

**Region 1 Division I Champions Leagues Rules
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Revision History

Date	Version	Author/Editor	Comments
6/2013	I	Ray Greenberg	1. Reformatted the entire document. Added a title page. Added a revision history page. Added overtime period for semi-finals and finals matches. Revised wording on coach ejection from match. Changed the forfeited game score to 4-0 to comply with the NCS rules used for Regionals. Clarified tiebreaker rules
9/2014	II	Natalie Schwoeble Tim McCoy	Edited to comply with Champions League rules as approved in 8/2014
8/2015	III	Tim McCoy	Edited to comply with Champions League rules as approved in 6/2015
1/2016	IV	Tim McCoy	Commission approved participation requirements
4/2016	V	Tim McCoy	Commission approved Wildcard determination adjustment

Rule 101. Age Groups

The Region 1 Champions League will consist of the following age groups:

- Under 12 Boys and Girls 8 v 8
- Under 12 Boys and Girls 11 v 11
- Under 13 Boys and Girls
- Under 14 Boys and Girls
- Under 15 Boys and Girls
- Under 16 Boys and Girls
- Under 17 Boys and Girls
- Under 18 Boys and Girls

Rule 102. Team Rosters, Player Eligibility and Team Composition

Section 1. Rosters

The official stamped State Association Roster shall be used for the Region 1 Champions League Division I (RCL) play. The roster for each team is due in the League Administrator's office by 12:00 Noon of the Wednesday before the first scheduled match for the team's age group as published on the Region I website. This requirement does not change if the first game has to be rescheduled due to weather or other factors. The original submission date for rosters will not change.

Please note: teams must adhere to the new NCS Club Pass Rules adopted August, 2011. Key rules are #221 and #224. Club pass rules can be found on the Forms and Documents Section of the Region I website (<http://www.region1.com>). Only Club Pass Players will be permitted to participate on any team in the Champions League; club pass players are players from the same club. In State Associations that allow multiple rostering, all players on a Champions League roster must be primary rostered players. That is, no player may be primary rostered to another team competing in the State level National Championships and be secondary rostered to a Champions League team. All teams must adhere to the nine (9) player continuity of roster rules.

Section 2. Team Composition

For U12 playing 8 v 8, a maximum of 14 players may be rostered. For U12 (playing 11 v 11) through U18 teams, a maximum of 22 players may be listed on the team roster. However, for each game, only a maximum of 18 players may be listed on the game day roster submitted to the referee. Once the game roster has been submitted to the referee, only the 18 players listed may participate in the match. Each player listed must be registered with the State Association in which he or she resides with his or her parent(s) or guardian(s). For a student in residence at a boarding school, college or university, the player may register in the state in which the boarding school, college, university, or division of the college or university is located. A minimum of seven (7) players constitutes a team for play.

Section 3. Player Passes

Every player in the Division I Champions League MUST have a valid and current US Youth Soccer Player Pass.

Section 4. Player Eligibility

An ineligible player is one who is in violation of any of the provisions within the US Youth Soccer National Championship Series Policies or has been otherwise suspended by action of the Region I Champions League administration.

Section 5. Coaching Requirements

2015-16

At least one coach on a team's CL roster must hold at the minimum a US Soccer National "C" Coaching License or equivalent earned prior to the 2015-16 season as determined by CL (i.e. minimum NSCAA Advanced National Diploma)

2016-17

At least one coach on a team's CL roster must hold at the minimum a US Soccer National "C" Coaching License or equivalent. All other coaches on the sidelines coaching in a CL game must have at the minimum a US Soccer "E" Coaching License or equivalent earned prior to the 2016-17 season as determined by CL (i.e. minimum NSCAA National Diploma)

2017-18

At least one coach on a team's CL roster must hold at the minimum a US Soccer National "C" Coaching License or equivalent. All other coaches on the sidelines coaching in a CL game must have at the minimum a US Soccer "D" Coaching License or equivalent earned prior to the 2017-18 season as determined by CL (i.e. minimum NSCAA Advanced National Diploma)

Rule 103. Team Obligations

Section 1. Uniform Requirements

No team, coach, manager, shall wear the logo, insignia, or other identifying mark of a non-US Youth Soccer organization on their uniforms during any Region I League game or associated event. A manufacturer's mark is exempted. Teams wearing such items shall either remove the mark, change uniforms to comply with this rule or forfeit the match.

