STANDARDS & RULES

2026/2027

LEAGUE STANDARDS

- ★ These standards will be modified each year and are in place to preserve the quality of the league.
- ★ The standards will be reviewed and approved annually by the League Commissioner, Standards Board and Technical Advisory Group.
- ★ We will progressively set the standard and then be the standard.
- ★ With standards comes accountability and oversight. We have a standards board to oversee and implement protocols, governance and sanctions to maintain standards that allow the league to perform as a top national platform.
- ★ The standards that are defined will guide the overall structure and behavior expected within the league. Everyone that is part of the EA will be accountable to the league standards.

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Technical Standards & Governance Model
ELITE ACADEMY LEAGUE (EA)

Standards Area	Standard	Explanation
Age Group Structure	U13, U14, U15, U16, U17, U19 age groups U11 & U12 are optional	U11 and U12 will be optional for EA Clubs and determined by individual conferences if desired. U13-U19 are mandatory and required to play in the league as an EA Club.
Competition Format	Competition format can differ between conferences and will be agreed upon by each conference in order to maximize matches and provide competition integrity. Conferences may also play cross conference based on desire.	Neutral sites for specific clubs to limit overall player and family travel within conferences is created from time to time. Events will provide cross conference matches. These matches will count toward league standings.
Competition Format (cont)	League break for High School season based on each Conference	
Player Roster Rules	U11-U12: Roster maximum of 20 players, 14 players on Digital Match Roster (DMR) for match participation U13-U19: Roster maximum of 30 players, 20 players on Digital Match Roster (DMR) for match participation.	Players playing up do not count toward total roster limits (example: U14 player competing at U14 and U15 does not count as 2 players) (3) total EA players may be rostered in EA2 matches without exceeding daily Match minute limitations. The same limitation applies for EA2 players rostered in EA Matches.

Staff Roster Rules	U11-U19: (5) Total Staff allowed on Digital Match Roster for match participation	Recommend 2 Staff members to be on DMR and present for every match to avoid forfeit and fine in the case of a Staff member being sent off.
Match Format	U16-U19: 2 X 45 minute halves with 15 minute half time U14-U15: 2 X 40 minute halves with 15 minute half time U13: 2 X 35 minute halves with 10 minute half time U11-U12: 2 X 30 minute halves with 10 minute half time	
Match Scheduling Standards	EA recommends playing from the oldest age groups to youngest age groups. Final determination by the host club.	When exposing players to minutes at older age groups, it's common to make decisions based on match flow. For example, a coach may plan to play a U17 age eligible player 45 minutes in the U19 match, but based on what takes place in the first half, the player might only play 20 minutes. In this situation, now it is clear the player can play 70 minutes in the U17 match afterward vs potentially having to guess and the player missing meaningful minutes.
Match Schedule Standards (cont)	A framework establishing an allowable time frame for matches to be scheduled during a given day must be followed	*See scheduling section for more info
Match Day Standards	When possible, 30 minutes of warm-up time on the match field is recommended prior to the start of any match	Scheduling guidelines should be reflective of this standard as well as provisions for extenuating

		circumstances
Match Day Standards (cont)	Turf fields should be considered for primary use on match day in case of inclement weather. If the matches are not on turf, Clubs should have a backup plan for if inclement weather impacts the scheduled field.	Recommended
Match Day Standards (cont)	Host clubs are required to provide team benches with EA branded canopies in technical area for home and away teams	Required
Match Day Standards (cont)	Host clubs are required to provide hydration center with water	Required
Match Day Standards (cont)	Host clubs are required to provide certified Athletic Trainer (ATC) prior to the start of any official league match. If a club does not provide ATC the game will go down as forfeit and all referee expenses will still need to be paid for by the home team.	Required *Matches are instructed to not start without certified Athletic Trainer (ATC)
Substitution Standards	Matches in the U13-U19 age groups will operate under the FIFA-9 players “per half” substitution system. Once replaced, players cannot re-enter the match during the same half. There shall be a maximum of 3 moments to make nine (9) substitutions per half.	U13, U14, U15, U16, U17, U19
Substitution Standards	Matches in the U11- U12 age groups will have Unlimited / free substitutions	U11, U12
Player Development Standards		
Player Development Standards	Clubs are recommended to hold a minimum of three (3) training sessions per week during the season.	U13, U14, U15, U16, U17, U19

