



UNITED CHAMPIONS SOCCER LEAGUE RULE BOOK



RULE 1- MEMBERSHIP

Part 1. Membership: Each seasonal year, each completed player's registrar must complete and submit to the League's registrar the appropriate club registration form and any other information required. Full payment of all fees is expected at the time of submission.

Part 2. Renew Club's Annual Membership: The club's Annual Membership shall be renewed prior to the start of the League Season, during the League's Club and Team Registration period.

PART 3. Failure to Renew Club's Annual Membership: In the event that a club fails to renew its Annual Membership, the membership will lapse. Should this occur, the club will be required to seek new membership status from the League, by applying to the Chairperson of the Membership Committee.

Part 4. Club's Registration Responsibility: Each club has the responsibility to insure the proper registration of its players, teams, and payment of all fees.

Part 5. Conduct: Each member club shall be responsible for the conduct of its officers, club members, manage, team officials, adult supervisors (coaches), players, and spectators both on and off the field, in all matters. Coaches and other team officials shall be subject to all rules pertaining to misconduct contained herein, including cautions, ejections, and standard suspension. Spectators shall also be subject to the jurisdiction and authority of this League. Any coach or team official may be held responsible for the actions of any individual(s) at any match, that in the opinion of the referee.

Part 6. Authority to Suspend or Discipline: The Board of Directors shall have the right and authority to suspend or otherwise discipline any Member Club and/or its officers, managers, team, officials, adult supervisors (coaches), and players upon due notice and process.

RULE 2 -TEAM AND PLAYER REGISTRATION

Part 1. Eligibility: Is open to all irrespective of race, nationality, color or religious affiliation or non affiliation. The League is open to all ages accordingly with registration of USSF.

Part 2. Designate a Registrar and an Alternate: Each club must designate a Registrar and an Alternate Registrar for the club. The Club Registrars will be the only authorized persons to register team and/or a player with the League's Registrar.

Part 3. League's Playing Period: September 1st of each calendar year and June 31st of the succeeding calendar year.

Part 4. One Team: A player may only be registered on one team at any time.

Part 5. Team Enter Commensurate with Age: A team must enter the Age Group commensurate with the highest age of any member.

YEARS 2017 / 2018

Respect to the youths, parents, family and above all the youth age.

Scheduled date for player registration (roster), which occurs prior to the start of the scheduled playing season. In addition to the forfeiture of all fees pay, for each scheduled game that the team withdraws from, the club shall be fined seventy five (75.00) dollars.

Part 8. Extenuating Circumstances: In the event that a team registered with the maximum number of players finds itself with extenuating circumstances, whereby an additional player or players may be required, the club may petition the Board of Directors. The Board of Directors, at its discretion, may grant such a request so, as long as ,no more than the 18 player limitation is not exceeded at any one time during the season and that the registration not takes place after the sixth (6) game is played of the originally scheduled game dates of League competition..

Part 9. Ineligible Player and/or: Adult Supervision (Coach) A forfeit will be declared on all games in which an ineligible player and/or adult supervisor (Coach) participates. The club will be assessed a game forfeit fee for each game in which an ineligible player and/or coach participates. Additional sanctions may be levied against the club at the discretion of the Board of Directors.

Part 10. False Statement: A player registration form containing a false signature or false statement will subject the club and the club Registrar to disciplinary action by the Board of Directors.

Part 11. Youth Re-Registration: (Amateur Trial Games) a youth player will be permitted to play an unlimited number of senior (Amateur) games without losing his/her youth eligibility. The youth player must obtain permission from his/her youth coach and an authorized club official (President and/or Registrar). The authorized club official shall in writing or by a form, request eligibility clearance from the National Champions Soccer League – National/State

Cup committee; or United States Specialty Sports Association (USSSA) or US Soccer. The authorized club official must, in writing or by a form, request permission from the State Senior (Amateur) Association. When the above clearance and permissions have been granted, the State Amateur Association has sole discretion in permitting a youth player senior games and will be responsible for establishing the procedures under which this will be implemented. In the event of a conflict between an amateur trial game and a youth game, the youth game shall take precedence. A youth player who is required to sign an amateur form shall retain youth eligibility. The player who is required to sign an amateur form shall retain youth eligibility.

