



USL Academy League Game Day Preparation and Minimum Standards Guide

2022

LEAGUE Regulations & Standards

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100 – Venue and Playing Field

The Venue and playing field used by each club in USL ACADEMY is the centerpiece of each club's operation. The goal of each club should be able to provide an enjoyable experience for the fans, players, officials and everyone involved with the staging of a soccer game. To accomplish this, teams must meet the following standards, approved by the individual leagues, which relate to Venues and playing surfaces.

Rule 101 – Lighting

Each Venue must have floodlights with minimum 40 foot candles for night play. If CLUBs do not have Lighting at venue, Kick offs must take place no later than 2pm local time.

Rule 102 – Dressing Rooms

Each Venue must have dressing rooms for the home team, visiting team and referees with working showers that have hot water and towels.

Rule 103 – Playing Surface

Each Venue must have a playing surface that consists of natural grass or FIFA approved synthetic turf and must be in good playing condition. The grass length on game day shall not exceed one and one-half (1-1/2) inches.

Rule 104 – Field Dimensions

The minimum playing surface dimensions are 110 yards x 70 yards.

Rule 105 – 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.

Bench and Technical Area

Per the FIFA Laws of the Game, the technical area relates to matches played in Venues 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 Venue field plan. The home team shall designate the bench locations at the start of the season, and shall 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 twelve (12) persons per team.

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 eighteen (18) yards from each goalpost. This line shall extend for the eighteen (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 twelve (12) yards from the midpoint between the

goalposts and equidistant to them. An arc of a circle with a radius of ten (10) yards from each penalty mark is drawn outside the penalty area.

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 (6) yards from each goalpost. This line shall extend six (6) 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 & 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 (10) 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 (1) yard shall be drawn inside the field of play. Corner flags shall be on posts not less than five (5) feet high with non-pointed tops.

200 – Uniforms

Rule 201 – Uniforms

All players shall wear identical uniforms as provided by the official uniforms supplier. The goalkeeper's uniform shall be different colors than the team uniform and shall conform to FIFA and USL ACADEMY guidelines. Slide pants or compression shorts may be worn under uniform shorts if they match the predominate color of the uniform shorts.

The Referee shall enforce all FIFA equipment rules and any equipment deemed dangerous shall be removed.

Rule 202 – Uniform Sets

Each team must have two complete, distinct sets of identical uniforms. One set must serve as the home uniforms and the other set must serve as the away uniforms. Both teams should have both jerseys (light and dark) available for all games.

Rule 203 – USL Academy Logo

USL ACADEMY logo patches may be placed on the left sleeve of the jersey. If CLUBs would like to order patches, please contact LEAGUE office. Patches are not required for 2022. NO OUTSIDE Competition Branding shall appear on Uniform Sets.

Rule 204 – Team Logo

The team name and / or team logo must be present on the front of the game jerseys.

Rule 205 – Uniform Numbers

Each uniform must contain numbers on the front and the back. Number size must be a minimum of eight (8) inches on the back of jersey and three (3) inches on the front of the jersey OR shorts.

Rule 206 – Player Numbers

Each player must keep the same jersey number as long as the player is on the Master Roster. No changes of player numbers are allowed unless a player leaves a club for the remainder of the season.

Rule 207 – Player Names

Player names must be printed on the back of the game jerseys for LEAGUE Playoff matches only.

Rule 208 – 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. Visiting team must wear a contrasting uniform. In case of a conflict the visiting team is required to change. The LEAGUE Manager should be notified. The referee has the authority to resolve the conflict if the

LEAGUE Manager is unavailable. Teams must travel with both sets of Uniforms to alleviate any conflicts.

Rule 209 – Goalkeeper Jersey

Goalkeeper jersey must be distinct from both the home team and the visiting team. The referee has the authority to require a goalkeeper jersey change. All teams must travel with at least two (2) goalkeeper jerseys of different colors.

Rule 210 – Warm-ups

All team warm-ups should be identical for all players and should tie in with the color scheme of the uniforms.

Rule 211 – Referee Uniform

All referees are required to supply their own uniform. USL ACADEMY competitions require the use of the USSF, CSA, BFA or ABFA approved uniforms.

300 – Game Day Staff

Rule 301 – Game Day Staff

Game day staffing requirements and recommendations shall depend on the duties of the Venue staff pursuant to the Venue lease. Each home team shall have a written arrangement with their Venue outlining both the team's and the Venue's responsibility, and which entity is ultimately responsible for in-game equipment repair (goals), implementation of emergency medical and evacuation procedures, spectator misconduct, and contraband items including pirated merchandise, knives, firearms, alcohol, etc. In addition to the Venue's staff, each home team shall have the game day personnel listed below. Game day staff may be volunteer or part-time employees. All game day staff shall arrive at the Venue at least one and one-half (1 ½) hours before the gates open. Game day staff shall wear team attire with home team logo and shall communicate by two-way radio.

REQUIRED

- Team Administrator
 - o Visiting Team Liaison
 - o Referee Liaison
- Certified Athletic Trainer (on site) ***Head Injury Spotter***
- Scorekeeper/Statistician/Spotter

Rule 302 – Team Administrator

The home team's Team Administrator shall assist Senior Management with the overall responsibility of game operations. The Team Administrator must be available by cellular phone to the visiting team and USL ACADEMY on game days. The Team Administrator shall assist with all the organization and supervision of the field and bench, and activities occurring thereon. Their responsibilities shall include:

- Providing the required lining and proper placement of equipment for the playing field including benches, goals, corner flags, game balls, sideline product, beverages, and additional team needs
- Supervising set-up and take down of sponsor field signage and signage positions
- Providing game officials with any assistance needed before, during, or after the game
- Assuring compliance with the game timing sheet and game day information
- Provide a copy of the Game Day/Competition Timeline to the opposing team's coach
- Give notice to the home team and visiting team to ensure they take their positions on time for pre-game ceremonies/introductions and for the second half.