Player Development Standards (cont)	Each team is expected to be provided at least one (1) day of rest per week during the season.	Recommended
Player Development Standards (cont)	A player can only compete in a maximum number of minutes of one (1) full match: the duration of the longest match. GK's are able to participate in (2) league matches within the same fixture within the same day: the duration of the longest (2) matches.	Top players should be exposed to more challenging match environments and are allowed to play minutes equal to one (1) full match per day. Example: if a U15 age player competes in 50 minutes of a U16 match, that player can play 40 minutes in the U15 match (90 minutes total due to U16 match duration being 90 minutes).
Player Development Standards (cont)	When possible, teams will be scheduled to play one match per weekend.	Recommended / Best Practice
Player Development Standards (cont)	Teams are permitted to participate in other showcases/tournaments; however, the EA League must take priority in case of any conflict.	Required
Staffing Standards		
Staffing Standards	Licensing certifications in 1st year Continued education	Academy Director: USSF A or B License or accredited foreign equivalent required Head Coach: C License or foreign equivalent required The EA will work with US

		Soccer to pull all coaching licenses and showcase where each club is at. Clubs will be requested to provide proof of continued education direction for coaches not in compliance.
Governance Standards		
Governance Standards	EA Technical Advisory Group consists of at least 1 representative from each Conference. This group helps steer the overall League with Technical Standards and Rules.	The Club Academy Director will be the main point of contact for all disciplinary and technical matters for the League.
Governance Standards (cont)	EA National Committee are selected to oversee the vision and lead the League in the direction best serving the Clubs.	To present/support any administrative issues / updates / support to Technical Advisory Group.
Governance Standards (cont)	US Soccer Technical representatives are welcome to be part of either group above.	Help evaluate and advise the groups on League technical standards and principles.
Governance Standards (Cont)	A performance bond is required from each club to participate. Fines may be taken out of this bond throughout the year or fines will be standalone and not taken from the performance bond. If the performance bond drops below the level the club is required to replenish the total bond amount.	

Each club understands the EA Leadership and Staff will make the final determination if the Club is meeting the technical standards of the EA. This will be based on these standards, the ability for a club to provide meaningful competition, the overall organization and communication of the club and the way in which a club operates inside the EA.

GENERAL

Unless otherwise provided in these Regulations, all the Elite Academy League competitions shall be played in accordance with the FIFA Laws of the Game in force at the time of competition as provided by the International Football Association Board.

Member clubs are required to comply with these regulations, and in addition, member clubs are encouraged to report pertinent situations to the league staff, which appear to be in non-compliance with the league requirements. Reporting non-compliance on the part of other clubs should not be viewed as a negative, but rather as a positive attempt to maintain consistent standards that ensure professionalism and fairness, both on and off the field.

All member clubs are required to adhere to the league requirements. The league reserves the right to decide how to enforce these requirements. Should a member club be found in violation of any of the requirements outlined in this document, their standing as a member Club may be jeopardized. The penalties vary based on the type and frequency of the infraction, and may result in denied participation in specific competitions and programming.

The EA reserves the right to remove any club from the league if it fails to meet established standards. The EA will provide the club with formal notice of its status, and if the identified issues are not resolved within a designated period, the club's membership will be terminated.

All clubs must remain in good financial standing to be eligible for the season. If any fees remain outstanding during the year, the league reserves the right to suspend all club activities and remove scheduled games until the club's account is brought current.

CONDUCT

Each member Club shall be responsible for the conduct of its players, representatives and members at all times as related to all aspects of the league and agree to abide by the FIFA Code of Conduct. Parents, administrators, managers, coaching staff will be responsible for adhering and understanding the code of conduct established when registering within the EA registration platform.

