



# **US YOUTH SOCCER**

## **2019-20 DESERT CONFERENCE OPERATING PROCEDURES**

(as of August 14, 2019)

### **INTRODUCTION**

In accordance with the US Youth Soccer Leagues Program Rules (14.06) these Desert Conference 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 Desert Conference.

### **SECTION I. DESERT CONFERENCE - TEAM APPLICATION AND ADMISSION**

#### **1.01 Team Eligibility**

Any team applying for entry into the Desert Conference 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 Desert Conference. Any eligible team must apply their team into the Conference 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 Desert Conference. Team accounts must have accurate information regarding the coach and manager at the time of submission. In completing any application into the Desert Conference teams are required to submit accurate information on team accomplishments. Misrepresentation of team accomplishments may result in the team being disqualified from conference participation.

#### **1.03 Application Deadlines**

The 12U-19U Desert Conference Application Deadline is July 5, 2019.

#### **1.04 Application Agreement**

Any team applying to play in a Conference 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 Conference for participation in the Conference by the applicable deadlines.

#### **1.05 State Association Endorsement**

All eligible teams must be endorsed for participation in the Desert Conference by their respective member State Association prior to acceptance into the Conference.

#### **1.06 Acceptance of Teams**

The Desert Conference League Manager and Desert Conference Advisory Committee will determine what teams from those authorized to apply by their State Association will be accepted into the league. The League Manager, with input from the committee, will make the acceptance decision for entry into the league based on availability of positions, configuration of teams in each division, availability of resources, and regional distribution.

#### **1.07 Fees and Other Expenses**

For 2019/2020 Season: The Team Entry Fee to participate in the Desert Conference is \$1,500 per team (12U-14U) and \$1,600 per team (15U-19U). The Team Fee does not include Referee Fees, which will be paid in accordance with Section 8 (Referees) of this document. Team Fees are paid through GotSoccer (for credit cards) or to US Youth Soccer (for checks). League Fees are due by July 31, 2019.

For 2020/2021 Season: The Team Entry Fee to participate in the Desert Conference is paid to your state association and is non-refundable if a team is accepted into the conference and later drops out. State Association's may have a higher entry fee to cover additional costs associated with the conference. The Team Fee does not include Referee Fees, which will be paid in accordance with Section 8 (Referees) of this document. Team Fees are paid to your respective State Association and are to be paid to your State Association as determined by your local State Association. The State Association pays US Youth Soccer for all teams entered in the Desert Conference. Teams do not pay entry fees directly to US Youth Soccer.

## **SECTION 2. DESERT CONFERENCE – LEAGUE STRUCTURE AND QUALIFICATION**

### **2.01 State Association Representative**

Each participating State Association shall appoint a DC State Association Representative who shall provide his or her State Association with all information relevant to the DC. The representative shall be subject to the jurisdiction of and answer to the League Manager. The representative's duties include serving as a liaison between the DC and teams and ensuring that DC requirements are fully met.

### **2.02 Structure**

The 2019/2020 US Youth Soccer Desert Conference will include the following Boys and Girls age groups:

- 12 and Under (12U) – for players born on January 1, 2008 or later
- 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 and Under (18U) – for players born on January 1, 2002 or later
- 19 and Under (19U) – for players born on January 1, 2001 or later

### **2.03 Qualifications 2019/2020**

There is a two-step approval process for the US Youth Soccer Desert Conference.

- 1) Each team must be endorsed by its respective State Association.
- 2) The US Youth Soccer Desert Conference shall review and determine the final selection of all teams and placement into divisions, if applicable.

Each gender age group is populated in four ways:

- The 2019/2020 Desert Conference champion earns an automatic slot
- The 2019/2020 State Cup or State League champions from the 5 states earn automatic slots
- The 2019/2020 National League teams that qualify for the 2019-20 National League earn automatic slots
- Teams selected by the Desert Conference League Manager and Desert Conference Advisory Committee.

The criteria used for acceptance and placement includes but is not limited to the team's performance in 2019-20 Desert Conference play, 2019/2020 US Youth Soccer National Championship Series play (State Cup, Regionals and Nationals), and 2019/2020 National League. Accepted teams shall be notified via a website posting or an e-mail regarding their acceptance and placement into the US Youth Soccer Desert Conference. The list of teams accepted along with tier and division placement for the 2019-20 season is expected to take place on or around July 13, 2019.

