



# **US YOUTH SOCCER 2019-20 FRONTIER PLAYER DEVELOPMENT LEAGUE OPERATING PROCEDURES (as of August 15, 2019)**

## **INTRODUCTION**

In accordance with the US Youth Soccer Leagues Program Rules (14.06) these Frontier Player Development League (FPDL) Operating Procedures shall be an extension of the Leagues Program Rules. When Leagues Program Rules are referenced or summarized in these Operating Procedures, they are meant to mirror the Leagues Program Rules in every respect. These Operating Procedures are specific to the US Youth Soccer Frontier Player Development League (FPDL).

The FPDL shall have a League Commission (Commission) made of the League Manager and one (1) representative from each eligible club. The Commission will, on a yearly basis, adopt and approve the Operating Procedures of the league and will establish criteria for membership. The Commission of the FPDL will have the authority in all league matters as long as the decisions do not conflict with the US Youth Soccer Leagues Program Rules. The Commission of the 2019-20 FPDL is as follows.

Chairman – League Manager  
Voting Member – Oklahoma Energy FC (OK)  
Voting Member – FC Dallas (NTX)  
Voting Member – Solar SC (NTX)  
Voting Member – Dallas Texans SC (NTX)  
Voting Member – Dash Youth (STX)

## **SECTION 1. FPDL – ELIGIBILITY / APPLICATION**

### **1.01 Club / Team Eligibility**

To be eligible for participation in the FPDL, a club must have a U.S. Soccer Girls Development Academy (DA) program within the boundaries of the US Youth Soccer Frontier Conference (North Texas, South Texas, and Oklahoma). A team from an eligible club applying for entry into the FPDL must meet the eligibility requirements in accordance with the Leagues Program Rules.

### **1.02 Registration System / Application Process**

GotSoccer shall be the official team application/registration system of the FPDL. Any eligible team must apply their team into the FPDL using GotSoccer. No applications will be received or accepted in any other system.

Eligible teams must have a GotSoccer account in order to apply into the FPDL. Team accounts must have accurate information regarding the coach and manager at the time of submission. In completing any application into the FPDL, teams are required to submit accurate information on team accomplishments.

### **1.03 Application Deadlines**

The application deadline is August 31 for the upcoming seasonal year, or as otherwise approved by the League Manager.

#### **1.04 Application Agreement**

Any team applying to play in a FPDL agrees to accept, abide by, and comply with all policies, rules, and decisions of the Leagues Program and further agrees to pay all fees that are due to the Frontier Conference for participation in the FPDL by the applicable deadlines.

#### **1.05 State Association Registration**

All eligible teams must be properly registered in their respective member State Association prior to acceptance into the FPDL.

#### **1.06 Fees and Other Expenses**

The Team Entry Fee to participate in the FPDL is \$300 per team and is non-refundable if a team is accepted into the FPDL and later drops out. US Youth Soccer will send an invoice to each club for their Team Entry Fees, which will be payable to US Youth Soccer. The Team Entry Fee does not include fees for referees, fields, medical, or other hosting costs. The "Home" club will be responsible for all operational expenses related to the hosting "Home" matches.

### **SECTION 2. FPDL – LEAGUE STRUCTURE AND QUALIFICATION**

#### **2.01 Structure**

The 2019-20 FPDL will include the following Girls age groups:

- 13 and Under (13U) – for players born on January 1, 2007 or later
- 14 and Under (14U) – for players born on January 1, 2006 or later
- 15 and Under (15U) – for players born on January 1, 2005 or later
- 16 and Under (16U) – for players born on January 1, 2004 or later
- 17 and Under (17U) – for players born on January 1, 2003 or later
- 18/19 and Under (19U) – for players born on January 1, 2001 or later

Within the FPDL there will be a single tier of competition. Teams will play a single round-robin within each age group.

#### **2.02 Determination of Format**

The FPDL will coordinate the league schedule in conjunction with the club match schedule of the Girls DA. Each team will be expected to compete in home and away matches against each of the teams in the FPDL. The FPDL schedule is meant to mirror the Girls DA schedule unless otherwise agreed to by the clubs.