TRAINING AND MATCH EXPECTATIONS

1. Member Clubs are responsible for adhering to all match day policies and procedures outlined and explained in the EA Technical Framework.
2. Member Clubs should make efforts to acquire the best facilities possible. Member Clubs must train and play home league games within reasonable geographic proximity to their Club's home location unless approved by the league.
3. If a club is unable to provide a home field that meets minimum standards, the Club may be required to find an alternate location or may lose the right to host games.
4. All teams inside the EA should be wearing consistent club uniforms with jersey numbers aligning with Match Day Protocol. Which means clubs should not be filling the teams with a mixture of teams from different clubs. All teams should be from the same club and wearing the same uniform.
5. Teams are prohibited from participating in any matches or events that prevent them from fulfilling their EA schedule commitments

ELIGIBILITY & REGISTRATION

1. Registration: All registration will be completed via USSSA through LeagueApps. The league will distribute instructions to each member annually.
2. League Staff shall have the authority to establish additional procedures, including deadlines, for registration of players.
3. All Club Staff members must complete the online registration process for USSSA, by completing the required compliance items communicated.

ROSTERS

General:

1. Each member is required to submit an initial roster by **August 17** of each seasonal year **(U13-U19 - 14 approved Players, 1 approved Coach, U11-U12 - 12 approved Players, 1 approved Coach)**
    a. Exceptions made for U15-U19 age groups with high school in the Fall
2. Rosters will remain open until Friday May 7th, 2026 in which rosters will freeze for any team that has qualified for playoffs. Within a club, if a younger team doesn't qualify for playoffs, the older team will be allowed to add players from a younger roster to be part of the 20-player Match Day roster for playoffs.

Player Transfers: (only applies to EA players, moving to an EA Team in a different Club)

1. May occur with the approval of Directors of both Clubs. Players transferring from one Club to another shall not compete against the transferring Club within league play.
    a. In order to be released from a club, a player must be in good financial standing. It is best practice for the original club to allow a player to transfer if they have no financial obligations for their original club.

General Roster Size:

1. Maximum Roster Sizes per age at any given time:
    a. U13-U19: 30
    b. U11-U12: 20

Match Day Roster Rules:

1. U13 - U19: 20 Players from approved Player list, who must be added to the Digital Match Roster (DMR) in MOD11 with correct jersey numbers for the Referee to confirm eligibility.
    a. Limit of (3) total EA2 players from same age category per Match Day Roster

The bench and technical area is reserved for Players and a maximum of five (5) registered/approved Club Staff members, not including a Certified Athletic Trainer (ATC).

Digital Match Rosters: (Official Match Day Roster)

1. The official match day roster will be created in MOD11 for the Referee(s) to have access
2. It is the responsibility of the Referee to submit the Match Report, which is expected the same day as the Match has played

Match Suspensions:

1. After the League Disciplinary Committee has reviewed all disciplinary information from a weekend of fixtures, Clubs will receive suspension notification for any Players or Staff through MOD11 by Thursday leading to a weekend of fixtures
    a. Suspended Players will not be selectable in the DMR and if by chance they are, leaving them off the DMR will confirm the suspension was served
    b. All Players or Staff who receive a Red Card will serve a suspension in the match / fixture immediately preceding (no matter if traveling or not)
    c. League Staff will provide communication regarding suspensions prior to any League National Events (suspensions will be served at Events)
    d. Suspensions are served by Club fixtures and across competitions (EA + EA2), NOT team specific matches
        i. Example: If a U14 Player or Staff receives a Red Card in a U14 Match, they will be suspended for all eligible matches in the next fixture (U14-U19)(EA + EA2)
    e. League Staff reserve the right to provide additional suspensions as deemed necessary (consistent with but not limited by the chart below):
        i. All incidents will be investigated and video will be reviewed where applicable