The youth player must register through his/her junior club in order to play an unlimited number of senior (amateur) games without losing his/her eligibility to play an unlimited number of junior games.

Part 12. Select Team Program Player Eligibility: Under no circumstances may a player participate with the UCSL Select Team Program unless the player is registered with the UCSL as a member of the club's traveling team. The player's name must appear on current team Roster Form which is on file with the League's Registrar.

Part 13. Matters Not Provided: Any matters not provided for in these procedures and/or rules shall be determined by the Board of Directors.

Part 14. Poaching: No Team through its coaching staff, players, parents or guardians, responsible officers or any other representatives, is permitted to induce a UCSL Registered player to leave his or her team to transfer to and play with another UCSL Team during the current seasonal year. Allegations of poaching shall be subject to hearing by the Board of Directors UCSL penalties for violation of this rule shall be set by Board of Directors.

Part 15. Guest Players for Tournament Competition: A team is permitted to utilize a maximum of three guest players from another club's traveling team(s) for tournament competition.

Part 16. Concurrence Required: The team seeking to utilize a guest player for tournament competition must receive the concurrence of: 1) The guest players club (Club Registrar): 2) The League's Registrar. The League office will be notified by the League's Registrar of such an arrangement.

RULE 3- RELEASE AND TRANSFER OF PLAYERS

Part 1. Bound to a Club for the Entire Seasonal Year: A player registering (roster) with the NCSL as a member of a club (team) is bound to that Club (team) for the entire seasonal year (August 1st through July 31st or Calendar Year January 1st through December 31st). Players registered (rostered) to a team for the fall season are bound to that team- for spring season.

Part 2. Play on Registered (roster) team: A player shall only play on the travel team on which the player is registered (roster). Under no circumstances may a player be registered (roster) or play on more than one travel team during the season.

Part 3. Bound to a Team: When a team roster has been approved by the league each player requests and obtains a release or transfer.

Part 4. Limits of transfer: A team shall be limited to three (3) transferred players per seasonal year. A transfer shall be defined as adding a currently league registered player to a roster or a player who returns to their original roster.

Part 5. State/National Cup: A team which receives more than three transferred players in a seasonal year with the approval for the United Champions Soccer League shall be ineligible to participate or to continue to participate in any UCSSL Cup or National Youth Cup or USSSA National Adult Cup competition.

Part 6. A player may be released from a team involuntarily only if the player is unable to play for one of the following reasons:

(A) The player has violated rules of the U.S. Soccer Federation, its affiliates, or the United States Specialty Sports Association, or this League.

(B) The player has moved beyond a reasonable travel distance. A reasonable travel distance is subject to definition by the UNITED STATES SPECIALTY SPORTS ASSOCIATION

(C) The player is injured in such a manner that the player will not be able to participate for the remainder of the season.

Part 7. Certification: The Team Roster Form on file with the League's Registrar will constitute the members of the team. Errors and omissions will not be accepted as valid reasons in the event a protest should be subsequently filed.

Part 8. Player Transferred: Any player transferred from one member club (team) to another member club (team) during the League's Player Registration Period of any year shall be considered as member of the club (team) the player has transferred to for the ensuing League's Playing Period August 1 through July 30 or the next calendar Year. Such a player will be considered as one of three (3) players per team permitted, to be accepted by any one team during a seasonal year.

RULE 4 - RULES OF PLAY

All National Champions Soccer League sanctioned competitions shall be played in accordance with the most current **FIFA** Laws of the Game and the modifications noted within these rules unless specifically accepted by authorization of the league Board of Directors. It is imperative that all coaches and referees be thoroughly familiar with and abide by **FIFA** Laws and these modifications.