#### **2.03 Qualification**

Each eligible club may submit up to two (2) teams in each age group of the FPDL. The club will determine the formation of each eligible team.

### **SECTION 3. FPDL – TEAM ROSTERS**

#### **3.01 Team Rosters**

The official Team Roster for the FPDL shall be in GotSoccer. Teams are responsible for ensuring that their GotSoccer FPDL Team Roster is identical to their Official State Association Roster. The GotSoccer roster must be accurate by 24 hours prior to a team's first match of the season. Additions to the Team Roster, subject to the requirements of a team's State Association, must be updated in the GotSoccer roster no later than 24 hours prior to a FPDL match.

FPDL teams may create a Club Pass Roster in GotSoccer, which is the pool of Club Pass players designated for use by an FPDL team. Any club pass player must be added to the Club Pass Roster and Match Line-Up Card no later than 24 hours prior the FPDL match in which the club pass players will participate. Any club pass player, once added to a team's Club Pass Roster, cannot be removed until the completion of the FPDL season.

#### **3.02 Player Eligibility and Limitations**

All players must be current US Youth Soccer members and have member passes that have been approved by their respective State Association.

A player in the FPDL may only play for one (1) team in an age group within the FPDL and the Frontier Conference.

A player may play for only one (1) team during any single day. Once a player is on the roster of a team in an age group and such team has played one (1) match in FPDL competition, such player may not appear on another team's roster in such age group during the remainder of the FPDL and Frontier Conference season.

The FPDL allows for a Goalkeeper exception. Goalkeepers may play for up to two (2) FPDL teams in a single day of competition.

### **3.03 Team Match Day Line-Ups**

Up to eighteen (18) players (inclusive of both primary players and club pass players) are eligible to play in each FPDL match. Eligible players must be listed on the Team Match Day Line-Up (i.e GotSoccer Game Card). The GotSoccer Game Card will be used as the official Team Match Day Line-Up prior to each FPDL match, and the official Match Report following each FPDL match. The process, timing, and verification of the Team Match Day Line-Up must be done in accordance with Section 9 (Match Day Procedures) of this document.

Players on the team roster who are not eligible/participating in a Conference match are allowed in the team bench area, but must not be in uniform.

### **3.04 Playing of Ineligible Player**

In accordance with Leagues Program Rules, a team that plays an ineligible player shall be subject to disciplinary action including but not limited to: (a) forfeiture of the match; and (b) suspension of the team's coach from FPDL competition. Additional disciplinary action could include (a) expulsion of the team from the FPDL; and/or (b) any further action(s) as determined by the League Manager.

Accusations from teams of an ineligible player must be extensively substantiated and is incumbent on the accuser to provide concrete evidence of ineligibility.

### **3.05 Player Information**

The FPDL may require participating teams to provide information on players for use in promoting the FPDL and/or its teams and players. Upon request, teams are required to submit information regarding personal player history, competition history, roster history, and any other information that may help promote the league, player, or team.

## **SECTION 4. FPDL – SCHEDULING AND MATCH MANAGEMENT**

### **4.01 Number of Matches**

The number of FPDL matches will be determined by the number of teams in each age group. The FPDL is meant to mirror the club match schedule of the Girls DA. For the 2019-20 FPDL season, each team will play a single round-robin in their age group. It is the intent of the FPDL to play only one (1) match per day.

### **4.02 Location of Matches**

The location of FPDL matches will be determined by the hosting club.

### **4.03 Match Schedules**

The clubs will have sole discretion in scheduling their home matches. In order to ensure consistency of match scheduling, each club shall follow the below standards:

- a) Clubs should work together to set a final schedule of games.
- b) No matches shall be scheduled prior to 9:00 AM unless the visiting club agrees.
- c) All matches must be scheduled to end at least 30 minutes prior to sunset, unless lights are provided and the visiting club agrees to later start times.
- d) All clubs are expected to schedule matches with professionalism and good will, meaning to not place any club at a competitive advantage or disadvantage.
- e) All matches played on the same day are expected to be played at the same facility, unless the visiting club agrees to multiple facilities being utilized.