Open Slots will be filled by Open Team Application, teams from outside the Desert Conference may apply for open slots at the discretion of the Desert Conference League Manager provided that open slots are available, and the team meets the criteria for the league. The Desert Conference shall have the final determination of acceptance and number of teams in the Conference.

In situations whereby a team does not apply for participation for a season where such team had previously qualified as a Desert Conference team, such slot may be filled at the discretion of the League Manager.

### **2.04 Qualification for 2020-2021**

The Desert Conference will qualify up to eight (8) teams for the 2020-21 Conference season Premier I tier and an additional eight (8) teams for a Premier II tier for 15U & above using the following criteria. The League Manager shall have final determination of the number of teams in gender age group.

- The top three teams in each 15U-18U gender age group, according to the final standings of the 2019/2020 Desert Conference season shall automatically qualify for their rising gender age group in the 2020/21 Desert Conference.
- Any team from a Desert Conference State Association that qualifies for an automatic slot into the 2019-20 National League (national tier) shall automatically qualify in the same gender age group in the 2020/21 Desert Conference.
- Each State (AZ, CO, NM, NV, and UT) is awarded one spot for their State Cup Champion or State League Champion. Even if the team has already pre-qualified by placing in the top three or participating in National League then that team shall also count as the state representative for their State Cup or State League qualification.
- Open Slots in Premier I will be filled by the top team available from Premier II for their rising gender age group, with review and acceptance by the Desert Conference Advisory Committee. The DC League Manager and Desert Conference Advisory Committee shall have the final determination of acceptance.

- Remaining Open Slots in Premier II will be filled by Open Team Application, with review and acceptance by the Desert Conference Advisory Committee. The DC League Manager and Desert Conference Advisory Committee shall have the final determination of acceptance.

The Desert Conference will qualify up to ten (10) teams maximum for the 2020-21 Conference season Premier I tier and up to an additional eight (8) teams for a Premier II tier for 14U & younger using the following criteria. The League Manager shall have final determination of the number of teams in gender age group.

- The 12U gender age group will be filled by Open Team Application, with review and acceptance by the Desert Conference Advisory Committee. The DC League Manager Desert Conference Advisory Committee shall have the final determination of acceptance. There is no roster continuity requirement when teams are promoting from 12U to 13U.
- The 13U gender age group will be filled by Open Team Application, with review and acceptance by the Desert Conference Advisory Committee. The DC League Manager Desert Conference Advisory Committee shall have the final determination of acceptance. Each State (AZ, CO, NM, NV, and UT) is awarded one spot for their State Cup Champion or State League Champion in the Premier I bracket.
- The 14U gender age group will be filled by the following: The top three teams in each 13U gender age group, according to the final standings of the 2019-20 Desert Conference season shall automatically qualify for their rising gender age group in the 2020-21 Desert Conference.
- At 14U, any team from a Desert Conference State Association that qualifies for an automatic slot into the 2020-21 National League (national tier) shall automatically qualify in the same gender age group in the 2020-21 Desert Conference.
- Each State (AZ, CO, NM, NV, and UT) is awarded one spot for their State Cup Champion or State League Champion. In the event that the team has already pre-qualified by placing in the top three or participating in National League then that team shall also count as the state representative for their State Cup or State League qualification.
- Remaining Open Slots in Premier I will be filled by the top team available from Premier II for their rising gender age group, with review and acceptance by the Desert Conference Advisory Committee. The DC League Manager and Desert Conference Advisory Committee shall have the final determination of acceptance.
- Any Open Slots in Premier II will be filled by Open Team Application, with review and acceptance by the Desert Conference Advisory Committee. The DC League Manager and Desert Conference Advisory Committee shall have the final determination of acceptance.

The Desert Conference may create additional Tiers or Divisions as needed in order to be able to accept enough teams to provide geographic diversity and a competitive environment for the teams and players participating. All qualified/eligible teams must be endorsed for participation in the Desert Conference by their respective member State Association prior to acceptance into the Conference.