1. Ball Size

6. Coaching

2. Duration of Game

7. Unusual Incidents or Accidents

3. Players Equipment

8. Suspended Adult Supervisor

4. Severe Weather

9. Suspended Player

5. Goalkeeper

10. Score Report

Part 1. Ball Size

Age Group	Ball Size
Adult	#5
Under 19 & 17	#5
Under 16 & 15	#5
Under 14 & 13	#5
Under 12 & 11	#5
Under 10	#4
Under 8	#4
Under 6	#3

The game ball will be provided by the Home team.

Part 2. Duration of the Game

Age Group	Duration of Game
Adult	2 – 45 minutes halves
Under 19 & 17	2 - 45 minute halves
Under 16 & 15	2 - 40 minute halves
Under 14 & 13	2 – 35 minute halves
Under 12 & 11	2 – 30 minute halves
Under 10	2 - 25 minute halves
Under 8	2 – 20 minute halves

under 6

2 – 15 minute halves

There shall be no overtime periods in regular League competition.

Part 3. Players Equipment:

1. **Uniforms.** The visiting team's adult supervisor shall verify the uniform color with the home team's adult supervisor, prior to the game date. All field players on a team shall wear similar colored jerseys, shorts and stockings. A legible non-duplicating number on the back of each jersey is required. Players and substitutes shall not change numbers or remove their jerseys prior to the competition of the game without specific permission of the referee. Both teams shall be able to make a change of uniform color. If both teams are wearing similar colored jersey, the home team shall be required to change. Goalkeepers shall change jerseys as referee directs, regardless of home/visitors status. All players shall have their jerseys tucked into their shorts.

B) Shin Guards. All players shall wear shin guards at all matches, knee-high stocking will be worn over the shin guards and shall cover same.

C) Team Captain Identification. The Captain (s) of a team shall wear an arm band for identification purposes.

D) NOT PERMITTED

- 1) Hair control devices with any hard parts.
- 2) Splints, casts, braces, or other joint support devices.
- 3) Earrings or any kind, regardless of covering.

If the Referee finds that a player is wearing articles not permitted by the Laws and which may constitute a danger to other players, the Referee's instruction, the player shall not take part in the match.

Part 4. Severe Weather: In the event of severe weather conditions, players will be permitted to wear a track suit or similar trousers and stockings, or other type of clothing under their team uniform.

Part 5. Goalkeeper: The Goalkeeper is permitted to wear a track suit or similar trousers and stockings or other type of clothing in all League sanctioned activities. The Goalkeeper is also permitted to wear a vinyl foam soft soccer helmet.

Part 6. Coaching: From the sidelines is permitted, so long as one is giving direction to one's own team on points of strategy, tactics and position provided that the following conditions are complied with:

(a) No mechanical devices are used.

(b) The tone of voice is informative and sportsmanlike

(c) No coach, substitute, or player is to be anywhere but within an area extending along his sideline, no more than 20 yards on either side of the midfield line.

(d) Team coach/manager is fully responsible to maintain positive behavior of his team players and parents. Failure to do so will be granted as an official forfeit 0:3 and possible additional administrative penalties.

No club official, club member, team manager, adult supervisor, player, or spectator may enter the field of play regardless of the circumstances, unless they have been given permission by the Referee. If this is disregarded, they shall become subject to disciplinary actions by the League's Arbitrator.

Part 7. Unusual Incidents of Accidents The Adult Coach Supervisor is required to report any unusual incident or accident to the Board of Directors.

Part 8. Suspended Adult Coach Supervisor (Adult) Any Adult Supervisor (Coach) who has been placed on suspension is not permitted to participate in any manner whatsoever in the activities of the League during the suspension. The suspended person is not permitted to be present at the site of a match or areas immediately adjacent.

PENALTY: Disciplinary action by the Arbitrator.

Part 9. Suspended Player: A player who has been placed on suspension is not permitted to dress for any match during the time period of his/her suspension, nor be present at the site of a match or areas immediately adjacent.

PENALTY: Disciplinary action by the Arbitrator Part10. Standings

(A) Standings Determined: Standings will be determined by the following point system:

WIN	3 points
TIE	1 point
LOSS	0 points

(B) Play-off Games: In the event of a tie for first place in the standings at the completion; of the season's regular game schedule, a play-off game will be required in order to determine a champion in any age groups.