Rule 303 – Visiting Team Liaison (Can be Team Administrator)

The home team must appoint a Visiting Team Liaison who shall be responsible for the needs of the visiting team during their stay. On game day, the Visiting Team Liaison shall meet with the head coach or designee upon their arrival at the venue and provide a copy of the Game Day Timeline, shall review the visiting team schedule and discuss any additional game day

instructions (i.e., introductions, halftime, post-game), and shall facilitate Venue needs including the locker room and ensuring on time positions for pre-game ceremonies and for the second half. The Visiting Team Liaison shall be near, but separate from, the visiting team bench throughout the game. If necessary, they shall deliver the visiting team's complimentary tickets Will Call one hour prior to the game.

Rule 304 – Referee Liaison (Can be Team Administrator)

The home team must appoint a Referee Liaison solely dedicated to meeting the needs of the officials on game day. The Referee Liaison shall assist the officials with pre-game, halftime, and post-game requests and needs. The Liaison should provide hospitality and help to ensure that all routine and administrative duties of the referees are completed with as little difficulty as possible. Ideally, the Referee Liaison will have some knowledge of refereeing and the challenges facing soccer referees and can help in the following areas: referee transportation, properly equipped dressing rooms (water, towels, soap, etc.), answering questions, and facilitating the filing of game report forms following the game. The Referee Liaison should remain neutral and impartial when interacting with referees, coaches, players, and spectators.

Rule 305 – Certified Athletic Trainer (Visiting Team and Home Team)

The home team must provide a certified athletic trainer that is available to both the home team before, during, and directly after the game to treat injuries and tape players. Visiting team will be required to travel with their own trainer.

Each CLUBs ATC shall act as a Head Injury Spotter for the game and shall interact with the 4th Official if stoppage is necessary.

Rule 306 – Ball Retrievers

There should be at least four (4) ball retrievers, 11 years of age or older, wearing identical colors that do not conflict with the uniforms of either team.

The Team Administrator shall be responsible for training the ball retrievers on their overall responsibilities as well as providing them with ball distribution instructions. The supervisor shall coordinate their uniforms and arrival and departure times. The supervisor must also make sure retrievers follow fair-game procedures and remain for the entirety of the match.

Rule 307 – Scorekeepers / Statisticians / Spotters

Each home team shall have a stats crew to keep accurate game statistics. The statisticians shall complete the official Score Sheet for each game, giving the halftime stats to a runner for duplication and distribution to the press box. The statisticians / spotters shall be supervised by the home team's Team Administrator. Refer to the Website and Internet Operations section of this manual for detailed instructions regarding Score Sheets and statistics.

400 – Game Day Preparation & Presentation

Rule 401 – Game Day Presentation

Game day presentation for all USL ACADEMY matches should be professional and consistent. This shall be accomplished by adhering to all USL ACADEMY LEAGUE Regulations and Standards. The following guidelines shall apply to all USL ACADEMY games, including, but not limited to, all regular season, exhibition, playoff, Championship, All-Star, and/or international games in which any USL ACADEMY team participates other than unadvertised scrimmages or practice games at which no admission is charged, or monies collected.

Rule 402 – USL Academy Hotel Policy

To help all teams save on the cost of team travel, home (host) teams are required to provide visiting teams a preferred hotel partner option near the location of the Match Facility (within 20 Miles).

All Travel Bookings must utilize usl-academy.hotelplanner.com.

Rule 403 – Practice Facilities

Visiting teams may request the use of the Home teams practice facilities. The Home Team may provide reasonable access to and use of its practice field if the visiting team is in the home city more than one day. The visiting team shall practice outside the home team's regular usage schedule, shall request the use of the practice field at least fourteen (14) days in advance, and shall pay any user fee, which shall not include any share of a rental or lease fee obligated by the home team. Home team training sites shall be made available for use by the visiting team if requested fourteen (14) days in advance.

Rule 404 – Game Ball

USL ACADEMY will provide special pricing for the official LEAGUE game balls to be used for all regular season and playoff matches. No other ball is to be used by members clubs. A minimum of eight (8) official game balls must be available throughout the game.

Rule 405 – Game Day Signage

USL ACADEMY requires that signage representing LEAGUE sponsors be displayed at field level facing the main grandstand. To facilitate the correct placement of LEAGUE sponsor signage, the LEAGUE will provide layouts or diagrams. Placement of LEAGUE sponsor advertising signage is mandated by USL ACADEMY and takes precedent over CLUB sponsors.

Minimum Requirements:

- (1) USL-A/Puma cobranding Field Board (Midfield)
- (2) USL-A/Puma cobranding Tents above Benches
- (2) USL-A/Puma cobranding Feather Banners next to Benches

Rule 406 – Game Day Video

All home teams are required to film each game from a high-angled camera with audio positioned at midfield on the opposite side of the technical area so that team benches, field boards, and the 4th Official can be seen visibly. The League recommends a Veo camera, although other equipment can be utilized given it meets the standards outlined below. The home team must upload the game video to their MOD11 game report within forty-eight (48) hours after the completion of the game. If the home team does not produce the video to the USL ACADEMY within this time frame the below sanctions are applicable:

- 1st offense - **Warning (Email to Team Staff)**
- 2nd offense - **\$150**
- 3rd offense and every additional offence- **\$250**

1. Expectations

- Standard Definition (SD): 720 x 480
- High Definition (HD): 1920 x 1080 or 1440 x 1080 or 1240 x 720
- Full Game (Kick Off to Final Whistle, including extra time and penalty kicks), Games that are not uploaded in their entirety will be counted as NOT UPLOADED and will constitute a fine.
- Must be uploaded to the league digital platform (MOD11). Acceptable file formats: .mp4, .mov, .webm, .ogg, .mxf, Veo Video Share Link

After each half, a wide-angle shot should be used to follow the game officials (and all players if also possible) off the playing field until they are no longer visible to the camera. Only at this point, and not before, should the camera go to the scoreboard for the final score. In the event of any altercation, the camera should follow the incident until its conclusion with a wide-angle shot. Filming should occur from the midfield position. After all goals, the post-goal celebration should be followed using a wide-angle shot. There is no need to show the scoreboard at any time other than the conclusion of each half after the players/officials have left the field. A running clock counter should be displayable at the bottom of the screen indicating the amount of time elapsed since the first half kick-off. This aids us all in quickly identifying any goals, altercations, or other significant incident that may take place during a match.