#### **4.04 Host Club Communication**

The host club is required to provide the visiting club with all match day details at least five (5) days prior to scheduled match. Match day details should include facility address, directions, weather forecast, fixture schedule, field numbers, etc. If there are weather related concerns, the hosting club shall address the situation and accurately communicate schedule changes (if necessary). Each club is responsible for communicating with the teams from their own club.

#### **4.05 Facilities**

The host club is responsible for providing high quality fields for FPDL matches. Turf or natural grass surfaces are both acceptable. Each FPDL facility must have permanent or portable restrooms on site and available to players and spectators.

Match fields for FPDL should be setup as follows:

- a) Team sideline requires both the home and away team have an adequate number of benches.
- b) Team sideline requires both the home and away team have matching team tents.
- c) Team sideline requires a minimum of one (1) trashcan.
- d) Team sideline requires a minimum of one (1) table providing water and/or sports drink.
- e) All match fields must be marked and sized properly in accordance with US Youth Soccer specifications.
- f) All match fields must have four (4) matching corner flags.
- g) Three (3) match balls must be provided at by the host club.

#### **4.06 Medical Coverage**

The host club is responsible for providing an athletic trainer that will be on site while FPDL matches are being played. The athletic trainer should arrive approximately one (1) hour prior to the start of the first match and continue until the end of the final match. The host club is responsible for payment of the athletic trainer.

#### **4.07 Referees**

Each FPDL club is expected to seek the best referees in their geographic area. A minimum of a "State" licensed referee is recommended as the center referee for FPDL matches. It is the responsibility of the host club to collaborate with their certified U.S. Soccer referee assignor for match assignments as well as handle payment of those referees. Once the referee has jurisdiction of a match, the match may be stopped, suspended, or terminated as provided in the "IFAB Laws of the Game."

#### **4.08 Rescheduling Policy**

Once the FPDL schedule is published it shall be considered official. Changes are permitted at the discretion of the League Manager in consultation with the clubs involved. Other changes to the schedule shall be made in accordance with the below guidelines. Any reschedule situation not included here-in will be determined at the sole discretion of the League Manager.

- (a) Should a team have a conflict with a National League event (national tier), their conflicting FPDL match should be rescheduled.
- (b) Should the hosting complex change fields numbers or field availability prior to an inter-state event weekend, the hosting club will update the schedule as necessary. Every attempt will be made to have as little impact on the schedule as possible, however, some match start times may have to be updated.
- (c) Should a hosting complex close their fields to inclement weather, the host club may, with approval by the League Manager, move the matches to a different facility.
- (d) Should a match or matches be cancelled due to rain or inclement weather, it shall be rescheduled on a date/time/location as determined by the host club with approval by the visiting club and League Manager. Following a rain-out, the rescheduled match shall be published no later than ten (10) days after the originally scheduled match. Once the reschedule is published, it shall be considered official.
- (e) Requests to reschedule a match will not be considered unless both clubs agree to the change with approval by the League Manager.

#### **4.09 Emergency Match Management Procedures**

On an emergency basis, the League Manager reserves the right to impose emergency Match Management Procedures. These procedures shall be limited to those items that are necessary, in the sole opinion of the League Manager, in order for a match to be played. Such procedures could include, but are not limited to, the following.

- (a) Shortening match lengths or half time due to inclement weather, lack of light, or other extraordinary circumstances.
- (b) Moving a match to earlier or later in a day.
- (c) Establishing additional match day(s) due to excessive rain-outs.
- (d) Approving the use of less than a 3-man referee crew or approving use of a “club” linesman.
- (e) Approving an alternate method to validate eligible players.

## **SECTION 5. FPDL – STANDINGS**

### **5.01 Earning Points in Matches**

Points earned in the FPDL will be in accordance with Leagues Program Rules. The standings of teams within the FPDL will be based upon the number of points earned from each match. Teams earn points as follows: 3 points for a win; 1 point for a tie; and no points for a loss.