Section 2. Roster Copies and Checking of Player Passes

Each coach must have a copy of his/her team's official stamped State Association Roster and US Youth Soccer Player Passes at every game. A copy of the roster will be given to the referee. Prior to the start of the game, the referee is required to check player passes against each player and against the names on the Official stamped State Association Roster. This requirement is not optional and a referee's refusal to check player passes shall be immediately reported to the Division I Champions League Administrator following the game.

Section 3. Official Game Report Form

Prior to the beginning of each game, the home team coach shall be responsible for completing the League's Official Game Report. The Game Report Form and a copy of the roster from each team will be delivered to the referee prior to the kick-off. After the game, the referee shall submit the completed Game Report Form with both Official Game Rosters to the Region I League Administrator by scanning and emailing to regonechamleague@outlook.com. If necessary, the forms may be mailed to 1686 Hillsdale Avenue, Pgh., PA 15216. The referee shall immediately forward to the Division I Champions League Administrator, details about any red or yellow cards given during the game. The information shall be sent regonechamleague@outlook.com.

Section 4. Reporting Scores

One designated person from the WINNING team is to report the game scores. Please report scores the weekend of your games by Sunday night 11:00pm. It is suggested to report the score while with the other team before leaving the field to confirm the correct score.

Items you will need to know:

Event ID: The team contact will be given it before the season starts.

4 Digit Pin: The team contact will be given it before the season starts.

Game Number: Found on the website next to the game

Home team and Away team: Based on the website not who is hosting the game.

You have 3 options below.

1. CALL 1-904-758-0875

- a. You will be prompted to enter
- b. UPDATE GAME RECORDS: Press 1
- c. EVENT ID: based on league above
- d. 4-DIGIT PIN: based on league above

- e. Follow the prompts
- f. Do not report Red or Yellow Cards.
- g. Do not leave a message for the league at this number.

2. ENTER ONLINE

- a. Go to www.gotsport.com/m
- b. Click on Event Score

3. ENTER FROM YOUR SMART PHONE

- a. Download the Gotsoccer app for your phone.
- b. Click Gotsoccer.com button
- c. Click Event Score

If you report the score incorrectly, you have 24 hours to update it with the correct score.

Section 5. Field Fees

Host team is responsible for any field rental and/or set-up costs associated with hosting Division I matches. However, if a neutral site is used then the teams using the site will equally share any rental and/or set up costs.

Rule 104. Game Information

Section 1. Rules

Except as otherwise provided by these rules, the FIFA “Laws of the Game” apply to Division I Champions League games.

Section 2. Game Requirements by Age Group

The length of games, ball size, ball weight, and ball dimensions for each age group shall be as follows:

Soccer ball requirements:

Age Group	Size	Circumference	Weight
U12	#4	25-26 inches	11-13 ounces.
U13-U18	#5	27-28 inches	14-16 ounces.

Age Group	Game Length	Overtime Period (<i>Semi and Finals Only</i>)
Under 12	Two 30' halves	Two 10' halves
Under 13	Two 35' halves	Two 10' halves
Under 14	Two 35' halves	Two 10' halves
Under 15	Two 40' halves	Two 15' halves
Under 16	Two 40' halves	Two 15' halves
Under 17	Two 45' halves	Two 15' halves
Under 18	Two 45' halves	Two 15' halves

Note: Tie scores will stand at the end of regulation time for all preliminary matches.

*Semi-Final and Final game, if the game is still tied at the end of overtime, the FIFA “Kicks from the Penalty Mark” rules will determine the winner.

Section 3. Referee Fees

The fees are:

Age Group	Referee Fee	Asst. Referee Fee
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U12	\$70.00	\$45.00
U13-U14	\$70.00	\$45.00
U15-U18	\$80.00	\$50.00

Section 4. Forfeitures

Forfeited games shall be scored as 4 – 0 win for the non-forfeiting team.