2. Duration

Begin recording three (3) minutes before the game until game officials and both teams have completely departed the field. At no time should the camera be stopped and restarted.

3. Recording – Testing / Confirmation

Teams are responsible for testing their video recording system in advance. Poor video quality, bad camera angles, excessive camera movement, and DVDs with unnecessary voice commentary as well as DVDs sent blank will be considered a failure to meet the minimum standard.

4. Video Sharing – Post Game

Club shall upload/share their game footage for visiting club analysis via MOD11 platform. This must be submitted with 48 hours of completion of the match.

Rule 407 – Credentials

Each USL ACADEMY team is issued general admission credentials that allow team employees to attend any USL ACADEMY sponsored events. These must be utilized when attending games in which your team is not participating. In addition, team management must carry the credentials on away trips to supplement any tickets provided by the home team. To avoid problems, descriptions of credentials should be distributed to working staff.

Rule 408 – Athletic Trainer Supplies

The visiting team is required to bring all its own medical supplies (tape, pre-wrap, ice packs or ice, etc.).

Rule 409 – Game Day Contact with Visiting Team

Home team must establish contact with visitors at least two hours before game time. Home team must report to the Venue at least one hour before game time.

Rule 410 – Arrival to Venue

The home team and visiting team must arrive at the Venue at least 60 minutes prior to the scheduled kickoff. CLUBs will be subject to additional fines if Players/Staff arrive less than sixty (60) minutes prior to the scheduled. Each member of the referee crew must arrive at the Venue at least 60 minutes prior to the scheduled kickoff.

Rule 411 – Game Day Timeline

Home team must give the visiting team and referee crew a copy of the Game Day Timeline immediately upon their arrivals to the Venue. A copy of the Game Day Timeline must also be displayed in the visiting team and referee dressing rooms. The Game Day Timeline provides a detailed minute-by-minute breakdown of game day, specifically including the sixty (60) minutes preceding kick-off, how and where to line up for introductions, pre-game ceremonies and additional instructions that assist all parties in the game day operation. This timeline shall be strictly adhered to unless previous arrangements have been made with the home team.

Rule 412 – Field Evaluation

The Team Administrator must meet with the Referee at least forty-five (45) minutes prior to the kickoff to assure the field is properly marked, the goals are in place and secure, the nets are properly fastened, the corner and midfield 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.

Rule 413 – Scorekeeper / Fourth Official's Table

The home teams must provide a table at midfield with chairs and communication to the press box and clock operator for the scorekeeper and the Fourth Official. Scorekeeper/Fourth Official's Table should be covered by a USL Academy Branded Tent (10x10 required).

Rule 414 – Benches

The home team must provide benches / seating to accommodate no more than twelve (12) persons. Each bench should be covered by a USL Academy Branded Tent (10x10 Required).

Bench Personnel

A maximum of five (5) non-playing personnel are allowed on each CLUB bench. These persons can be coaches, medical staff, or CLUB management. Everyone on the bench must be registered with the LEAGUE, have performed a background check, and have a valid LEAGUE pass. A maximum of 12 individuals are permitted in the bench area, limited to substitutions, coaches, athletic trainers or physicians.

Bench Dress Code

Coaches and trainers must present a professional appearance. Professional appearance is defined as a collared shirt and dress pants/dress (Bermuda-type) shorts or CLUB warm-up (jacket and pants) and/or uniform. Other shorts, T-shirts, jeans, and sandals are not permitted. The LEAGUE reserves the right to introduce a more formal dress code for the USL Academy League events.

Rule 415 – Ice and Water

The home team must provide ice and water in clean coolers and cups at both benches, in both changing rooms and in the referee changing room. Water should be replenished on request and at half-time.

Rule 416 – Captains' Meeting

The captains meeting will take place forty-five (45) min prior to the kickoff of the match. The match officials, captains of both teams and an administrative or technical staff member of the home and away team will meet. During this meeting teams will conduct the following items:

- Exchange of Official Game Day Lineup Sheet
- Show Colors; (Home and Away Field and Goalkeeper jersey, shorts and socks) by showing Jersey Colors
 - In the event of a conflict, the Home Team is required to change colors.
- Referees have a moment to speak to the leaders of each club before the match takes place regarding any relevant topics that they feel are pertinent to the match

Rule 417 – Game Day Roster

Once the Official Game Day Lineup sheets of both teams have been submitted to the referees via MOD11, 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 DMR and may not be listed as a substitute. The player may be replaced either with one of the seven listed substitutes or by another Eligible Player from the Master Roster that is not already

on the DMR without this counting as one of the team's seven player substitutions. If the unfit player is replaced by one of the seven listed substitutes, a new Eligible Player from the Master Roster may not be added to the DMR to bring the Game Day Roster back to 18 players. Any adjustments to the Official Game Day Lineup made after the time they were 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.

Rule 418 – Team Warm-up Period

Each team shall be entitled to a concurrent warm-up period of twenty (20) minutes which shall end pursuant to the Game Day Timeline. Following the pre-game warm-up period, the Operations Manager shall order the players and coaching staff to the locker rooms/benches.

Rule 419 – Coaches and Reserve Players Entry

Prior to the team and referee introductions, 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.

Rule 420 – Team and Referee Procession

Home team, visiting team, and referees must proceed into the start of the match in an international style fashion. Each starting player shall be dressed in their designated team jersey, shorts, and socks for procession into the match.

Rule 421 – Minimum Number of Players Required

CLUBs must dress a minimum of sixteen (16) eligible players for each game. The game may continue if a team does not dress the minimum number of players, however fines will be assessed by the League depending on the total number of dressed players missing.

