



## **LAWS OF THE GAME:**

Unless otherwise provided in these Regulations, all games shall be played in accordance with the Laws of the Game in force at the time of the competition and as laid down by the International Football Association Board. In the case of any discrepancy in the interpretation of the Laws of the Game, the English version shall be authoritative.

## **MATCH FORMAT:**

U11, U12: Two 30-minute Halves with a 10-minute halftime

U13: Two 35-minute halves with a 10-minute halftime

U14, U15: Two 40-minute halves with a 15-minute halftime

U16, U17, U19: Two 45-minute halves with a 15-minute halftime

\*The home team will provide 3 match balls for each game.

## **DOCUMENTATION:**

The home and away team provides referees with a match card and laminated passes prior to kickoff. The referee checks players in and then returns non-starters to each coach. Following the match, the referee returns the signed Match card with all goals, cautions, and substitutions to the home team.

## **ROSTER RULES:**

- A player must be typed in on the Match Card and also have a USSSA/EA player pass to be eligible to play in the EA match.
- Game Day Roster for U13-U19 is 18 players, and for U11-U12 it is 14 players.
- A player can only play one EA game per day, with the exception of the goalkeeper.
- Any player written in (pen/pencil) on the Match card will not be accepted.



## **SUBBING RULES:**

- U11-U12: Unlimited with re-entry
- U13-U19: will operate under the FIFA-7 players “per half” substitution system. Once replaced, players cannot re-enter the game during that half of play. There shall be a maximum of 3 moments to make seven (7) substitutions in any half or in overtime of any Elite Academy League Competition.

To help teams and referees keep track of substitutions, the starting 11 passes will be given to the referee; substitutions will give their pass to the ref when coming on. All passes are to be returned at HT. Repeat the process for the second half.

## **HEAD INJURIES:**

Any player suspected of suffering a head injury may be substituted for an evaluation without the substitution counting against the team’s total number of allowed substitutions during the game.

- If the club has used all their subs and/or moments when a head injury occurs, they will still be allowed to make a temporary substitute, bringing on a player that was previously subbed for.
- If the player is deemed by the HCP or ATC to not have suffered a 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.
- Furthermore, the temporary substitute will be able to re-enter the game at a later time, if they had not previously played in that half.
- 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 substitution.