Action	Potential Suspension
Punch Thrown (open or closed hand)	2-5 Match suspension & Club Fine
Punch Connected (open or closed hand)	Removal From EA for the current season & Club Fine
Referee Abuse	Removal From EA for the current season & Club Fine
Abusive Language (to anyone)	2-5 Matches, Removal From EA, & Club Fine

Reported Use of Banned Term**	5 Matches & Club Fine & Forfeit of Match
Spitting on Another Individual	5 Matches
Off-Ball Incident	2-5 Matches
On-Ball Violent Conduct	2-5 Matches

*Please see more information in “Fines for Violating Standards” Section at bottom

**Evidence of education provided by the club to their members on topic of incident will need to be provided

Eligible Player:

1. Players will be available in MOD11 after Registration with USSSA which requires waiver, birth certificate or passport, code of conduct with EA registration.
2. Players can only be approved and made eligible by EA league registration process through USSSA sanctioning.
3. All players must be registered to the club in the league system and approved by the league administration.

2025-2026 Elite Academy League - Competition Eligibility	
U11 Age Group	Born on or after 1/1/2015
U12 Age Group	Born on or after 1/1/2014
U13 Age Group	Born on or after 1/1/2013
U14 Age Group	Born on or after 1/1/2012
U15 Age Group	Born on or after 1/1/2011
U16 Age Group	Born on or after 1/1/2010

U17 Age Group	Born on or after 1/1/2009
U19 Age Group	Born on or after 1/1/2008/07

*Note: Players may play for their own age group and for “older” age groups.

Player Development Initiative - Registrations:

1. **Females**:

   This player is able to be registered and compete with their age eligible team and/or with one (1) age group younger than their age eligible team after approval from EA League Staff.

   (3) total players allowed per team.

2. **Bio-Banding:**

   (3) Total Bio Banded players are allowed to be registered per team by October 1, 2025

   *Contact the league for the application process.

3**. Overage Players:**

   (3) total 2006 players are eligible to play on the Current U19 team as long as they are not playing in college or have participated in college soccer.

Ineligible Player:

1. Players not listed on the roster or any player listed on the roster but not eligible to play, due to reasons such as missing registration forms, awaiting international clearance, serving a league suspension or not on the official digital match roster (DMR) shall be considered an ineligible player.
2. Any member Club using an ineligible player during any competition may be subject to a fine as determined by the league and a forfeit (by a 0-3 margin) of any match(es) in which the ineligible player participated.

LEAGUE SCHEDULE

League schedules will be organized by EA League Staff with feedback from Clubs and with each Club having the ability to alter their schedule according to Club needs at the

beginning of the season. The benefit to Club members is ease of staffing and administration of teams. All regular season conference matches must be played fully and completed prior to May 10 to ensure proper determination of postseason qualifiers for the EA National Championship Playoffs. Cancellations of match(es) are prohibited and in any case must be approved by and are at the discretion of the League Staff. The below scheduling standards must be adhered to:

- ALL MATCHES MUST HAVE TIMES AND LOCATIONS APPROVED WITHIN 21 DAYS OF THE MATCH (see fine section)
    - 4 weeks out - teams will receive email communication notifying staff of details/locations missing
    - 2 weeks out - teams will receive email communication notifying staff of fines due to schedule non-compliance
    - 1 week out - teams will receive email communication notifying staff of match forfeiture and the respective fine
- All scheduled Matches are required to be played
    - Lack of schedule completion may result in disqualification for National Championship
    - EA League Staff will review every unplayed match and have sole discretion on the consequences
- All schedule communication timelines provided by the league must be followed and is subject to fine otherwise
- Forfeiting a match is **not** something we condone or accept and will be subject to fines

SCHEDULING

1. No matches shall be scheduled prior to 9:00 AM unless visiting club agrees
2. 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 time
3. All clubs are expected to schedule matches with professionalism and goodwill, meaning not to place any club at a competitive advantage or disadvantage
4. 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
    a. Any club unable to support matches at the same facility will be reviewed for future participation
5. When possible, schedules should create the best situation to facilitate players being challenged by playing in older age groups

a. Oldest age groups playing first allows players to play in partial match with the older group and then get to the full match minutes allowed in their age eligible match