Rule 422 – Substitution Passes

Each team is provided USL ACADEMY substitution passes for use during league games. Seven (7) substitution passes, two (2) Head Injury substitution passes, two (2) Additional substitution passes, and five (5) Overage substitution passes should be provided to the home team and visiting team coaches. White substitution passes shall indicate normal substitution procedures. Pink substitution passes shall indicate a head injury sub. Blue substitution passes shall indicate an additional sub (opposing team during head injury substitution). Green substitution passes shall indicate an Overage Player is entering the field.

Rule 423 – Putting a New Ball Into Play

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

Rule 424 – Halftime Activities (as applicable)

Halftime shall officially begin as soon as the referee blows the whistle signifying the end of the first half. The duration of halftime for all games shall be fifteen (15) minutes unless otherwise authorized by the USL.

Rule 425 – Second Half Preparation (as applicable)

Five (5) minutes before the start of the second half, each team shall be notified by the team liaison. No later than three (3) minutes before the start of the second half, each team shall exit the locker rooms for the field. The Team Liaisons shall ensure teams are notified of the three-minute warning.

Rule 426 – Approaching Game Officials

No player, coach or team staff member shall threaten game officials either verbally or physically nor make contact in any manner either before, during or after the match. 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 strongly recommended that someone stand at the officials' dressing room door as security. The Referee shall report all such incidents in the Referee Game Report, and offending individuals shall be subject to a LEAGUE fine and/or suspension.

Rule 427 – Entering The Field

A Player, Coach or other Team Staff member entering the playing field during a USL ACADEMY game when not authorized to do so shall be fined and / or suspended by the LEAGUE.

Rule 428 – Ejected Player & Coaches Removal Policy

Players and coaches sent off 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 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, 2-way radios, electronic / digital, written or verbal. Ejected 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.

Rule 429 – End of the Game

Two (2) minutes before the end of the game, Team Administrator shall position themselves between the field perimeter and the locker rooms. All spectators shall remain outside of the locker rooms/technical areas at all times.

Rule 430 – Overtime

Regular Season – There will be no overtime during the regular season. For Playoffs, USL ACADEMY will have the discretion to adjust the playoff overtime format annually.

Rule 431 – Payment of Referees

Referee fees will be split between the Home and Away teams and paid via cash or check at the field. Teams should bring the exact bills detailed below (or smaller denominations) so that change will not have to be made. Home teams will be responsible for paying additional referee expenses (see below). The pay scale for referees is listed below:

AGE	U19
Referee	\$90
AR1	\$60
AR2	\$60
4 th	\$40
Team Split	Home: \$125 / Away: \$125

Cash denominations: Each team should bring cash in the following denominations, or smaller: (6) \$20 and (1) \$5. Referees are not required to make change.

Check amounts: Each team should prepare checks for each referee in the amount of half of the total value. The Center Referee should receive (1) \$45 check from each team. Teams should also have blank checks available for Referee Expenses.

The fees for officiating games are set by LEAGUE, and subject to regular review. Referees, Assistant Referees, and 4th Officials are eligible to be compensated for services if they:

- Arrive at the proper time and perform assigned services.
- Review game report for completion and accuracy followed by submitting a digital match report through MOD11 as outlined in the referee handbook
- Arrive at the proper time, unless for some reason the game has been already postponed without the referees being properly notified in advance due to an error by the league or teams.
- Arrive at the proper time and either of the competing clubs fails to appear for the game.
- Perform assigned services, but for some reason, the game is not completed.

Expense Reports

Officials are eligible for coverage of travel expenses via the Referee Expense Report. Officials wishing to recover expenses will be required to submit this form to the Home Team prior to the start of the game. Center and Assistant referees are able to submit expenses for their trips depending on the round-trip mileage they accumulate and the overall time spent between departing their home and returning. Home Teams are responsible for paying additional expenses incurred by the officials. Referees must notify the LEAGUE and the Home Team of their anticipated expenses prior to arriving at the venue, and complete and turn in the form prior to kick-off. The Referee Expense Report can be found on the group home page in GameOfficials. Home Teams should have printed Referee Expense Reports available as well. The Home Team must provide payment of expenses no later than the conclusion of the match

via cash or check. Any matters pertaining to the payment (or lack thereof) of fees should be addressed to the appropriate LEAGUE Manager. In the event of a disputed expense item, all remaining match and expense fees are to be paid at the completion of the match and the LEAGUE is to be notified in writing for a ruling and subsequent payment if applicable. Referees who fail to provide completed forms to the Home team prior to kick-off will not be reimbursed.

Nonpayment of Referee Fees & Expenses

All teams, professional and amateur, are under a strict requirement to pay officials within seven days following a match. Officials must notify the appropriate LEAGUE Manager in the event of non-payment and/or any payment(s) that are returned from a bank.

Rule 432 – Game Delays & Postponements

In the case of a game delay, the Home Team shall immediately communicate the delay, via phone, to their LEAGUE Manager. The LEAGUE Manager 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. If the kickoff is delayed because the visiting team arrived late, the visiting team shall be fined in accordance with league standards. The home team, in consultation with the LEAGUE Managers and referees, shall determine the start time for any delays in excess of twenty (20) minutes.

Restart

Once a delay has ended, the match shall resume from the moment the referee stopped the match. Teams shall be given a chance to warm-up prior to restarting the match. The following are recommended warm-up times based on the length of the delay (coaches may agree to a different time, to be approved by the LEAGUE)

- A. 10 minute delay, 5 minute warm-up
- B. 10 to 30 minute delay, 10 minute warm-up
- C. 30 to 60 minute delay, 15 minute warm-up
- D. Over 60 minute delay, 20 minute warm-up

Canceling/Postponing a Game Prior to Start

A game may be postponed no earlier than two hours prior to kickoff due to inclement weather, or situations considered Acts of God, unless agreed to by both teams and the LEAGUE.