(C) Tie Games If a regularly scheduled game ends in a tie score at the end of regulation playing time, the game and score shall stand as official.

(D) Team Withdraws from Competition: if a team withdraws from competition prior to having completed half of the original schedule of games, results of these games will be deleted from the records.

(E) Team Withdraws from Competition: After Half of the Original Schedule of Games: if a team withdraws from competition after half of the original schedule of games has been completed results of such games will be recorded as played and all remaining games as forfeits.

Part 10 Score Reports

(A) At The End Of The Game Day Home Team Must Report The Score By Texting To 347-741-1874. Example: U10 Real vs Barcelona 1:1.

(B) Failure to report each score id \$25 Administrative Fee.

Part 11 Awards

(a) Concept: The concept of awards is one of acknowledging and recognizing the dedication, discipline, interest, and the interest and effort necessary to achieve a level of excellence.

(b) First Place Award: The League will present a first place award only to the Champion of each division and/or section of each age group. In the event there is a tie in the standings at the end of the season's regular game schedule. A play-off game is required.

(c) Recipient: Each player and the Adult Coach Supervisor(s) of a champion team listed on the League's copy of the official Team Roster will receive an Award.

(d) Failure to Complete Scheduled Games: A team that fails to complete any of its scheduled games will not be eligible for an Award.

RULE 5 GAME REGULATIONS Part 1.

Scheduling

Club Registrar The Club Registrar shall provide the League's Game Committee with the required registering information, no later than the dates specified by the League's Games Committee.

(a) **Playing Dates:** The playing dates, Saturday as determined by the Games Committee.

(b) **Verify Availability of Club Team:** The Club Registrar must verify with each club team fielded in a specific season, the dates which the club team cannot for any reason, participate in league accommodate competition.

(c) Accommodate Club's Request. The League Games Committee will arrange the game playing schedule in such a manner that the Club's request not to participate on certain dates Saturday or Sunday will be accommodated to the extent possible.

(d) Club's Request Will Not Be Considered: Any request for an adjustment to the League's Game Playing Schedule received after the dates specified by the Games Committee will not be considered

(e) Club is Responsible for Initiating the Request: The club through the Club Registrar is responsible for the request of the accommodation to the League's Game Playing Schedule. Individual coach's requests not submitted by the Club Registrar will not be considered.

Part 2. Field

Central Playing Field a central playing field will be used. The designated Home team must provide the field markings by placing the lines which represent the field of play, setting up the goal nets and corner flags. In this situation, the designated Home team is *not* responsible for the condition of the playing area. **PENALTY** For failure to comply, the Home team will forfeit the match and the club will be assessed a seventy five Dollar (\$75) fine. This fine is in addition to the forfeiture fee.

b) Confirmation of Time, Field, and Colors: The Visiting Team's Adult Coach Supervisor shall confirm the game time, field location, and will verify uniform colors with the Home team's Adult Coach Supervisor prior to the game date.

c) Position of the Team and Spectators at the Game Site Each team will take a position on opposite sides of the field. The Home team shall have the choice of sides and shall stand behind any drawn spectator line, or at least 5' from the touch line.

Part 3. Number of Players

1. **Minimum Number of Players** A minimum number of seven (7) players shall be required for a scheduled match. Should a team not have at least seven (7) players, it shall, after 15 minutes forfeit the game 3 - 0.

b) Start at the scheduled Time At the scheduled time for the match, seven (7) players will constitute a team. Therefore the match will start at the scheduled time with seven (7) players. In this situation, the specified waiting period (15 minutes) cannot be used by a team in order to wait for additional players (more than seven 7) to arrive at the game site.