## **SECTION 3. DESERT CONFERENCE - TEAM ROSTERS**

### **3.01 Team Rosters**

The official Team Roster for the Desert Conference shall be in GotSoccer. Teams are responsible for ensuring that their GotSoccer Desert 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. A team's State Association may impose an earlier deadline. 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 Conference match.

Desert Conference teams may create a Club Pass Roster in GotSoccer, which is the pool of Club Pass players designated for use by a specific 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 Conference 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 Conference 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 Desert Conference may only play for one (1) team in an age group. For example, if a club has two (2) teams in one age group, primary and club pass players may only play on one (1) of those teams during the Conference season, not both.

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

The Desert Conference does allow Goalkeepers to play for more than one (1) team per day with prior written approval from the Desert Conference League Manager.

### **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 Conference 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 Conference match, and the official Match Report following each Conference 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 Conference competition. Additional disciplinary action could include (a) expulsion of the team from the Conference; and/or (b) any further action(s) as determined by the Conference 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 Desert Conference may require participating teams to provide information on players for use in promoting the Conference 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. DESERT CONFERENCE – SCHEDULING AND MATCH MANAGEMENT**

### **4.01 Number of Matches**

Each team will be scheduled to play a minimum of four (4) matches in a season. The scheduled number of games shall be determined by the Desert Conference based on the number of teams in a division. Most gender age groups in the Desert Conference will play between five (5) – nine (9) matches in a single round-robin format. The final match count will be determined by the number of accepted teams in the Conference.

### **4.02 Conference Match Types:**

There are two (2) types of matches within the Desert Conference.

- a) Event matches are those matches scheduled during a 3-day event in pre-determined locations (i.e. 2019-2020 Season: Salt Lake City, Phoenix, and Las Vegas). Teams will play 3 games during an Event.
- b) One-Off (formerly HUB) matches are those matches that involve the same State Association or bordering State Associations. Games will be scheduled at a neutral location with the cooperation of the teams and the State Associations.

### **4.03 Location of Hub Matches:**

The location of One-Off (HUB) matches will be at a neutral site as determined, or as approved, by the League Manager.

### **4.04 Travel/Hosting/Hotels:**

For the purpose of Desert Conference competition, Permission to Host/Travel Forms is not required. Permission to host/travel is granted when a team's respective State Association approves the team's application into the Conference.

- (a) At the discretion of the Conference League Manager, the Conference may require out-of-town teams to use specific hotels or a Hotel Service Provider in order to participate in a Conference hosted event. Such requirements are to be listed by the Conference at the time a location is offered to teams for scheduling and may include disciplinary action for any violation(s). All teams are required to coordinate hotel stays through the designated hotel provider as designated by the Conference.

### **4.05 Match Schedules:**

The League Manager will have sole discretion in scheduling matches. The intention of the Conference is to publish the schedule approximately one (1) month prior to the first match weekend when possible. The League Manager will consider the following situations when scheduling Desert Conference matches:

- a) Head Coaches of multiple teams. Every attempt will be made to avoid head coach conflicts of two (2) teams within the Desert Conference. Head coaches of three (3) or more teams cannot be guaranteed. The Head Coach of a team must be accurately listed in GotSoccer using the same coach account for both teams, prior to the schedule being published in order to be considered for avoiding conflicts.
- b) Minor schedule changes may occur prior to a match weekend due to field availability or coaching exception. All game field numbers and times should be checked 24 hours before the game.

#### **4.06 Match Schedule and Rest Periods:**

It is the intent of the league to play only one (1) match per day; however, when circumstances dictate, or, should both coaches request, no more than two (2) matches a day may be scheduled. Every effort will be made to provide for a minimum of three (3) hours rest between matches

#### **4.07 Inclement Weather and Unplayable Field Conditions Prior to a Match:**

The Host Complex / State Association is responsible for notifying the League Manager as soon as possible if matches on scheduled fields are unable to be played due to field closings or inclement weather. The League Manager, in consultation with the host complex, will make every effort to determine the status of the matches by the Wednesday prior to the weekend of play (Friday, Saturday and Sunday). Rescheduling of Desert Conference matches is done in accordance with Conference Rescheduling Policy.