Exception: In a case where a third party (stadium/facility 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 process, a USL Academy game may only be delayed or postponed due to:

- A. A lack of preparedness of one or both teams to begin playing a game OR

- B. 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 USL Academy staff have the authority to delay or postpone a scheduled USL Academy match. The referee, upon arrival at the facility/field, has the final word on delays due to weather.

Grace Period before Abandoning a Game

Unless both teams, the Referee, and USL ACADEMY agree to an alternate plan, teams must wait a minimum of one (1) hour before abandoning a game that has been delayed regardless of circumstances. This is not an aggregate time for multiple delays but rather one (1) hour from the time of the most recent delay. The Home Team, in the presence of the Referee, must immediately notify the LEAGUE Manager via phone, of any postponement issues. The one-hour grace period may be extended, up to a maximum of three (3) hours from the time the match is delayed if there is a likelihood of resuming the match that day. Given the difficulty and cost of rescheduling, every attempt should be made to continue the game. The LEAGUE Manager has the final say on the length of the extended grace period due to weather. **A match may not be abandoned before the LEAGUE Manager is contacted.** If the LEAGUE Manager or another USL ACADEMY official is unavailable, the Referee shall be the final authority. If the first game of a doubleheader has been delayed, the feasibility of completing the second game will be taken into account when determining an extended grace period. In the event a delay lasts longer than three continuous hours or would resume play after 12:00 AM local time, the LEAGUE has final say on the length of the extended grace period due to weather.

Game Cancellation/Postponement Criteria

Unless otherwise approved by the USL Academy, game cancellations/postponements should occur only in the most serious circumstances; however, the personal safety of participants, personnel, and the spectators must always be highest priority. Factors that the referee and USL Academy 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.

Advanced Preparation (Lightning)

Teams must take the following steps prior to season to prepare for severe weather. These guidelines must be developed in coordination with the venue and submitted to the league office no later than February 1st. The Advanced Preparation plan must include the facility's radius in which the field of play is deemed un-safe to play. Also, it will need to include the length of time that is required to wait after the most recent lightning strike.

Before Officials Arrive at Venue

In the event a match is to be terminated less than 12 hours prior to kick off due to unforeseen problems, the home team shall immediately contact its LEAGUE Manager to expedite the communication process to assigned referees. The USL ACADEMY Referee Department will then notify the designated official at the National Federation, who will in turn make every effort to notify the referees of the change. It is imperative that all contact numbers for referees be

available to the National Federation for such situations. Please contact the National Federation designee before departing for the match if uncertain of the match's status and if there is reason to believe there may be a postponement due to inclement weather.

Referee "No Show"

In the event the assigned referee crew does not arrive at least one (1) hour before the scheduled kickoff time, the Home Team should immediately contact their LEAGUE Manager. Should none of the assigned referees be present at the official kickoff time, the teams must wait a minimum of one (1) 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 (1) hour has passed since kickoff. After one (1) hour from the original kickoff time has elapsed, the LEAGUE Manager will make a decision as to whether the match should be postponed and rescheduled, or further time should be allowed (only in the event of referees 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, USL ACADEMY 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 1st half was completed. If any match is suspended prior to the completion of the 1st half due to inclement weather or extenuating circumstances, it will resume at a date/time agreed to by the competing teams in consultation with USL ACADEMY 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 twenty-four (24) hours. If the game is resumed after the 24-hour period has passed, either team may have a maximum of three (3) changes to their Official Game Day Lineup sheet. Any changes to the lineup on the field, after any of the three (3) changes to the Official Game Day Lineup sheet are made, count towards the substitution allotment. USL ACADEMY reserves the right to declare a full replay at its discretion in order to protect the integrity of the competition.

Termination Procedures for Single-Match Playoff Series

If the match is tied, the first half is completed, the one hour waiting period is fulfilled and there must be a winner to advance, then the following will occur:

- Regulation: If terminated during regulation, the match will be resumed at the next possible opportunity and played to completion beginning from when the play was stopped in the second half and will conclude at either ninety (90) minutes or within overtime, followed by FIFA Kicks from the Mark if necessary.
- Overtime: If terminated during Overtime, the match will resume at the minute that the match was terminated, followed by FIFA Kicks from the Mark if necessary.
- Back-to-back: If the teams are scheduled to play the following day, then the match will resume the next morning, starting with the overtime period, followed by Kicks from the Mark, if necessary.

*USL, at its sole discretion, reserves the right to continue any playoff match starting immediately with Overtime and FIFA Kicks from the Mark, taking into account travel and field circumstances as well as any other pertinent information. Every attempt will be made to decide the result on the field of play.

Rescheduling a Postponed Game

Any postponed game must be rescheduled within seventy-two (72) hours of the original date of the game and must be replayed no later than the second to last weekend of the regular season cycle.

Rescheduling Considerations

USL ACADEMY 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 USL ACADEMY 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 ACADEMY rules or regulations, USL ACADEMY shall decide what action to take, and its decision shall be final.

Written Explanation of Postponement

Whenever a game is postponed or canceled, the LEAGUE must receive within 48 hours of postponement or cancellation, a written notice of why the game was not completed or played, including, if necessary, and a statement from the owner of the Venue / playing facility.

Venues Clearances are Final

Once a team has approved its individual schedule and the LEAGUE Schedules are officially released, the LEAGUE will not automatically accept a postponement or cancellation of a game because a Venue 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.

Rule 433 – Forfeits

Should any team associated with the CLUB fail to appear at a scheduled USL Academy game, the CLUB shall incur a forfeit fee of \$600 per incident. Other penalties for forfeits are as follows:

- A. A loss of three (3) points in the LEAGUE or competition standings and a 3-0 win to the opposing team.
- B. The team that forfeits may be precluded from participating in any future USL Academy League events, per LEAGUE review and at the LEAGUE's discretion.
- C. The CLUB must send full fees to the referee assignor and each referee assigned to the game within five (5) business days.
- D. The LEAGUE will have the discretion to remove any teams for not complying with the LEAGUE schedule.