Part 4. Substitutions (Unlimited) a team shall be permitted to use as many substitutes as it desires in any match.

a) Substitutions can be Made, With the Consent of the Referee at the Following Times:

- a. Prior to a throw-in, in your favor
- b. Prior to a goal kick, by either team
- c. After a goal, by either team
- d. After an injury, by either team, when the referee stops play
- e. Half time

b) F.I.F.A. Law III The League will comply with F.I.F.A. Law III. Significant portions of the Law are reproduced in order to emphasize the substitution procedures to be followed.

1. *Change with the Goalkeeper* any of the other players may change places with the goalkeeper provided that the Referee is informed before the change is made, and that the change is made during a stoppage in the game.
2. *Substitution Procedure* when a goalkeeper or, any other player is to be replaced by a substitute, the following conditions shall be observed:
 - a. The Referee shall be informed of the proposed substitution before it it's made.
 - b. The substitute shall not enter the field of play until the player he is replacing has left, and then only after having received a signal from he Referee,
 - c. Enter the field during a stoppage in the game, and at the half-way line.

Part 5. Delaying the Start of a Scheduled Match Any team delaying the start of a scheduled game more than fifteen (15) minutes without the approval of the League's designated Games Chairman shall forfeit the game 3-0. This condition is waived should the game be delayed by a preceding game that is a National Champions Soccer League scheduled match. The fifteen (15) minutes forfeit time will commence upon completion of the previous match on fields with multiple games.

Part 6. If a Team Fails to Appear The team that does appear must complete the Game Roster Form, line up and pay referee's fee. The Referee will then terminate the match and file a referee's report. **PENALTY:** The Club will be assessed a seventy five (\$75) fine for each occasion that a team fails to appear for a scheduled match.

Part 7. If Both Teams Fail to Appear In the event both teams do not appear for a scheduled match, and the Referee rules the ground playable, both teams will be assessed a forfeit **PENALTY:** The Clubs involved will be assessed a seventy five (\$75) fine for each of its teams for each occurrence.

Part 8. Option to Forfeit (Home or Visiting Team) Should the Home team or the Visiting team exercises the option to forfeit a scheduled match, the forfeiting team must inform the League's Games Chairman of the action. The league's coordinator and/or supervisor will notify the opposing team of the status of the match. In this situation, upon notification from the

league's coordinator and/or supervisor, the opposing team is not required to appear at the site of the match **PENALTY:** The forfeiting team's Club will be assessed a seventy five (\$75) fine for each occurrence.

(a) Forfeiture and Failure to Complete (Complete One's Scheduled Games) If a team fails to complete its scheduled games, the matter will be reviewed by the Games Chairman who shall have the authority to take such actions against the team as it deems appropriate.

Part 9. If the Referee Fails to Appear If a referee should fail to appear for a scheduled match, the Adult Supervisor of the competing teams must agree upon a person to substitute for the Referee. The substitute need not be a certified Referee. The substitute must perform as the official referee and complete the match. The substitute Referee shall have those prerogatives granted to him/her by the 'Game Roster Forms' within forty eight (48) hours of the completion of the match. The Home team will be assessed seventy five (\$75) for not furnishing the report. The match must be played under penalty of default.

(a) Canceled and Rescheduled If the Referee fails to appear for a match the match will be canceled and rescheduled by the League unless both coaches agrees to provide an appointed individual who will act as referee. The game score will be registered as an official game score.

Part 10. Bad Weather and/or Poor Field Conditions

(a) Inspection of Playing Site it shall be the home team Adult Coach Supervisor's responsibility to inspect the game field prior to the match. In the event of bad weather, the Home Team Adult Supervisor, after inspection of the field, must notify the League Games Chairman no later than 2 hours prior to the scheduled starting time of the match that field conditions may require postponement of the match.

(b) Both Teams must appear should any part of the two (2) hour notification period lapse, regardless of weather and/or field conditions, Adult Supervisor and their teams must appear at the match (game) site, ready to play at the scheduled time of the match, or forfeit the match. Once any part of the two (2) hour notification period has lapsed, the Referee is the only person authorized to cancel the march. In the event that weather and/or field conditions are questionable for playing the match and the Referee fails to appear, the decision to play or cancel is granted to the Home team.

