



EA - REFEREE HANDOUT 2023-2024

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 (9v9): 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.

MODULAR11

The home team is responsible for ensuring Referees are added / have access to Modular11. Please see the tutorials of **ACCESS** for new referees to MOD11 as seen in [video here](#) as well as experienced Referees in MOD11 as seen in [video here](#).



New to MOD11



Experienced Referee

Player Check-In: Players & Staff must be viewable in MOD11 Match Details page as seen in [video here](#)



Vertical Mobile Device



Horizontal Mobile Device

Match Reporting: Please submit the Match Report immediately following the Match or at very least on same day as Match has played as seen in [video here](#).





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ROSTER RULES:

- Game Day Roster for U13-U19 is 18 players, and for U11-U12 it is 14 players (MOD11 will not allow teams to add more)
- A player may only play 90 total minutes per day

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.

Substitution passes are required for U13-U19 age groups with each substitution except at halftime. If you find a player has re-entered, please note it in the match report in MOD11 and the league staff will sanction the team accordingly.

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.