A team unable to attend a scheduled game because of an accident or weather should immediately notify the opponent, the LEAGUE office, and the referees via telephone or E-Mail. Each situation will be reviewed by the LEAGUE office, which shall render a decision that may be appealed through LEAGUE RAD procedures (refer to Review, Appeals & Discipline section of the manual).

Non-Performance by the Home Team

In the event the visiting team is present at the venue and willing and/or able to perform, but the home team is unwilling and/or unable to provide a venue or fails to show at the scheduled venue and time, all Forfeit penalties as previously listed apply, in addition to compensation to opponent as set forth below:

- Compensation will be outlined by limited to expenses submitted by the LEAGUE. Visiting team may not seek additional compensation.

Non-Performance by the Visiting Team

In the event the home team is present at the venue and willing and/or able to perform, but the visiting team is unwilling and/or unable to provide a venue or fails to show at the scheduled venue and time, all Forfeit penalties as previously listed apply, in addition to compensation to opponent as set forth below:

- Compensation will be outlined by limited to expenses submitted by the LEAGUE. Visiting team may not seek additional compensation.

Non-Performance by Both Teams

In the event neither team is prepared to commence the playing of a game at the scheduled kickoff time or does not complete such game, and the game is not played to a conclusion that day, USL ACADEMY may reschedule the game, or declare the game a Forfeit by both teams with applicable Forfeit penalties enforced as previously listed.

Rule 434 – Serious Incident Protocol

The Home Team shall educate key Game Day staff, both Venue and team, regarding emergency procedures, EMS vehicles, Venue evacuation, and emergency plans. In the case of a serious incident on Game Day or at other times, it is vital that the LEAGUE Office is informed at the earliest possible time. Team staff shall use their best judgment on whether an incident is (or potentially is) of such magnitude. When in doubt, staff shall error on the side of informing the LEAGUE.

Examples of serious incidents include a death or life-threatening injury to a player, staff, or spectator; severe weather (lightning storm); a serious altercation on the field (field invasion) or elsewhere at the Venue; a terrorist or unspecified threat to the safety of the event; the arrest of a player or staff member; an automobile accident or other accident; a calamity at the Venue (earthquake, fire, etc.); or a power failure at the Venue. The protocol shall be as follows:

1. Immediately ensure the appropriate emergency procedures have been implemented. Ensure names and phone numbers of those involved and witnesses as warranted. This information shall be detailed in the Venue Incident Report form.
2. While the situation is emerging, call the LEAGUE Manager or LEAGUE Representative:
3. No statements shall be made to the media or others (other than law enforcement authorities) until the situation is discussed with the LEAGUE. All participants shall be made aware of this policy. USL ACADEMY and Team Media / Public Relations Directors shall be kept informed of the current situation.
4. the LEAGUE Manager and the USL ACADEMY Communications Department are authorized to speak on the LEAGUE's behalf and no other individuals shall be permitted to discuss the situation with the media until USL ACADEMY notification is given. As a general rule, the team General Manager and / or PR representative should be limited to releasing comments to the media. Prior to making any public statements, the situation should be discussed with the LEAGUE Office so that consistent and non-conflicting information is released.

Emergency Evacuation / Crisis Situation

The following are the basic parameters teams shall follow for an Emergency Evacuation / Crisis Situation in the Venue:

1. The Home Team shall follow the previously developed and rehearsed emergency response procedures.
2. Such a rehearsal shall occur at each venue prior to the start of the season and should involve all game day groups (team staff, players, Venue staff, PA announcer, ushers, security, law enforcement, medical response, etc.).

Emergency / Crisis at the Local Level

1. Team Operations Director, Team General Manager, Team PR Director in conjunction with Venue Officials and local law enforcement shall assess situation and immediately brief USL ACADEMY.
2. If the incident is isolated to the local market, Team Officials, in conjunction with the Venue and Local Law Enforcement, shall determine response and course of action. Best judgment shall be used to determine the level of involvement requested of the LEAGUE Office.
3. The response and course of action is communicated following a pre-established chain that should include the USL ACADEMY LEAGUE Manager or LEAGUE Representative.

Emergency / Crisis at the National or International Level

1. USL ACADEMY officials shall assess the situation and immediately consult with Team Representatives.
2. LEAGUE and Team Officials will determine a response and course of action.
3. The response and course of action will be determined and communicated to Team Representatives which will in turn disseminate pertinent information as USL ACADEMY directs.

Communication Plan

For all emergency response situations, teams shall immediately contact the LEAGUE Manager and when the situation requires, adhere to the following emergency communication plan:

1. A conference call number and code shall be distributed for emergency response situations. When calling into a conference from a cellular phone, individuals shall have the ability to mute their phone to minimize excess sound that would otherwise disrupt the dissemination of information. The LEAGUE Manager shall have the responsibility of initiating this conference call and informing the appropriate individuals.
2. Teams shall not have more than three (3) individuals call in to this number (e.g. General Manager, PR Director, and Director of Operations). It will then be the responsibility of the team to appropriately distribute information within the organization.

Emergency Medical and Evacuation Plans

Every team shall establish game day emergency medical and evacuation procedures. Teams shall submit copies of their emergency medical and evacuation plans to the LEAGUE thirty (30) days prior to the opening game. Teams shall also stage a pre-season rehearsal for medical and evacuation emergency plans whereby all game day staff practice and understand procedures. Above all, necessary precautions shall be taken to ensure spectator, team, and staff safety at all times. As most teams do not own their Venues, it is imperative that security, Venue management, and a team official discuss and coordinate these procedures prior to the opening game. If your Venue does not have an emergency plan, contact your LEAGUE Manager immediately.

Medical Emergency Plan

Utilize the following basic parameters in developing team policies:

- Assign staff to report initial problems to the Field Manager; notify security and any on-site EMS agency immediately of the problem and location; and deploy a staff member to the scene.
- Once the Medical Response Team arrives and relieves the staff member, the staff member shall record initial information, including time, location, and who placed the injury call, before they leave the accident / injury area. This information shall be recorded on the **Venue Incident Report** provided at the end of this section.
- If the patient is transported to the hospital, the designated staff member shall record the time of departure, which hospital the patient was transported to, and who transported the patient.
- Emergency equipment on site shall be listed in the plan and its location shall be detailed.