(c) Game Terminated by the Referee Should the match be terminated by the Referee prior to the time specified in the rules, for reasons of bad weather, poor field conditions, or darkness, the entire game must be replayed. **(F.I.F.A. Law VII)**

Part 11. Authorized to Cancel The League's Games Chairman is the only person authorized to cancel a match due to bad weather, poor field conditions, and the unavailability of a game site, two (2) hours prior to the scheduled time of the match.

(a) Referee If the match is not canceled two (2) hours prior to the scheduled time of the match only the Referee is authorized to cancel the match upon inspection of the site (playing field).

Part 12. Rescheduled Match (Game)

Responsibility The Games Chairman must be informed so that a Referee can be assigned to the match. The responsibility for rescheduling rests with the Home team. Failure to comply will result in a forfeit. Should the Adult Supervisor of the two (2) teams in question fail to agree on a rescheduling date within seven (7) days of the date of the canceled or postponed match, the Games Chairman will establish a date. The Games Chairman is the only person authorized to assign a Referee to the rescheduled match.

Part 13. Changes a Scheduled Match Under no circumstances will an Adult Coach Supervisor or any other Club representative change a scheduled match or reschedule a match without permission from the League's Coordinator. Should this occur, both teams will forfeit the match and their respective Clubs will be assessed a fine.

Part 14. Changes of Game Location Should there be a last minute change to a match (game) site, the Home Team must provide a person at the original site to escort the Referee and the Visiting team to the new site.

Part 15. Reporting the Score-Home Team Responsibility It is the responsibility of the Home Team to notify the League's designated authority on the day and hours specified by the League, in order to notify him/her of the score. Failure to report the score will subject the Club to a Ten dollar (\$10) fine.

Part 16. Adult Supervisor

(a) Adult Supervisor (Coach) Must Be Present the Club's designated Adult Supervisor of a team must be present at all scheduled matches in which the team participates. If circumstances prevent the designated Adult Supervisor from being present at a scheduled match, a substitute must be assigned prior to the start of the match, under penalty of default.

(b) Minimum Age of an Adult Coach/Supervisor: An individual must have attained the minimum age of eighteen (18) years old in order to coach up to Under fourteen (14) and twenty-one (21) years old in order to coach up to Under nineteen (19), prior to being issued an Adult Supervisors Identification Card from the League.

(c) Possession of Coach Adult Supervisors Identification Cards Adult Supervisors must be in possession of an Adult Supervisors Identification Card, which is issued by the

(d) Present Adult Supervisors. (Coach) I. D. Cards these cards will be presented to the Referee prior to each scheduled match. The Referee will retain the Adult Supervisors Cards until the match had been concluded.

(e) Ejection from a Match In instances where the designated Adult Supervisor had been ejected from a game, or has failed to control the activities at the match site to the detriment of the match, the Adult Supervisor card will be sent by the Referee to the League's

Arbitrator. The Arbitrator, at his/her discretion will implement disciplinary action.

PENALTY: An Adult Supervisor with his/her Card **must** be present during the entire match or the match will be forfeited to the opponent, 3-0. The Club of the team that forfeits will be assessed seventy- five dollars. (\$75)

(f) One Club/One Card: An Adult Supervisor shall not be registered with more than one

Club, and may not have more than one Adult Supervisors card. **PENALTY:** Violation will cause the suspension of the person involved. The Arbitrator will determine the length of the suspension.

Part 17 Referees

(a) Player Verification

- 1. Game Roster Form-** The Referee shall require that both teams enter all the appropriate information on the League's Game Roster Form prior to the start of the match.
- 2. Collect Player Passes-** The Referee shall collect the player's passes prior to stating the match and retain them until the conclusion of the match.
- 3. Verify the Player's Identity-** The Referee shall verify the identity of the players represented on the player's pass by inspecting the Player's photograph which is on the pass.
- 4. Player not permitted to participate-** the Referee will not permit a player to
Participate unless a player pass had been furnished
- 5. Verify Written Data-** The Referee shall verify that the Player's pass indicates the correct Age Group, Division, and/or Section, Club and Team name.
- 6. Discrepancy in the Date-** Should there be a discrepancy in the Age Group, Division and/or Club and/or Team name, the player shall be permitted to participate in the match. The Referee shall retain the pass and shall forward the Player's pass in question, with his/her report, to the League's Arbitration Board, which will administer disciplinary action for any or all infringements and violations regarding Player eligibility.

