



STANDARDS & RULES

2026/2027



LEAGUE STANDARDS

- ★ These standards will be modified each year and exist to preserve the quality of the league.
- ★ The League Commissioner, Standards Board, and Technical Advisory Group will review and approve the standards annually.
- ★ 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 defined standards will guide the overall structure and behavior expected within the league. Everyone in 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 to maximize matches and maintain competition integrity. Conferences may also play cross-conference matches, if desired.	Neutral sites for specific clubs to limit overall player and family travel within conferences are 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 be on the DMR and present for every match to avoid a forfeit and fine if a Staff member is sent off.
Match Format	U16-U19: 2 x 45-minute halves with a 15-minute half-time U14-U15: 2 x 40-minute halves with a 15-minute half-time U13: 2 X 35 minute halves with 10 minute half time U11-U12: 2 x 30-minute halves with a 10-minute halftime	
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 happens in the first half, the player might play only 20 minutes. In this situation, it is now clear the player can play



		70 minutes in the U17 match afterward, rather than guessing and having the player miss 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 before the start of any match	Scheduling guidelines should be reflective of this standard as well as provisions for extenuating circumstances
Match Day Standards (cont)	Consider turf fields 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 the technical area for home and away teams	Required
Match Day Standards (cont)	Host clubs are required to provide a hydration center with water	Required
Match Day Standards (cont)	Host clubs must provide a certified Athletic Trainer (ATC) before the start of any official league match. If a club does not provide an ATC, the game will be recorded as a forfeit, and the home team must still pay all referee expenses.	Required *Matches are instructed not to start without a certified Athletic Trainer (ATC) U11/12 Best Practice
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
Heading Standards	Matches in the U11 age group - NO heading allowed	U11



Player Development Standards

Player Development Standards	Clubs are recommended to hold at least 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. GKs can participate in (2) league matches within the same fixture on 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 since the U16 match duration is 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 may 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 show where each club stands. Clubs will be requested to provide proof of continued
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		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)	The EA National Committee is selected to oversee the vision and lead the League in the direction that best serves the Clubs.	Present and support administrative issues/updates/support to the 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)	Each club must provide a performance bond 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 required level, the club must 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 club's ability to provide meaningful competition, the club's overall organization and communication, and how the club operates within 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 must comply with these regulations, and are encouraged to report pertinent situations to the league staff that appear to be in non-compliance with league requirements. Reporting non-compliance by other clubs should not be viewed as negative, but as a positive effort to maintain consistent standards that ensure professionalism and fairness, both on and off the field.

All member clubs must 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, its standing as a member Club may be jeopardized. 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 is responsible for the conduct of its players, representatives, and members at all times related to all aspects of the league and agrees to abide by the FIFA Code of Conduct. Parents, administrators, managers, and coaching



staff will be responsible for adhering to 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 strive to secure 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 cannot 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 wear consistent club uniforms, with jersey numbers aligned with Match Day Protocol. This means clubs should not fill 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 may establish additional procedures, including deadlines, for player registration.
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, 2027, after 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 may add players from a younger roster to 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. To be released from a club, a player must be in good financial standing. Best practice is for the original club to allow a player to transfer if they have no financial obligations to 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 the 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 the 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 been 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 before 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
Punch strikes another (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 & Club Fine
Reported Use of Banned Term**	5 Matches & Club Fine
Spitting on another individual	5 Matches & Club Fine
Off-Ball Incident	2-5 Matches
On-Ball Violent Conduct	2-5 Matches

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

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

Eligible Player:



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

2026-2027 Elite Academy League - Competition Eligibility	
U11 Age Group	(July 31, 2016 - August 1, 2015)
U12 Age Group	(July 31, 2015- August 1, 2014)
U13 Age Group	(July 31, 2014 - August 1, 2013)
U14 Age Group	(July 31, 2013 - August 1, 2012)
U15 Age Group	(July 31, 2012 - August 1, 2011)
U16 Age Group	(July 31, 2011 - August 1, 2010)
U17 Age Group	(July 31, 2010 - August 1, 2009)
U19 Age Group	(July 31, 2008 - August 1, 2007)

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

Player Development Initiative - Registrations:

1. **Females:**

This player can 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, 2026.

*Contact the league for the application process.



3. Overage Players:

(3) total players (born between July 31, 2007 - Aug 1, 2006) are eligible to play on the Current U19 team as long as they are not playing in college or have participated in college soccer.

4. Trapped Players:

Eligibility: Players born between 01/01/2012 and 07/31/2012 and registered in school as 8th graders.

A total of (2) Trapped Players are allowed to be rostered per match DMR for the U14 age group.

Trapped Players are only eligible during the HS season of the EA club. If the U15 team is playing EA games, then the rule does not apply.