Team Physician/ATC

In addition to the medical emergency plan, the home team shall have a qualified physician and / or certified athletic trainer available at each home game. At no time shall a player be subject to risk or aggravation of an injury by removing him from the field. Additionally, an ambulance and crew shall be on-call.

Evacuation Plan

In the event that a Venue or parts thereof need to be evacuated due to an Act of God (earthquakes, hurricanes, and floods), bomb or terrorist threats, fire and smoke, etc., each team shall develop, in conjunction with their Venue authority, a Game Day Emergency Evacuation Plan. This plan shall include at least the following specifications:

- Directions on how to safely and quickly remove all spectators, teams and staff from the affected area.
- A detailed list of on-site employees responsible for overseeing an evacuation.
- A detailed notification system for law enforcement agencies, fire, or other emergency response departments.
- Preemptive measures shall include day of game Venue inspections and advisory to security of their duties and expectations, particularly concerning fights and alcohol abuse, etc. Many municipal and established Venues shall already have policies in place; teams may incorporate existing Venue plans.

500 – Post-Game Reporting

Rule 501 – MOD11 Reporting

The referees will complete the Digital Match Report (DMR) through MOD11 following the conclusion of the game. Team Administrators/Scorekeepers should confirm the final score and match details with the referees prior to leaving the facility. Team Administrators will not be responsible for uploading any additional information for the match report.

Rule 502 – Home and Visiting Team Minimum Standards Form

The home and visiting teams are responsible for completing the Minimum Standards forms in Teamworks no later than 48 hours following the conclusion of the match.

Rule 503 – Score Sheet

The official scorer should use the blank score sheet form provided by the league office for all USL ACADEMY games. Please make sure the official scorer is familiar with each category of the game score sheet. For all games, fill the score sheet out completely, accurately and legibly. If you miss an assist or other of information, ask the fourth official or the team bench for assistance.

Scorekeeper

The following guidelines must be followed:

- Select a competent scorekeeper whose sole responsibility on the day of the game is to complete the media report.
- The scorekeeper should also have a firm grasp for the rules of the game.
- The team scorekeeper must print clearly and legibly and should enter his/her name.
- The scorekeeper should use a copy of a score sheet for tallies during the game and fill out the official carbon version of the score sheet after the game is over that includes real numbers.

League

Check the league(s) applicable to the teams playing.

Date/Time

Use the month/day/year format (07/15/13) for the date, followed by the local kickoff time (7:35 p.m.)

Stadium

Enter the venue in which the game is being played.

Weather

Enter the weather conditions at the time of kickoff (76 degrees, sunny)

Attendance

The most common item missing from score sheets is the attendance. Someone should be designated to obtain the attendance figure or the official scorer should make an estimate and indicate that the figure is an estimate.

Game Officials

Enter the names of each of the four game officials.

Game Notes

Use this space to note interesting things about the game or players. (Example 1: The Roadrunners have now won seven consecutive games; Example 2: Julian Marcos has scored a goal in five consecutive games; Example 3: Thunder broke the all-time single game team attendance record.)

Line score

Write in the "city" names of the visiting and home teams in the spaces provided. In the spaces provided for scores by half, write in numbers (2) rather than two slashes (/).

Scoring Summary

Write out the team name and the minute in which the goal was scored, followed by the goal scorer and the person credited with the assist. You may use a player's last name only as long as there is no other player on the field with the same last name. If a goal is scored without an assist, please indicate this by putting a dash in the Assist field. If a goal is scored on a penalty kick, please indicate this by writing "penalty kick" or "PK" in the Assist field.

Visiting Team & Home Team Official Game Day Lineups

Fill in the goalkeeper for each team above the team's respective rosters. Fill in starting players by position (defenders then midfielders then forwards) in the first 10 rows. Do not list players numerically or alphabetically. Include the player's number and full name (last name then first name). For field players, list the number of minutes played by that player, followed by the number of goals, assists, shots, and fouls. Leaving a box blank indicates zero.

Goalkeepers

Enter the number of shots faced (SHFC), saves, and goals against (GA). If stats and minutes are not filled in, the league will designate the first goalkeeper listed as the starting goalkeeper. Goals, assists, shots and fouls should be entered in the field player stats section. Goalkeepers may be included in field play stats. Minutes played by goalkeepers in the field play section should account for minutes in goal and minutes in field should the goalkeeper become a field player during the course of the match.

Shots

Fill in the totals for each half for each section. A shot is defined as "any attempt which is taken clearly with the intent to score and is directed so that it enters the goal, hits the crossbar or goalpost, could have entered the goal if it had not been prevented from doing so, or has

traveled past the goal in close proximity to the goal." The scorer should use sound judgment to define "close proximity to the goal."

Saves

Fill in the total for each half for each section. In order for a goalkeeper to be credited with a save, he must have stopped a shot from going into the goal. In order to credit a save, there must also be a shot. Catching a cross does not constitute a save, as there was no shot and the ball, most of the time, was not traveling into the net. If the goalkeeper does catch or deflect the ball, stopping it from going into the net, please give him a save. On the same note, you must give the crossing player a shot, even if the shot originated as a pass/cross.

Fouls

Fill in the total for each half for each section. Each time a player is charged with a violation of the Rules of the Game that results in a direct or indirect free kick awarded to the opposing team, he shall be charged with a foul. Offside is not considered an individual foul, nor is a throw in. A caution (yellow card) or an ejection (red card) is not a foul in and of itself, and should not be recorded as such; however, a high percentage of the time a foul will precede the caution or ejection.

Cautions/Ejections

Enter the abbreviated team name (i.e., Nashville-NSH), enter whether it was a caution (C) or ejection (E) and enter the minute of the game the card was issued, followed by the player's last name and the reason for the card. Use the codes listed in the chart at the end of this section to indicate the reasons for misconducts issued in a game.