### **5.02 Forfeits**

A forfeited match will be scored as a 1-0 win for the opponent. A team forfeiting any match shall be dropped from the FPDL at the discretion of the League Manager following a review of the incident resulting in any Forfeits. Should a team be dropped, all scores for that team in the seasonal year schedule shall be recorded as a 1-0 win for the opponent. In addition, a team that forfeits one or more matches may be subject to further sanctioning including but not limited to a fine, become ineligible to advance to the National League, or be suspended from the Leagues Program. The League Manager, after consultation with the NL Management Group, shall determine any additional sanctioning.

## **SECTION 6. FPDL – NATIONAL COMPETITIONS**

### **6.01 Qualification into the US Youth Soccer National League (National tier)**

The top team in each 13U-17U age group, by points/tiebreakers, from the FPDL shall receive an automatic invitation into the US Youth Soccer National League the next seasonal year in the team’s rising age group.

## **SECTION 7. FPDL – RULES OF PLAY**

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

Matches will be played under the applicable policies and rules of National League and US Youth Soccer. Teams are responsible for obtaining and abiding by the IFAB Laws of the Game as they govern play subject to the modifications noted the Leagues Program Rules.

### **7.02 Substitutions**

FPDL matches will operate under the FIFA-7 players “per half” substitution system (limited substitution). Once replaced, players cannot re-enter the game during that half of play. Substitutions may be made at a maximum of three (3) moments in any half. If a player is removed from the match and no substitute enters the match for the player (team plays short), the original player may reenter the match at any point during the match if the referee signals for the player’s reentry.

During a match is that is part of a Conference event using neutral Health Care Professionals (HCP) or neutral Athletic Trainer Certified (ATC) to monitor the fields, if a player is suspected of suffering a head injury, such player may be substituted for evaluation. The substitution for the evaluation of a concussion/head injury will not count towards the team’s total allowed substitutions in a half. However, the team must have at least one substitution available to implement this temporary substitution.

If the player is deemed by the neutral HCP or neutral ATC to not have been diagnosed as having a possible concussion, the player may re-enter the game at any stoppage of play and must replace the original substitute. This head injury evaluation substitution will not count as a used substitution in the half. Furthermore, the temporary substitute will be able to re-enter the game in that half at a later time. If the player is not cleared to return to play by the HCP or ATC, the replacement player will no longer be considered a temporary substitute and the team will be charged a substitution.

### **7.03 Match Length**

Each FPDL match length will be in accordance with Leagues Program Rules. The League Manager will have discretion to shorten match lengths in cases of extraordinary circumstances.

### **7.04 Team Uniforms**

Team Uniforms must be in accordance with Leagues Program Rules. Every team in the National League FPDL must have two (2) sets of jersey's and socks. The expectation is for the team listed first in the schedule to wear their lighter/white colored jersey and socks, while the team listed second in the schedule to wear their darker colored jersey and socks. If, in the opinion of the Referee, a team color conflict exists, the team listed second in the schedule should change.

Every player on the field must have a unique number (from the rest of the team) affixed on the back of their jersey, with the exception of goalkeepers. Goalkeeper jersey numbers are optional, but if a number is affixed, it must be a unique number (from the rest of the team). Taped numbers will not be allowed.

US Youth Soccer, National League, or other US Youth Soccer related logos/patches are allowed on uniforms, in addition to the team name, team sponsor, or shirt manufacturer. No other patches/logos are permitted without the written approval of the League Manager.

### **7.05 FPDL Protocol for Send Offs and Dismissals**

Protocols for send offs and dismissals shall be in accordance with Leagues Program Rules. Should a player be sent off from a FPDL match, the designated area for the ejected player shall be the Team Bench Area and will remain there under the supervision of the player's Coach. If the sent off player cannot be controlled by the Coach, the Referee may require the removal of the player from the entire field area. If such player is removed from the field area, the Coach must designate a parent or Team Official to supervise the player away from the field area.

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

The FPDL does not currently have a Coaching Education Requirement to be in the Team Bench Area. All coaches and team officials in the Team Bench Area must have proper credentials issued by their State Association.

