



United Soccer League of Pennsylvania 2020-2021 Game Day Procedures



Please Note the new procedures in effect with the rollout of our new website.

Pre-game

Check in

- Teams will each have a printout of their team's lineup for that match. This is active a few days before the scheduled match day, and can be accessed by any team official. Lineup should be cut into Officials and Opponents sections prior to submission.
- A team official (Coach, Assistant, Manager) should be logged into their team page on their smartphone prior to when their team is to be checked in, and open the online player passes for the team. Provide this to the referee checking in the players. It does not matter if you hold the phone for the referee to view or physically provide it to them.
- Only Currently Active players will printout on the lineup. In addition, Suspended players will feature the word SUSPENDED across the face of the Online Player Pass.
- A maximum of 18 players are permitted to be checked in per match at any time.
- Referee will mark "P" for 'played' or "NP" for 'not play' on the lineup. This marked lineup copy must accompany the referee's official report. Any player who is checked in by referee is assumed to have played in that match.
- Teams using a Major/Reserve setup will have all eligible players from both teams appear on their lineups. They are alphabetized in two groups, with the team playing appearing at the top. Likewise, all players should appear in the Online Player Passes.
- Each player must have a matching jersey, numbered distinctly from their teammates.
 - When the colors of uniforms of competing teams are the same or similar in color as not to be distinguishable, the home team shall make the necessary changes. The final decision to change jerseys if there is a disagreement rests with the referee.
 - Numbers must be permanently affixed.
 - When the color of any uniforms conflict with the referees, it is the referees' responsibility to change.
- Teams should pay officials after check-in and upon receipt of Opponent lineup sheet (indicating all participating players).
 - Home team owes **\$99**
 - Away team owes **\$98**
 - Fees for matches in NJ may be different. We are awaiting notification.

In-Game

*The United Soccer League of Pennsylvania follows the Laws of the Game as provided by F.I.F.A.
The following points are specific policies of the United Soccer League of PA.*

Substitutions

- Unlimited (only checked in players are eligible for substitution into a match)
- Re-entry is permitted



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- A team may ONLY make substitutions during the following stoppages:
 - Any goal-kick
 - A throw-in of their own possession
 - Restarts after any goal is scored
 - Halftime
 - An injury on the field of play (when recognized by referee)

Official Match Termination

The following is an excerpt from our League By-Laws regarding the early ending of a match:

Section 6 - Postponements

A. No scheduled games shall be postponed by the teams.

1. In the spirit of the game and for the safety of the players, the duration of a game can be shortened, if in the opinion and mutual agreement of both coaches / managers, the score is considered insurmountable by the losing team.

2. The coach of the losing team will notify the referee of their decision. After consulting with the winning coach, the referee will terminate the match. The game is considered to be an official game which cannot be grieved.

*Note: Representatives of the teams must agree to terminate the game. This must be documented in the submitted match report.

Post-Game

Each Team must:

- Submit match scores to the acting Games Commissioner, Werner Fricker iii via text at 215-584-7271 or email GamesCommissioner@UnitedSoccerLeague.us within **3 hours** of completion of each match.
- Complete the Match Report, accessible by Team Officials through their team page by the **Wednesday** following each match (3 day/ 72 hours maximum for any mid-week matches as well). NOTE: Your Division Standings are updated by the Match Report. Therefore if you want accurate standings, get it in. Also, the Match Report updates your player stats, and is used to evaluate referees. There is a FINE for not getting it in timely.

Match Referees must submit completed Referee Report within 24 hours.

- Go to www.UnitedSoccerLeague.us, Referee drop-down, Referee Logon.
- See your matches listed, and click Update to submit the report.
- This includes uploading a picture or scan of each team's official lineup.