Recording Substitutions

Write out the team name and the minute in which the substitution was made, followed by the player who entered the game and then the player that exited the game. You may use a player's last name only as long as there is no other player on the field with the same last name.

When a substitute enters the game, the player should be entered in the appropriate row below the starters. Once again, the minutes for a substitute are the actual minutes played. The minute on the clock should be entered in the minutes for the player being substituted for. The total minutes played of the player being substituted for and the substitute should add to the minutes played in the game (either the normal 90 or overtime), unless one of the players is ejected.

If a substitution is made during the final minute, the player leaving the game will get credit for eighty-nine (89) minutes played and the substitute will get one minute even if he entered at 89.50 or during stoppage time.

Offsides/Corners

Fill in the appropriate areas.

Penalty Kicks

For any penalty kicks taken during regulation or overtime, enter the minute of the kick, the team taking the penalty kick and the shooter taking the kick. Then, circle "G" for goal, "S" for save, or "M" for miss.

Minutes

The game clock should begin at zero and climb to 90:00.

Goals

A goal scored thirty (30) seconds into the match will be recorded as a goal in the 1st minute. A goal scored at 57:15 will be recorded as a goal in the 58th minute.

Completed Score sheet

A score sheet has not been completed until it has been initialed by both coaches and signed by the referee. By having the coaches initial the score sheet, they are afforded an opportunity to verify its accuracy (i.e. make sure assists are credited to the proper players). The referee must sign the score sheet to verify the score and the misconducts issued.

Rule 504 – Statistics

In order to get maximum coverage from media outlets, you should update team and player statistics the day after each game and make copies available. All key statistics (goals, assists, cautions, ejections, and goalkeeper information) should be generated from the official game score sheets. At a minimum, player statistics should include games played, goals, assists, points scored, and minutes, as well as goals allowed and goals-against average for goalkeepers. You can expand your statistical report as you see fit. While the league keeps official statistics for all the leagues, each team should keep its own statistics to compare against those produced by the Public Relations Department to ensure accuracy.

Assists

An assist is simply defined as any pass that directly leads to a goal. The key here is the word "directly." The pass must lead directly to a shot that results in a goal. An assist is not given following a pass where a player dribbles on his own to elude several defenders before scoring. Note: USL ACADEMY does not recognize double assists and will not include them in official league statistics.

Calculating Goals-Against Average

One of the easiest but most unfamiliar statistics to calculate is goals-against average. has nothing to do with the number of games, but is a function of actual minutes played in goal. Simply put, it equals **Goals Allowed x 90 Minutes Played**

Here's an example: John Swallen has allowed 29 goals in 2,397 minutes, so we calculate his GAA as:

$29 \times 90 = 2,610 \div 2,397 = 1.09$. (Round off the answer to two figures to the right of the decimal.)

Own Goals

The player who propels the ball into the opposing team's goal for a score is awarded a "goal." However, when a player propels a ball into his own team's goal with the intent either to pass back to a teammate or clear the ball out of danger, the goal is not credited to an individual, but is scored as an "own goal." The goal should be entered in the scoring summary as "Own Goal" with the player's name in parentheses. No player can receive a goal or an assist on an own goal, but it is still credited against the goalkeeper.

- Example 1: Defender intercepts a pass from attacker "A" intended for attacker "B". The defender dribbles a few yards, then turns to pass the ball back to the goalkeeper. Inadvertently, he kicks the ball into his goal. Score the play as an own goal.
- Example 2: Attacker "A" lofts a cross for attacker "B" in front of the goal. The defender leaps and attempts to head the ball out of danger, but instead, knocks the ball into his own goal. Score the play as an own goal.

If a shot bounces off the defender's body into the goal, the attacker is credited with a goal. If, however, the defender was able to control the shot and then inadvertently kicked or headed the ball into his own goal in an attempt to clear the ball, the goal is recorded as an "own goal."

Deflections

An attacking player whose shot is deflected into the goal by the goalkeeper or by a defending player receives credit for a goal provided the momentum of the shot is what carried the ball into the goal.

- Example 1: Attacker "A" shoots and the goalkeeper dives attempting to make the save. The goalkeeper gets a hand on the ball, but the ball's momentum carries it into the goal. Score the play as a goal for "A".
- Example 2: Attacker "A" shoots, catching the goalkeeper off guard. The shot caroms off the goalkeeper's leg and rolls into the goal. Score the play as a goal for "A".
- Example 3: Attacker "A" shoots. The shot is wide, but strikes a defender and caroms into the goal. Score the play as a goal for "A".
- Example 4: Attacker "A" shoots and a defender attempts to block the shot. The defender actually touches the ball, but the momentum of the shot carries the ball into the goal. Score the play as a goal for "A".

An attacking player whose pass is deflected into the goal by a defender or whose pass is mishandled by the goalkeeper and allowed to enter the goal shall receive credit for a shot and a goal, provided momentum of the pass is what carried the ball into the goal.

- Example 1: Attacker "A" lofts a high ball in front of the goal intended for attacker "B". The goalkeeper attempts to intercept the pass, but the ball slips through his hands and bounces into the goal. Score the play as a goal for "A".
- Example 2: Attacker "A" takes a corner kick, and the goalkeeper's misplay allows the ball to carom into the goal. Score the play as a goal for "A".

Changes to Statistics

All changes must be submitted via email at ryan.spurr@uslsoccer.com. Phone calls will not be accepted. All changes must be attributed to a match report and submitted by Friday the week (Mon-Sun) following the match in question (maximum seven (7) days). All stats are official as of that time and will not be changed.

Rule 505 – Social Media

The following Twitter Hashtags (ex: #USLACADEMY) and Twitter Handles (ex: @USL_ACADEMY) must be used when referencing USL ACADEMY or one of its leagues:

HASHTAGS

(case sensitive: must use this format when typing out)

USL ACADEMY - #USLACADEMY