#### **4.08 Rescheduling Policy:**

Once the Desert Conference schedule is published it shall be considered official. Changes are permitted at the discretion of the League Manager due to transcription errors, inaccurate information provided to the Desert Conference or other errors as determined by the League Manager. All other changes to the schedule shall be made in accordance with the below parameters. 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 Desert Conference match will be rescheduled by the League Manager.
- (b) Should the hosting complex change fields numbers or field availability prior to an inter-state event weekend, the League Manager 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 match or matches be cancelled due to rain or inclement weather, it shall be rescheduled on a date/time/location as determined by the League Manager. Following a rain-out, the rescheduled match shall be published no later than fourteen (14) days after the originally scheduled match. The rescheduled match may be scheduled as the second match on a day when both teams are at the same Conference event. Once the reschedule is published, it shall be considered official.
- (d) In situations where multiple matches are being played an event weekend, and matches are postponed during the first day of competition (i.e. Saturday), the postponed match is to be scheduled for the following day (i.e. Sunday) if possible with such determination made solely by the League Manager. The League Manager may determine to shorten match lengths of any scheduled or rescheduled match in order to play as many postponed matches as possible.
- (e) Requests to reschedule a match due to a team, player(s), or coach conflict will not be considered unless there are extraordinary circumstances as determined by the League Manager. Most reschedule requests due to travel, time preference, or player/coach availability will not be considered. In the rare case of granting a reschedule request, the requesting team will be invoiced for any nonrefundable expenses related to the scheduling of the match at its original date, time and location.
- (f) One-Off matches that are cancelled due to rain or inclement weather will be rescheduled at the next available date for both teams. The reschedule will be made with cooperation of the State Association(s), and League Manager notified, within ten (10) days of the cancellation.
- (g) One-Off matches can be rescheduled by the Conference when both teams agree to do so and all requests to change hub game dates must be completed by September 15, 2019. A rescheduled date/time/location must be agreed to prior to receiving approval by the League Manager.

#### **4.09 Referee Jurisdiction**

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

#### **4.10 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, 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 rainouts.
- (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.

#### **4.11 Responsibility of Teams**

The officials of a team at a match (as provided by US Youth Soccer Leagues Program Rules 21.10), are responsible for the behavior, conduct and control of team players, support staff, supporters including but not limited to family and friends, and team management staff. Failure to abide by this rule may result in Disciplinary Action as determined by the Conference League Manager.

### **SECTION 5. DESERT CONFERENCE – STANDINGS**

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

Points earned in the Desert Conference will be in accordance with Leagues Program Rules.

The standings of teams within divisions/sub-divisions are based upon the number of points earned. Teams earn points as follows: Three (3) points for a win; One (1) point for a tie; No (0) 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 Desert Conference 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 of more matches may be subject to further sanctioning including but not limited to a fine, become ineligible to advance to Regionals, become ineligible to advance to the National Tier of the National League, or be suspended from the Leagues Program. The League Manager of the Desert Conference, after consultation of the NL Management Group, shall determine any additional sanctioning.

### **SECTION 6. DESERT CONFERENCE – NATIONAL / REGIONAL COMPETITIONS**

#### **6.01 US Youth Soccer West Region Championships Wild Cards**

The top team, by points/tiebreakers, from the Desert Conference shall receive an automatic slot into the US Youth Soccer National Championship Series Regional Competition (Far West Regionals) that same seasonal year. In order to be eligible for a Wild Card slot, the following conditions must be met:

- (a) The team must participate in their State Association State Cup competition for the US Youth Soccer National Championship Series during the current seasonal year
- (b) The team must meet all current eligibility requirements for the US Youth Soccer National Championship Series.
- (c) A team's roster is frozen for DC play when it is frozen for purposes of state participation under the team's State Association rules.
- (d) The team may not have forfeited a game in the DC or in their State competition.

Should a team qualify for Far West Regionals through both the Desert Conference and State Cup competition, the team will advance to Far West Regionals as the State Cup representative.

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

The top team in each 13U-17U gender age group, by points/tiebreakers, from the Desert Conference shall receive an automatic invitation into the US Youth Soccer National League (National tier) the next seasonal year in the team's rising gender age group.