## **SECTION 8. FPDL– REFEREES**

### **8.01 Three Person System**

FPDL matches shall be officiated in accordance with Leagues Program Rules. The League Manager may, in extreme circumstances, approve exceptions to the use of the three person system.

### **8.02 Referee Assignor**

The hosting club will determine which referee assignor will assign each event hosted by their club. Referee assignors must be a certified U.S. Soccer assignor. The referee assignor shall be paid by the hosting club.

### **8.03 Payment of Referees**

Referee and Assistant Referees will be paid by the hosting club, unless otherwise agreed to by both clubs.

### **8.04 Filing of Referee Match Report**

Prior to each FPDL match, host (home) team shall present a GotSoccer "Game Card" to the Referee, which shall serve as the Official Match Day Line-Up Card prior to the game and the official Match Report following the completion of the game.

Following the completion of each FPDL match, the Referee shall accurately report all scores and cards issued onto the selected Match Report. Once the scores and cards issued are written on the Match Report, it should be presented to both coaches for their signature. It is recommended that each team take a picture of the final Match Report for their own records. The Referee shall then submit the Match Report to host club or referee assignor, who will in turn submit to the League Manager.

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

## **SECTION 9. FPDL – MATCH DAY PROCEDURES**

### **9.01 Match Day Procedures**

The FPDL Match Day Procedures apply to all matches played in the FPDL, unless otherwise instructed by the League Manager.

### **9.02 Team Match Day Line-Up Card**

The GotSoccer generated Game Card shall be the official Team Match Day Line-Up Card for the FPDL. The Match Day Line-Up Card for each match should be printed by the home team no earlier than 24 hours prior to the scheduled start of that match. This timing will ensure the most accurate information for each team line-up. The eighteen (18) eligible players (inclusive of both primary and club passed players) should be listed on the Match Line-Up Card no later than 24 hours prior to a FPDL match. Additional players may appear on the Match Line-Up Card, but if they are not one of the 18 eligible players, their name must be manually crossed out. Suspended players should not appear on the Match Line-Up Card or should be manually crossed out on the Match Day Line-Up Card prior to the Player Check-In.

- (a) Printing the Team Match Day Line-Up Card: The home team must print and present the referee with a copy of the Team Match Day Line-Up Card (GotSoccer Game Card). To print the GotSoccer Game card, log into the team account and select the FPDL schedule. To the left of each match is a small PDF icon. Click the PDF icon to download/print the GotSoccer Game Card.

### **9.03 Match Day Line-Up Players**

The Team Match Day Line-Up Card must include the eighteen (18) eligible players (inclusive of both primary and club pass players) a team will use in a FPDL match. Should more than eighteen players appear on the card, the Coach or Team Official must manually strike through the players that will not participate (prior to check-in by the referee) for a maximum of eighteen (18) eligible players.

- (a) Preparing the Team Match Day Line-Up: Each team Coach or Team Official must prepare the Match Day Line-Up for their team by ensuring that each eligible player is “activated” onto the GotSoccer Game Card. To ensure players are activated or de-activated properly, log into the team account and select the FPDL Roster (a link to the roster will be in the “Roster” column of the Event Registration History module on the team account homepage). Upon viewing the roster, there will be a “Deactivate” or “Activate” link next to each player. If any players are “Deactivated” they will be beneath the roster in a “Deactivated Player List”. Use the “Activate” or “Deactivate” links to set your Match Day Line-Up. Any players on the active list will appear on the GotSoccer Game Card (i.e. Team Match Day Line-Up Card).

### **9.04 Club Pass Roster**

Any Club Pass Players must be listed on the Club Pass Roster and Match Day Line-Up Card to be eligible to participate. A Primary or Club Pass Player may only appear on one (1) FPDL or Frontier Conference Primary Roster/Club Pass Roster in an age group during the Conference season. The maximum Club Pass Roster for a FPDL team is 30 minus the number of primary rostered players (i.e. a team with 18 rostered players has a Club Pass Roster maximum of 12).