b) Referee Reports

- 1. Submit Referee Reports-** The Referee shall submit (mail) a Referee Report for each match officiated, within forty-eight (48) hours (Holidays excluded) after the completion of the match. The Referee shall attach to the Referee Report the white copy of the league's Game Roster form.
- 2. Supplementary Referee Report-** The Referee shall submit (mail) a Supplementary Referee Report for each player and/or Adult Supervisor ejected from the match, to the League's Arbitration Board within forty-eight (48) hours (Holidays excluded) after the

completion of the match. The Referee shall attach the card (pass) of each Player and/or Adult Supervisor ejected from the match to the Supplementary Referee Report.

3. Violation Will be Held in Abeyance- In the event that the Supplementary Referee Report is not received by the Arbitrator within forty eight (48) hours (Holidays excluded) after the completion of the match, the violation will be held in abeyance until the report is received.

(c) Caution

1. Yellow Card- Cautioned A Yellow Card is displayed by the Referee to indicate that a Player or an Adult Supervisor is being cautioned for violating F.I.F.A., Laws of the Game.

2. Two (2) Cautions If a Player or an Adult Supervisor receives two (2) cautions during one match, the Player or Adult Supervisor will be ejected from the match, and a suspension is in effect.

3. Four (4) Cautions If a Player or an Adult Supervisor receives four (4) cautions during a season, a suspension is in effect.

4. Arbitrator The Arbitrator, at his or her discretion, will determine the length of the suspension and any other punishments, fines, and/or assessments.

d) Ejection

1. Red Card - Ejection A Red Card is displayed by the Referee to indicate that a Player or an Adult Supervisor is ejected from the match, and a suspension is in effect.

2. Arbitrator The Arbitrator, at his or her discretion, will determine the length of the suspension and any other punishments, fines and/or assessments.

3. Appeal Before Arbitrator A player or an Adult Supervisor who receives a red card or the equivalent, will, at the discretion of the Arbitration Board, be summoned to appear at a hearing. Should the player or Adult Supervisor fail to appear, he/she will determine the length of suspension and/or any other punishments, fines, or assessments. The club will be assessed a minimum of \$75 each time a coach (Adult Supervisor) is issued a red card. Should a player be summoned to appear, he/she must be accompanied by the designated Adult Supervisor for his/her team.

4. Suspended from Consecutive Competition A player or an Adult Supervisor shall be suspended from consecutive competition. The suspension will include all League sponsored outdoor games (games scheduled during a season and League sponsored Cup Competition). The suspension will also include games sponsored by the State Association, which includes Cup Competition.

5. Team Refuses to Continue If a team refuses to continue to play after being so instructed by the Referee, the team will forfeit the game. 3-0.

6. Reports Will Be Reviewed by The Arbitrator The Referee Report and the

Supplementary Referee Report shall be reviewed by the League's Arbitration Board. The arbitrator, upon determination of a breach of the UCSL Constitution and laws of the particular competition shall determine the punishment, fine and/or assessment. The Arbitrator shall notify the parties involved, in writing, of the decision.

Part 19. Eligibility Protest Protests on questions of eligibility must be filed in writing, with substantiating facts to the Arbitration Board, anytime within the current season.

RULE 6-PROTEST AND APPEALS

Part 1. Arbitrator He shall manage all matters requiring arbitration which pertain to League sponsored competition(s). The Arbitrator will administer Game Protest and Behavioral Incidents. At the direction of the Board of Directors, the Arbitrator will attend to any matter not specifically addressed in the Bylaws. The Arbitrator has the authority to suspend or fine any Player, Coach, Team, Team Official, Club Official, Team and/or Club Supporter. The Arbitrator has the authority to fine any member club.