### **SECTION 7. DESERT CONFERENCE - RULES OF PLAY**

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

Matches will be played under the applicable policies and rules of Leagues program 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**

Matches in the 15U, 16U, 17U, 18U and 19U age groups will operate under the IFAB-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 any stoppage of play with the approval of the referee. 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. Reentry shall be at a normal substitution point (with approval of the referee) or at any point during the match if the referee signals for the player's reentry. Matches in the 12U, 13U and 14U age groups shall have unlimited substitutions.

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 and Ball Size**

Each Conference 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 Uniform**

Team Uniforms must be in accordance with Leagues Program Rules. Every team in the Desert Conference 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 shall change. Any team not having an alternate jersey and sock available at each game may be fined for every game it is in violation.

Every player on the field must have a unique number (from the rest of the team) affixed on the back of their jersey, apart from 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, Desert Conference, 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 prior written approval of the League Manager. Other patches/logos may not be taped over but may be covered over with another patch, such as an American Flag.

### **7.05 Desert Conference Protocol for Send Offs and Dismissals**

Protocols for send offs and dismissals shall be in accordance with Leagues Program Rules. In the Desert Conference, should a player be sent off from a Conference 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**

Coaches of teams within the Desert Conference must have obtained a US Soccer National D License or the United Soccer Coaches equivalent (National Diploma) level of coaching education. The coaching education requirement may be waived for coaches with prior, written, approval of their state's DOC. All coaches and team officials in the Team Bench Area must have proper credentials issued by their State Association.

## **SECTION 8. DESERT CONFERENCE - REFEREES**

### **8.01 Three Person System**

Matches should be officiated by the three-person IFAB/USSF Referee System. The Desert Conference League Manager may, in extreme circumstances, approve exceptions to the use of the three-person system.

### **8.02 Referee Assignor**

The League Manager, in consultation with the hosting State Association/Club, will determine which referee assignor will assign each event hosted in their State Association boundaries. Referee assignors must be a certified US Soccer assignor. The referee assignor shall be paid according to US Youth Soccer Policy (via the Expensify App) unless the State Association or hosting club chooses to invoice US Youth Soccer for the assignor fees.

### **8.03 Payment of Referees**

Referee and Assistant Referees will be paid at the fields, prior to the start of each match. Each team involved in a Desert

Conference match will be responsible for paying half of the total cost for the Referee and Assistant Referees. The Referee and Assistant Referees will be paid in accordance with the below totals and breakdown of denominations

12U	\$50 per game per team; a total of \$100 (\$40 to Referee and \$30 to each AR)
13U and 14U	\$60 per game per team; a total of \$120 (\$50 to Referee and \$35 to each AR)
15U and 16U	\$70 per game per team; a total of \$140 (\$60 to Referee and \$40 to each AR)
17U, 18U, and 19U	\$80 per game per team; a total of \$160 (\$70 to Referee and \$45 to each AR)

If there is only one Assistant Referee, only one Assistant Referee payment is made. The other Assistant Referee fee may be paid to a club assistant referee, if they are a registered USSF official.

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

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

The signed Game Report will be kept by the Referee and submitted to the Referee Assignor or Conference official. In one-off matches the home team coach or manager is required to submit the Game Report to the League Manager and report the score to GotSoccer, the away team should verify that the information has been submitted accurately. Game cards/Lineup Cards should be scanned to the League Manager within 72 Hours. All scores must be submitted before the final posted date of the season. An unreported game may be deemed a no-contest should neither team submit the score to GotSoccer and the League Manager.

If a player is sent off for Violent Conduct, Spitting, or Abusive Language, a US Soccer Supplemental Report must be filled out and submitted to the on-site Conference Official or referee assignor with the Match Report. Additionally, a US Soccer Supplemental Report must be filled out and submitted to the on-site Conference Official or referee assignor for situations involving Referee Abuse or Referee Assault. The on-site Conference Official or referee assignor shall submit all Match Reports and US Soccer Supplemental Reports to the League Manager.

### **Section 9. DESERT CONFERENCE – MATCH DAY PROCEDURES**

#### **9.01 Match Day Procedures**

The Desert Conference Match Day Procedures apply to all matches played in the Desert Conference, 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 Desert Conference. The Match Day Line-Up Card for each Conference match should be printed 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 Conference match.