Rule 105. Substitutions

Substitutions may be made, with the consent of the referee, at any stoppage of play. There is no limit on re-entry of a substituted player into game.

Rule 106. Standings and Advancement

Section 1. Team Standings

A team's standings in its division will be determined by the number of points it receives based on its win/loss record during the league season. Points will be awarded as follows: three (3) points for a win; one (1) point for a tie; and zero (0) points for a loss.

Section 2. Team Advancement

The number of teams to be promoted and relegated will be determined based upon the number of entries in the league. The number will be announced prior to the start of the season.

In age groups with ten (10) teams (2 divisions of 5 teams), twelve (12) teams (2 divisions of 6 teams), fourteen (14) teams (2 divisions of 7 teams), sixteen (16) teams (2 divisions of 8 teams), or eighteen (18) teams (2 divisions of 9 teams) advancing to the Semi-Finals will be determined as follows:

The top two teams in each division with the most win/tie points will participate in the Semi-Finals.

In the event of a tie within a division, the following criteria shall be used to determine the top two teams.

- a. Head-to-head result between the two teams or among the three, four, or five teams involved. Using a three-way tie as an example: A beat B; B tied C; C beat A. A is 1-1-0=3 points. B is 0-1-1=1 point. C is 1-0-1=4 points. C is the winner with four tiebreaker points, A would finish 2nd, and B would finish in 3rd place. If two teams are still tied after using this head-to-head tiebreaker, restart with the head-to-head results between the two teams that are tied.
- b. Most wins
- c. Goal Differential (Goals scored minus goals against) with a maximum of 4 goals per game
- d. Fewest goals allowed
- e. Fewest Red Cards
- f. Coin Toss

In age groups with six (6) teams or eight (8) teams, the teams advancing to the Semi-Finals will be determined as follows:

- a. The top four (4) teams in the age group
- b. In the event of a tie, the elimination procedures in Section 2.b will be used

Section 3. Wildcard Determination For Age Groups With Three Leagues

In age groups with three (3) leagues with equal number of teams in each league advancing teams to the Semi-Finals will be determined as follows:

The top team in each league with the most win/tie points will participate in the Semi-Finals.

The fourth team to participate in the Semi-Finals shall be determined using the following criteria.

- a. Most win/tie points
- b. Most wins
- c. Goal Differential (Goals scored minus goals against) with a maximum of 4 goals per game.
- d. Fewest goals allowed
- e. Fewest Red Cards
- f. Coin Toss

In age groups with three (3) leagues with unequal number of teams in each league advancing teams to the Semi-Finals will be determined as follows:

- a) The total earned competition points (3 for win, 1 for tie) will be added with the goal difference (four goal max per game) and divided by the number of games played.

Playoff semi-final seeding shall have the first place team from Red League to play the first place team from Blue League in semi-final #1 and the first place team from White/Gray League play the wildcard in semi-final #2. In the event the wildcard is from the White or Gray League the Red League winner will play the wildcard in semi-final #1 and the first place teams from the Blue and White/Gray Leagues shall play in semi-final #2.

Rule 107. Wildcards

The wildcards for the Region I National Championships will be awarded to champions of Division I as follows:

- a. The Boys and Girls Under 12, 13, 14, 15, 16, 17 and 18 Champions of the Spring 2015 Division I Champions League will be the automatic wildcard (regardless of their team's actual age level) for the 2015 Boys and Girls Under 12, 13, 14, 15, 16, 17 and 18 Region I National Championships respectively.
- b. If a Division I League Champion is their State Association's State Champion, the wildcard of that age group will go to the Division I League's Runner-Up.
- c. If the Runner-Up is their State Association's State Champion, the wildcard of that age group will go to the Division I League's third place team.
- d. If the Third Place Team is their State Association's State Champion, the wildcard of that age group will go to the Division I League's fourth place team.
- e. If the Fourth Place Team is their State Association's State Champion, the wildcard of that age group will go to the Division I League's fifth place team.
- f. If the Fifth Place Team is their State Association's State Champion, the wildcard of that age group will go to the Division I League's sixth place team.
- g. If the Sixth Place Team is their State Association's State Champion, the wildcard will revert back to the National Championship Committee.
- h. The fifth and sixth place teams will be determined from the final league standings of the regular season play. There will be no playoff games to determine the fifth and sixth place teams.