1. *Participants at an Arbitrator's Meeting* The Arbitrator reserves the right to determine the participants and number of participants that may attend an Arbitration's Meeting.
2. *Convene Arbitrator.* Arbitrator will convene at the discretion of the Chairman.
3. *Possession of Cards* All card (USSSA) Players Registration Pass or Coach Adult (Supervisor) Pass will remain in the possession of the Arbitrator until a decision is rendered and/or a suspension has been served.
4. *Records of the Arbitrator* the records of the Arbitrator will be maintained for a three (3) year period.
5. *Club Will Be Assessed Each Time An Adult Supervisor is Issued a Red Card* In the event that a coach (Adult Supervisor) or player is issued a red card, the Arbitrator will notify the Club President in writing of the offense. The club will be assessed a minimum of \$75 each time a coach (Adult Supervisor) is issued a red card.
6. *Adult Supervisor to appear at the Arbitrator Hearing* in the event that Adult Supervisor is awarded a Red Card, at the discretion of the Arbitrator, said Adult Supervisor will be notified by the Arbitrator to appear in person, at the Arbitrator hearing of the case.
7. The Arbitrator will notify the Adult Supervisor of the date, time and location of the hearing.
8. The Adult Supervisor's card (UCSL Registration Form) will remain in the possession of the Arbitrator until said Adult Supervisor appears at the hearing.
9. *Player to Appear at the Arbitrator Hearing* in the event that a Player is awarded a Red Card, at the discretion of the Arbitrator, said Player and the Coach (Adult Supervisor) of

the said Player's team will be notified by the Arbitrator to appear in person, at the Arbitrator hearing of the case. The Adult Supervisor must accompany the player to such a hearing.

10. The Arbitrator will notify the Coach of the date, time and location of the hearing.

11. The Player's card (the UNITED STATES SPECIALTY SPORTS ASSOCIATION, Player Registration Pass) will remain in the possession of the Arbitrator until said Player and Coach appear at the hearing.

Part 2. Protest and Disputes .of Games All questions relating to the qualifications of competitors or interpretation of the rules or any dispute or protest whatever, shall be referred to the Arbitrator/Vice President of the League, or a Committee appointed by the League President. Decisions of the Arbitrator/Vice President of the League or such Committee shall be final and binding on both teams and/or clubs.

- a. Protest may be filed only for Age Verification Agenda or Field Condition(s) Agenda.
- b. Protest must be filed in 24 hours after played game.
- c. If the Protest is Age Verification Agenda, following steps are:
 1. Coach or Team Manager must approach referee and indicate about upcoming age verification protest.
 2. Coach or Team Manager must identify individual(s) from the opponent team.
 3. Referee must provide player USSSA Pass of such individual(s) and coach or team manager must copied full information: First and last Name, DOB, Teams Registration Number and Player's Registration Number.
 4. Coach or Team manager must upload a Protest Form from the league's website and fill it out. The form must be emailed to unitedchampionssoccer@gmail.com and \$50 non-refundable check, cash or money order must be submitted to the Vice President of the League. If the age verification protest concern multiple players, then club must pay \$50 non-refundable fee on each and separate individual.
 5. After successful submitting, UCSL Administration Board will contact designated club director/coach of protested player and request to submit an original government identification (passport, alien registration, state id, school id or other) to determine age verification of such individual(s). The club has 7 (seven) days to provide original government picture id. In term of failure, the club will be fined \$500 for having illegal player, removed from the league and all games will be forfeit. Additional Administrative fees may apply.
 6. During the process of obtaining player(s) information on the field, referee, team coach or team manager CAN NOT:
 - a. AT ANY TIME APPROACH YOUTH PLAYER AND ASK ANY QUESTIONS
 - b. AT ANY TIME REQUEST ANY INFORMATION FROM YOUTH PLAYER
 - c. AT ANY TIME REQUEST ANY INFORMATION FROM HIS/HER PARENTS
 - d. Failure to follow UCSL Guidance may result in Administrative Penalties