- (a) Adding a Club Pass Player to a team’s Club Pass Roster: Each team Club Pass Player must be first added to the team’s Club Pass Roster in order to be added to the Match Day Line-Up. To add a Club Pass Player to a FPDL team, log into the team account where the Club Pass Player will be club passed. Navigate to the roster as described in 9.03.a above. At the top of the team roster, click on the “Add Club Pass Player” link. Search for the player to be club passed by entering the player’s information and clicking “Find Players” (search fields are not all required). Once found, click the “Add” link that appears next to the player to be club passed. The player has now been added to your Club Pass Roster and will appear in the team’s “Deactivated Player List”. See instructions in 9.03.a regarding player activation.

### **9.05 Team/Player Check-In**

Prior to the start of a FPDL match, the home team shall present the referee with the copy of the Team Match Day Line-Up Card (GotSoccer Game Card). In addition, each team shall present their properly prepared US Youth Soccer Player Passes to the referee. GotSoccer electronic player passes that are properly prepared shall be

allowed for FPDL matches, but it is recommended that each team have a physical US Youth Soccer Player Pass for each player.

The Referee shall check-in each team's players using both the Match Day Line-Up Card and the US Youth Soccer Player Passes. Only a maximum of eighteen (18) players may be checked in for a FPDL match. Any player not present at the time of check-in may not enter the field of play until the Referee can properly check-in the player.

#### **9.06 Team Bench / Spectator Areas**

The teams will occupy the same side of the field. Teams are to remain on their half of the field between the halfway line and eighteen yards from their goal line. Spectators are to only occupy the opposite side of the field from the teams on the same end of the field as their team bench area. Coaches/Managers are required to maintain control of their players and their team's fans on the sideline.

#### **9.07 Post-Match Protocol**

Following the conclusion of the game, the Referee shall fill out the official Match Report, on what was previously the Match Day Line-Up Card. The Coach or Team Official from each team is required to sign the completed Match Report prior to leaving the field area. It is advised that each team take a picture of the Match Report for their records.

The signed Match Report shall be submitted to the referee assignor or host club. Following the weekend, the referee assignor or host club shall send the League Manager a copy of each Match Report, any required U.S. Soccer Supplemental Report, and any other pertinent match details.

#### **9.08 Reporting of Scores (GotSoccer)**

The home team is responsible for promptly and accurately reporting the score of their match in GotSoccer. Teams are strongly encouraged to take a picture of the completed Match Report for their records and to assist the Team Official with accurate score reporting. The reporting of a particular match score should be done within one (1) hour of the completed match.

- (a) Information needed to report a match result in GotSoccer: The Team Official will need the GotSoccer Event ID and Pin Number for the FPDL in order to input a score. The GotSoccer Event ID for the 2019-20 FPDL is "675527". The Pin is "3219". Both numbers can always be found at the top of each GotSoccer Game Card. In addition, the Team Official will need to know the GotSoccer Game Number of their completed match, which can be found on the GotSoccer Game Card or in the GotSoccer schedule.
- (b) To report a match result in GotSoccer: Follow the below link and enter the GotSoccer Event ID and Pin Number, then click the "Go" link. On the new page, enter the GotSoccer Game Number of the completed match and click the "Go" link. Click the "H" or "A" scoring boxes and a new module will open at the bottom of the listed match. Enter the score and click "Save". <https://www.gotsport.com/events/scoring/>

#### **9.09 Protests**

Protests must be made in accordance with US Youth Soccer National Leagues Program Rules, Section 24. To be valid and eligible for consideration, a protest must be orally lodged by a team official with the match referee and the opposing coach at the game site before leaving the field of play. All protests must be submitted in writing and filed by the Director of the Club or the Director of Coaching of the Club that the team is a member with the appropriate fee to the Conference League Manager. The protest must be postmarked no later than three (3) business days after match completion in accordance with the Filing Procedures listed in Rule 24.06. The referee is the final authority on the field of play. All decisions of the referees with respect to matters of fact, including judgment matters, are final.

#### **9.10 Final Authority**

The League Manager shall have final authority to act in the best interest of the FPDL which may include but not limited to adjusting Match Day Procedures for specific matches or making decisions to address situations not covered in the FPDL Operating Procedures.