6. Be courteous of opposition coaching conflicts, but if conflicts are unavoidable between both clubs, the home team has priority
7. Scheduling should be **optimized in a way to enable the best Referees crews** to be assigned to the Matches
    a. Assumption should be a 3 person Referee crew will work 3 consecutive matches, each rotating between Referee, AR1 and AR2
        i. Best Practice: 1 field with 6 matches back to back allows 2 crews to use this rotation
        ii. Best Practice: 2 fields with 3 matches each back to back, allows 2 crews to use this rotation
        iii. **Not Acceptable:** 2 fields for 2 matches both playing at the same time on different fields (requiring 6 Referees for 1 Match each)
            1. This will attract low level Referees

LEAGUE RESCHEDULES

Following the mutually agreed upon postponement of a league match, the following mandatory items must be included in the communication for the reschedule to be accepted by League Staff:

1. Match Change Request via MOD11, created by the home team and ACCEPTED by the away team (note - League reserve the right to deny any requests with reason provided)
2. Time and Location must be provided by a communicated timeline by League Staff
3. Once approved, best practice is for the host club to communicate the new fixture/match times to the Referee Assignor and all other Match Day personnel such as ATC
4. If Matches need to be rescheduled without an agreed upon or set date, please request the date to be 5/23/27, which is a holding date for league matches
    a. NO MATCHES SHOULD BE ON THE SCHEDULE THAT WILL NOT PLAY OR THERE ARE FINE / OPERATIONAL COST IMPLICATIONS

***Reschedules by any Club after Wednesday at 11:59PM** moving Matches off an

upcoming weekend will result in payment of Referees (Both Clubs potentially held responsible)

**Reschedules requested by the Away Club after Wednesday at 11:59PM leading to a weekend could result in compensation for any field costs to the Home team in addition to the Referee fees

***Weather cancellations (Acts of God, etc.) of league matches will be considered postponed and rescheduling will be required (no additional financial implications)

Game Hosting Policy

If a club is unable to host a scheduled game, the first option will be to offer the opposing team the opportunity to host the match at their facility. The Elite Academy (EA) is committed to maintaining the integrity of the league schedule, and every effort should be made to ensure that the game is played as originally planned.

All hosting fees and responsibilities will remain with the originally designated home team, regardless of the venue change.

Forfeit Policy

If an EA club forfeits a scheduled match, the forfeiting club will be responsible for all associated costs, including but not limited to:

- Referee fees
- Assignor fees
- Any additional fees incurred by the host club as a result of the forfeit

This policy is in place to ensure accountability, uphold league integrity, and respect the time and resources of all parties involved.

MATCH ABANDONMENT

League Staff should be consulted with written communication provided in any case the full duration of a match does not play. Matches will be considered completed based on below criteria:

1. Match plays in full duration
2. 75% of the Match minutes have been played prior to unforeseen / uncontrollable circumstances causing the Match to end prior to full duration
3. Both clubs agree on the final conclusion of the Match if the match has been stopped for unforeseen / uncontrollable circumstances prior to 75% of the Match minutes being completed

LEAGUE MATCH FORFEITS

A match will be determined as forfeited when one team does not show up for a mutually agreed upon fixture (date, time, and location) without proper documented notification (via email) and agreement with the other Club or there is an instance when a team is found to have broken one of league rules, policies or procedures. The instances of forfeiture include, but are not limited to:

1. Use of an ineligible player (not on DMR, DOB, etc.)
2. Lack of digital match roster (DMR) created prior to match
3. More than one re-entry of substituted player in the same half of a match
4. No ATC on site will become a forfeited game

In cases of match forfeiture, the score shall be 3-0 in favor of the non-forfeiting team. Teams forfeiting matches are at risk of being denied participation in the playoffs, however the final determination of eligibility will be made by the league.