Ineligible Player:

1. Players not listed on the roster, or any player listed on the roster but not eligible to play for reasons such as missing registration forms, awaiting international clearance, serving a league suspension, or not being 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

EA League Staff will organize league schedules with feedback from Clubs, and each Club may alter its schedule to meet Club needs at the beginning of the season. This benefits Club members by making team staffing and administration easier. All regular-season conference matches must be played in full and completed by 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
 - Failure to complete the schedule may result in disqualification from the 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 are subject to fines otherwise.
- Forfeiting a match is not something the EA condones or accepts and will be subject to fines.

SCHEDULING

1. No matches shall be scheduled before 9:00 AM unless the visiting club agrees.
2. All matches must be scheduled to end at least 30 minutes before sunset, unless lights are provided and the visiting club agrees to a later start time.
3. All clubs are expected to schedule matches with professionalism and goodwill, meaning they should not 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 use multiple facilities.
 - 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 challenge players by playing in older age groups.
 - a. Playing the oldest age groups first allows players to play in a partial match with the older group and then get 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. **Optimize scheduling to assign the best referee crews** to matches.
 - a. Assumption should be a 3-person referee crew will work 3 consecutive matches, each rotating between Referee, AR1, and A.R2
 - 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 reserves the right to deny any requests with reason provided)
2. A communicated timeline by League Staff must provide time and Location
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 5/25/27, 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 11:59 PM** 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 11:59 PM** 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 cannot host a scheduled game, the first option is 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 ensures accountability, upholds league integrity, and respects 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 the 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 before full duration
3. Both clubs agree on the conclusion of the Match if the Match has been stopped for unforeseen/uncontrollable circumstances before 75% of the Match minutes are 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 the 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 a substituted player in the same half of a match
4. No ATC on site will result in a forfeited game



In cases of match forfeiture, the score shall be 3-0 in favor of the non-forfeiting team. Teams forfeiting matches risk being denied playoff participation; however, the league will make the final determination of eligibility.

MATCH DAY

Match Jerseys

The home team wears light-colored uniforms, and the visiting team wears dark, contrasting uniforms. If it's a double-fixtured weekend, on the first day, the home club will wear light colors and the away club will wear dark colors. On the second day, the home club 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 the 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, member clubs are expected to have a turf field backup.

***All home matches are required to be played at the same venue/location. If not possible, Matches will result in a 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 teams to have adequate benches
2. Team sideline requires both the home and away 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 with 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: Use size 4 balls 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** for all matches, beginning approximately (1) hour before 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

The home team will pay referee fees unless League Staff defines a neutral site, in which case Referee fees will be split between the home and away teams.

Video

All Elite Academy League matches U15 and above must be filmed and uploaded to HUDL League Exchange within 48 hours of the match. This is a fineable standard, and every club must uphold it.

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 to preserving the league's quality throughout the 2026/27 season.

All member clubs must adhere to the league requirements. The league reserves the right to decide how to enforce these requirements. If a member club is found in violation of any requirement outlined in this document, its standing as a member club may be jeopardized. 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 West Qualifier Event
- U13-U14 East Qualifier Event
- U15-U19 Winter Qualifier
- U15-U19 Spring Qualifier

Teams that do 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** – TBD
- **Mid-America North** – TBD
- **Mid-America South** – TBD
- **NorCal** – TBD
- **Northeast** – TBD
- **PacNW North** – TBD
- **PacNW South** – TBD
- **PacNW (North and South combined)** - TBD
- **Southeast** – TBD
- **Southwest North** – TBD
- **Southwest South** – TBD



- **Southwest Desert** – TBD
- **Texas** – TBD

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**
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Event Schedule Overview

Day 1

- 2 Group Play Matches (AM and PM)
- Match Duration:
 - U14–U19: 2 x 30 minutes
 - U13: 2 x 25 minutes

Day 2

- 1 Group Play Match (Same match durations) (AM)
- RD of 16 Match (PM)

Day 3

- Morning: Quarterfinals (AM)
- Evening: Semifinals (PM)
- Consolation matches played throughout the day (AM - PM)

Day 4



- **Championship Matches (AM)**
-

HEAD INJURY

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

1. 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.
2. If the HCP or ATC deems the player not to 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 professionally, 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, handle disciplinary incidents.
 - 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 directly affect 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) must be submitted in writing to the League before the start of the Match by the Coach or Administrator protesting.
 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 below 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 staff 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 may be deducted from the performance bond or invoiced directly to the club, with payment expected within 7 working days. If any amount is deducted from the Performance Bond, it must be replenished and kept current at the beginning of each year. Any delay in payment will result in the team being unable to play until the issue 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 the 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 a 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)**