park
1616 S. Raul Longoria
Edinburg, TX 78539

Rochester Rhinos

Capelli Sport Stadium
460 Oak Street
Rochester, NY 14608

Sacramento Republic FC

Papa Murphy's Park
1600 Exposition Blvd.
Sacramento, CA 95815

Saint Louis FC

World Wide Technology Soccer Park
1 Soccer Park Road
Fenton, MO 63026

San Antonio FC

Toyota Field
5106 David Edwards Drive
San Antonio, TX 78233

Seattle Sounders 2

Starfire Sports Complex
14800 Starfire Way
Tukwila, WA 98188

Swope Park Rangers KC

Swope Park Soccer Complex
6373 Lewis Road
Kansas City, MO 64132

Tampa Bay Rowdies

Al Lang Stadium
180 2nd Avenue SE
St. Petersburg, FL 33701

Toronto FC II

Ontario Soccer Centre
7601 Martin Grove Road
Woodbridge, ON L4L 9E4

Tulsa Roughnecks

ONEOK Field
201 N Elgin Avenue
Tulsa, OK 74120

Vancouver Whitecaps FC 2

Thunderbird Stadium
6288 Stadium Road
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