MATCH DAY

Match Jerseys

The home team wears light color uniforms and the visiting team will wear dark contrasting uniforms. If it's a double-fixture weekend, on the first day, the home clubs will wear light colors with away clubs wearing dark colors. On the second day, the home clubs will wear dark colors while the away club will wear light colors.

Match Field

The match field provided for Elite Academy League matches must be of highest

quality in the geographic area. Turf or natural surface are both acceptable.

Note: If inclement weather is expected during an Elite Academy League match weekend, it is expected for member clubs to have a turf field back-up.

***All home matches are required to be played at the same venue/location. If not possible, Matches will result in forfeit or will be played at the away location with costs covered.**

Home Team Field Setup

1. Team sideline requires both the home and away team have adequate benches
2. Team sideline recommends both teams to have matching EA Branded team tents.
3. Team sideline requires a minimum of (1) trash can
4. Team sideline requires a minimum of (1) table providing water and/or sports drink.
5. All match fields are marked properly in accordance to the FIFA rules
6. All match fields must have (4) matching corner flags
7. (3) match balls must be provided at each Elite Academy League match.
   7(a). U11-U13: size 4 balls used as best practice.

Facility

Each Elite Academy League facility must have permanent or portable restrooms on site and available to players and spectators.

Athletic Trainer

An athletic trainer is **REQUIRED** to be provided for all matches, beginning approximately (1) hour prior to the first match and continuing until the end of the final match. **The Athletic Trainer will attend to all Players, Staff, and Referees participating in the match.**

Referees

Referee fees will be paid for by the home team unless a neutral site is defined by League Staff in which case Referee fees will be split amongst home and away teams

Video

Mandatory requirement for all Elite Academy League matches U15 and above to film and upload to HUDL League Exchange within 48 hours of the match. This is a fineable standard and needs to be upheld by each and every club.

Away Game Experience Report

Following a Match Day, the EA Staff will communicate an opportunity for an Away team to provide feedback about the Match Day experience. This is completed one time per Match Day for all matches played. The EA is committed to League Standards and preserving the quality of the league as we go into the 2025/26 season.

All member clubs are required to adhere to the league requirements. The league reserves the right to decide how to enforce these requirements. Should a member club be found in violation of any of the requirements outlined in this document, their standing as a member club may be jeopardized. The penalties vary based on the type and frequency of the infraction, and may result in denied participation in specific competitions and programming.

NATIONAL EVENTS

1. All teams are required to attend (1) National Event:
    - U13-U14 Fall Event
    - U13-U19 Winter Event
    - U15-U19 Spring Event

    Any team that does not attend the National Event will be ineligible for the National Championship playoffs. The EA reserves the right to determine if extenuating circumstances warrant an exception.

2. All teams must use our travel partner, Halpern Travel, to book hotel rooms during events. A minimum of 7 rooms, per team, needs to be booked.

STANDINGS

The standings in the Elite Academy League shall be determined at the end of the Elite Academy League Regular Season defined by the League Staff (5/14/27 for the (2026-2027 season)

1. Points Per Match (PPM)
    a. In each Elite Academy League Competition during the Elite Academy League Regular Season and the Elite Academy League Playoffs, teams shall be awarded three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss. A forfeit shall be considered a 3-0 loss for the forfeiting team and a 3-0 win for the non-forfeiting team.

2. Tie Breakers
    a. In the event that two teams are tied in PPM (points per match) upon the completion of the Elite Academy League Competition, the following will apply:
        i. Head to Head Results
        ii. Goal Differential (of respective competition)
        iii. Goals Against (Fewest)
        iv. Disciplinary Points (Fewest) (Club)
            1. Staff Red Card - 10 Points
            2. Staff Yellow Card - 5 Points
            3. Player Red Card - 2 Points
            4. Player Yellow Card - 1 Point