- (a) Printing the Team Match Day Line-Up Card: Each 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 Desert Conference schedule. To the left of each match is a small PDF icon. Click the PDF icon to download/print the GotSoccer Game Card.
- (b) Printing Game Cards Instructions:

<https://www.usyouthsoccer.org/assets/1/6/desertconfprintingcardinstructionsfinal.pdf>

#### **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 Desert Conference 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 Desert Conference 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 (i.e. pool of club pass players) and Match Day Line-Up Card to be eligible to participate. A Primary or Club Pass Player may only appear on one (1) Desert Conference Primary Roster/Club Pass Roster in a gender age group during the Conference season. The maximum Club Pass Roster for a Desert Conference 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).

Before the teams/clubs can add a Club Pass (CP) player, they need to select the event in their roster dropdown and click the blue "Generate Roster" button (see example below).

View by: Event/Registration: 2018/2019 Desert Conference (6/1/2018)

Registration: Submitted 6/25/2018, Accepted Yes, ID#s Default

Notify Registrar: No, Notify

Roster Creator: Import Players from: -select an existing roster-, Copy

Generate Roster

Add Guest Player, Add Club Pass Player

Current Active Roster: None Selected. Use Player List or State Roster when available.

Full Team Player List

Players highlighted in orange are not attending this event and may not be added to the official roster. This information can be modified from within the team or player account. Players highlighted in bright green below are guest players.

	Photo	L.Name	F.Name	ID#	Jersey#	Gender	DOB	State	Updated	Last Reg.	Login
1		Armstrong	Dillon	DA0725030718	8	Boys	7/25/2003	NM	3/6/2017	N/A	Ok
2		Barela	Nathan	NB0628030110	17	Boys	9/28/2003	NM	3/2/2017	N/A	Ok
3		Carrillo	Marcos	MC0515031228	6	Boys	5/15/2003	NM	3/2/2017	N/A	Ok
4		Casas	Jared	JC0610031207		Boys	6/10/2003	NM	7/26/2018	N/A	Ok
5		Castillo	Mario	MC0607030104	19	Boys	6/7/2003	NM	3/29/2018	N/A	Ok

## 9.05 Team/Player Check-In

Prior to the start of a Conference match, each team shall present the referee with the copy of the Team Match Day Line-Up Card and their properly prepared US Youth Soccer Player Passes.

The Referee shall select one of the Team Match Day Line-Up Cards and 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 Conference 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. The League Manager may designate an on-site League Official to perform any required check-in.

## 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. Spectators cannot occupy the end lines (goal lines) unless specific permission is given. 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 Game Report, which is the Referee selected Match Day Line-Up Card. The Coach or Team Official from each team is required to sign the completed Game Report prior to leaving the field area. It is advised that each team take a picture of the Game Report for their records.

The signed Game Report will be kept by the Referee and submitted to the Referee Assignor or Conference official. In **one-off (HUB) matches** the home team coach or manager is required to submit the Game Report to the League Manager and report the score to GotSoccer. Game cards/Lineup Cards should be scanned to the League Manager within 72 Hours.

## 9.08 Reporting of Scores: GotSoccer

Site Coordinators shall report game scores during all Desert Conference Events. In situations where single games are played (i.e. Hub Matches), the home team is required to report the scores in a manner as determined by the Desert Conference League Manager. Game cards/Lineup Cards should be scanned to the League Manager within 72 Hours.

**One-Off (HUB) Matches:** The team listed first (home team) in the schedule 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 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 Desert Conference in order to input a score. The Gotsoccer Event ID for the 2019/2020

Desert Conference is “73968”. The Pin is “2020”. 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/>

You may also call 904-758-0875 and follow the automated instructions.

### **9.09 Protests**

Protests must be made in accordance with US Youth Soccer 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. Notice of intent to protest activity that occurred during a match must also be registered in writing with the Conference League Manager within 2 hours after the completion of the match. All protests must be submitted in writing 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 Desert Conference, which may include but not be limited to altering Match Day Procedures or making decisions to address situations not covered in the Desert Conference Operating Procedures.

*Subject to change—as of August 14,, 2019*