Teams participating in the Region I Division I League are subject to their own State Association's National Championship Rules as well as all US Youth Soccer National Championship Rules.

All teams participating in Champions League are required to compete in their State Association's National Championship Competition.

A team that participates in the Division I Champions League and does NOT participate in their State Association's National Championships Competition (in the same seasonal year) CANNOT be eligible for the automatic wildcard. The RCL Commission will determine if the team can participate in the Champions Division I league semi-finals and finals or if they will be expelled from the League.

A team that captures the Division I League Championship and has forfeited a game(s) in their State Association's National Championship Competition (in the same seasonal year) CANNOT be eligible for the automatic wildcard.

Rule 108. Canceling and Terminating Games

Section 1. Game Schedules

The game schedule will be determined and approved by the Division I Administrator before the start of the season and will be published on the Region I website. No changes will be made to the schedule within 72 hours of a scheduled game. No game can be rescheduled without the permission of the Division I Administrator.

Section 2. Game Cancellations

No game may be canceled except for inclement weather or other act of God. If there is inclement weather or other act of God, the home team's Contact Person shall immediately contact the Division Administrator for approval to cancel. For the Elite and Championship Divisions email Tim McCoy at regonechamplleague@outlook.com. For the Premier Division email Steve Votolato at region1championsleague@gmail.com. If the Administrator is not available, then the Contact Person shall leave a message and the circumstances regarding the inclement weather or act of God, and the game is then canceled without the Division Administrator's approval.

Section 3. Game Termination

Once a referee has jurisdiction of a game, the game may only be terminated by the referee as provided for in the FIFA Laws of the Game. If a game is terminated before the second half of the game is begun, and the termination is not due to the conduct of one of the teams, the game shall be replayed in its entirety. If a game is terminated after play has begun in the second half of the game, but before the end of the second half and the termination is not due to the conduct of one of the teams, the game is considered complete, and the score will stand. If a game is terminated because of the conduct of one team, the offending team shall be awarded a 0-4 loss.

Section 4. Reschedules Games

Division Administrator shall reschedule a canceled or terminated game (not due to the misconduct of a team) as soon as possible. If the Administrator determines that rescheduling the game would be extremely difficult and would not have an effect on either team being in the Semi-Finals, the Administrator may decide not to reschedule the game.

Rule 109. Fines

Section 1. Failure to Pay Referees

A team that fails to pay its referee fees will be fined \$250.

Section 2. Forfeiting a Game

Any team forfeiting a game will be fined \$250 and will also have to pay the entire referee fee of the forfeited game. For games forfeited after April 15, the fine for forfeiting a game will be \$ 500 plus the entire referee fee. Forfeitures will be scored as 4-0 for the non-forfeiting team.

Rule 110 Suspensions

Section 1. Red Card Send offs

A player is suspended for at least one game if they receive a red card (send-off) or 2 yellow cards in the same game that results in a red card (send-off). A coach will be suspended for at least one game if he (she) is removed from the game by the referee. Any coach or player cited for Referee Assault and Abuse will be referred back to their state for adjudication.

Section 2. Sit Out Requirements

A player or coach receiving a suspension in a game other than the final match must sit out the next Division I League game(s). If a player or coach receives a red card (send-off) or a second yellow card in the Division I League final and is the Wildcard for the Region I National Championships, the player or coach or must sit out the first game(s) of the Region I National Championships.

Section 3 Additional Game Suspensions

A player or coach may be suspended for more than one game if the Division I League administration considers the offense one that should have more than a one-game suspension.

Section 4. Notification of Cards Issued

The Division I League Administrator will notify the appropriate State Association of all cards given.

Rule 111. Region I Division I League Administrator

The Region Division I Administrator has complete authority over any disciplinary matter arising out of the Division I League play including suspension and fines when considered appropriate. In unusual cases, with extenuating circumstances, a team can appeal a decision to the RCL Commission when accompanied by a \$500, appeal fee. Only if the appeal is upheld, will the fee be returned to the appellant.