EA National Championship

Conference Qualification Breakdown - To be Determined

- **Florida** – 1 EA Conference Winner
- **Mid-America North** – 1 EA Conference Winner, 1 EA Nationals Winner
- **Mid-America South** – 1 EA Conference Winner, 1 EA Nationals Winner
- **NorCal** – 1 EA Conference Winner, 1 EA Nationals Winner
- **Northeast** – 1 EA Conference Winner, 1 EA Nationals Winner
- **PacNW North** – 1 EA Conference Winner
- **PacNW South** – 1 EA Conference Winner
- **PacNW (North and South combined)** - 1 EA Nationals Winner
- **Southeast** – 1 EA Conference Winner, 1 EA Nationals Winner
- **Southwest North** – 2 EA Conference Winners, 1 EA Nationals Winner
- **Southwest South** – 2 EA Conference Winners, 1 EA Nationals Winner
- **Southwest Desert** – 2 EA Conference Winners, 1 EA Nationals Winner
- **Texas** – 1 EA Conference Winner

EA National Championship Event Structure

Each age group will feature a **24-team championship format**, designed to maximize meaningful matches while identifying a true national champion.

Group Stage

- **6 groups of 4 teams**
- Groups structured to **avoid conference conflicts** and **reflect season performance**

- **3 group matches per team**
- Group winners determined by group play results

Advancement

- **6 Group Winners + 2 Wildcards** advance to the **single-elimination bracket**
- Teams not advancing will play **one additional showcase match**

Event Schedule Overview

Day 1

- 2 Group Play Matches
- Match Duration:
    - U14–U19: 2 x 30 minutes
    - U13: 2 x 25 minutes

Day 2

- 1 Group Play Match
- Same match durations

Day 3

- Morning: Quarterfinals
- Evening: Semifinals
- Consolation matches played at **full length**

Day 4

- **Championship Matches**
- Full-length matches

HEAD INJURY

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 match.

1. If the club has used all their subs and/or moments when head-injury occurs, they

will still be allowed to make a temporary substitute, bringing on a player that was previously subbed for.

2. If the player is deemed by the HCP or ATC to not have suffered a concussion, the player may re-enter the Match at any stoppage of play and must replace the original substitute; this head injury evaluation substitution will not count as a used substitution.

3. Furthermore, the temporary substitute will be able to re-enter the Match at a later time, if they had not previously played in that half.

GOVERNING BODY OF THE ELITE ACADEMY LEAGUE

USSSA is the sanctioning body that insures the EA teams, players and staff.

COACHES CODE OF CONDUCT

1. Elite Academy League Coaches must, at all times, treat Players with respect and dignity
2. Elite Academy League Coaches must treat Referees and Match Officials, at all times, with respect and dignity
3. Elite Academy League Coaches must treat the opposing Coaches, at all times, with respect and dignity
4. Elite Academy League Coaches must treat Spectators, at all times, with respect and dignity
5. Elite Academy League Coaches are expected to dress professional, in proper athletic apparel and shoes, at all Elite Academy League competitions
6. Elite Academy League coaches must not discriminate against Players based upon race, nationality, religion or sexual orientation
7. Elite Academy League Coaches must hold the Spectators of their respective teams to the Club's Code of Conduct and will be held responsible for actions taken by Spectators

LAWS OF THE GAME, DISCIPLINARY MATTERS, DISPUTES, PROTESTS & APPEALS

1. Laws of the Game:
    a. Unless otherwise provided in these Regulations, all matches 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.
2. Disciplinary Matters:
    a. Disciplinary incidents are dealt with by the League Commissioner, League Disciplinary Committee and with the option to consult the Technical Advisory Group
    b. The Players and member Clubs participating in the EA agree to comply with the Laws of the Game, the USSF Bylaws and Policies, these Regulations and the Disciplinary Code. The Players, Coaches, Representatives and Clubs agree to comply with all further directives regarding the EA.
3. Disputes:
    a. Parties shall try to resolve all disputes in connection with the EA by negotiation. In compliance with USSF Bylaw 707, member Clubs, Players and other Officials may not take disputes to an ordinary court of law. If a decision is subject to appeal, it shall be submitted to the jurisdiction of the League Commissioner.
4. Protest & Appeals:
    a. For the purpose of these regulations, protests are objections of any kind related to events or matters that have a direct effect on matches, including, but not limited to, the eligibility of Players, the state of the field, accessory match equipment, crowd behavior and stadium installations.
        i. Time:
            1. Unless otherwise stipulated in this article, protests shall be submitted in writing to the league Commissioner and standards committee within 12 hours of the conclusion of the Match in question and followed up immediately with a full written report, including a copy of the original protest, to be sent in writing to the EA along with a $300 payment.
                a. If the protest is acceptable, the $300 will be returned
                b. If the protest is deemed frivolous the $300 will not be refunded
        ii. Eligibility:
            1. Protests regarding the eligibility of Players for Matches shall be submitted in writing to the League Staff no later than 12

hours after the Match

iii. Field Conditions:

1. Protests regarding the state of the field, its surroundings, markings or accessory items (e.g. goals, flag posts or soccer balls) shall be made in writing to the League before the start of the Match by the Coach or Administrator lodging the protest.
2. If the field's playing surface becomes unplayable during a match, the referee shall consult the League contact and both parties shall have the joint right to determine whether to delay, postpone or cancel the Match

5. Match Fixing Policy:
   a. The EA prohibits match fixing of any kind.

BANNED TERM POLICY

Elite Academy League has a zero-tolerance policy for discrimination or harassment against anyone based on their race, color, religion, sex, national origin, age, physical or mental disabilities!

1. If a Referee hears one of the above terms or any term deemed in the direction of the above list, the Player / Staff will be removed from the match immediately, and the EAL Staff will issue additional sanctions as deemed necessary by the disciplinary committee
2. If there is an alleged Banned Term during the Match:
   a. Ask your player to notify a Coach and/or Referee
   b. The Referee will stop the Match to allow both coaching staffs to address their respective players
      i. If Referees do not stop the Match, Coaches have the authority to do so
   c. The Match should not restart until both teams are comfortable
   d. If there are additional questions during this time, the Referee and/or Coaches are instructed to communicate to the EAL Staff directly

Banned Terms (non-exhaustive)

F*g	F*ggot	H*mo	N*gger
N*gro	N*gga	Cr*cker	Ch*nk
Bean*r	P*to	Sp*c	Ret*rd
P*ssy	G*y	White Boy	Monkey

FINES FOR VIOLATING STANDARDS

Depending on the severity of the action, fines might be deducted from the performance bond, or they will be invoiced directly to the club with the expectation of being fulfilled within 7 working days. If any amount is deducted from the Performance bond, it will need to be replenished and always be current at the beginning of each year. Any delay in payment will result in the team not being able to play until all is resolved.

Action Description	Potential Amount	Competition Implications
Not able to field a team for a match	$500	Match Forfeit
Played an ineligible Player	$500 per player	Match Forfeit
An Ineligible Staff member present on sideline	$500 per staff	Match Forfeit
DMR not submitted for match	$300 per match	-
Matches not filmed (U15-U19)	$300 per game	-
The match film not uploaded on time	$100	-
No canopies	$200	-

No team benches	$200	-
No Regional / National Event participation	$1500 per team	-
Late Team Drop Out from National Event (date communicated by EA staff)	$3,000	-
Regional / National Event match forfeit	$500	Match Forfeit
Referee abuse	$1,000	Match Forfeit
Player strikes another Player	$500	-
5 or more players striking players on the opposing team	$3000	Match Forfeit
Reported use of Banned Term	$500	-
No Certified Medical Professional / ATC	$750	Match Forfeit
Parent Altercation*	$1000	-
Teams not booking through Halpern Travel During Events (7 rooms per team)	$1000	-

***A player who strikes another player with closed fist and connects will be banned from the EA league permanently**

***Parent altercation is defined as any behavior impacting the Match environment (before/during/after)**