



OVERVIEW

AGE GROUPS INVOLVED IN THE ELITE ACADEMY LEAGUE

Boys- U11, U12, U13, U14, U15, U16, U17, U19

PURPOSE OF LEAGUE

The Elite Academy League is composed of member clubs primarily from the new MLS Elite Academy as well as clubs recommended by the conferences and admitted by the Elite Academy League Technical Group (Founding Members to the Elite Academy League)

The Elite Academy League is a platform developed to address the needs of its membership primarily assisting with properly developing players inside the club's talented player pool. It allows the member clubs of the MLS Elite to work together to keep high standards and continue to evolve both leagues together.

By unifying clubs from within the conferences we have found a way to maintain several of the defining standards of the Development Academy and now MLS Elite with flexibility in two key areas; permission for all players to participate in High School Soccer and revising the substitution rules to encourage clubs to better utilize their player pools, especially when showcasing their players to college coaches. We feel by giving the autonomy to clubs to determine what's best for their membership we can take what worked for us in the DA and erase the obstacles for our players to have a more enjoyable and diverse experience.

GENERAL

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

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

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

CONDUCT

Each member club shall be responsible for the conduct of its players, representatives and members attending any home fixture as related to all aspects of the league and agree to abide by the FIFA Code of Conduct.

TRAINING AND GAME EXPECTATIONS

1. Member clubs are responsible for adhering to all game day policies and procedures outlined and explained in the EA Technical Framework.
2. Member clubs should make efforts to acquire the best facilities possible. Member clubs must train and play home league games within reasonable geographic proximity to their club's home location unless approved by the league.
3. If a club is unable to provide a home field that meets minimum standards, the club may be asked for an alternate location or may lose the right to host games.

PLAYER ELIGIBILITY & REGISTRATION

1. Registration: All registration will be completed via GotSoccer or sanctioning body requirements. The league commissioner will distribute instructions to each member annually.

1. Proof of age for a player in the form of a passport or birth certificate
2. Signed waivers for each player
3. Signed medical release required by sanctioning body
4. Medical insurance information
5. Registration fee
6. Foreign players

i. Must complete the clearance process outlined in section VI. B. 1 of the U.S. Soccer Federation Bylaws and Policies

g. Photo headshot

2. League staff shall have the authority to establish additional procedures, including deadlines, for registration of players.
3. Online requirements:
 1. First name, last name
 2. Parent and/or legal guardian emergency contact information
 3. Email address
 4. Home address
 5. Citizenship and nationality fields
4. All club staff members and trainers must complete the online registration process by completing Safesport Certification, background check and completing a signed waiver

ROSTERS

1. General
 1. Each member is required to submit an initial roster by August 1 of each seasonal year.
 2. Rosters will remain open until June 1 of each seasonal year, in which rosters will freeze for any team that has qualified for playoffs
2. Player Transfers

a. May occur with the approval of directors of both clubs and the academy director. Players transferring from one club to another shall not compete against the transferring club except in playoffs, once the regular season is complete.

3. Roster Size

a. The maximum roster size on a Team's Roster is 22 per age group.

4. Game Roster Size

a. For U13 through U19 games, only 18 players from the roster will be eligible to participate in each game, and these players must be placed on the Game Day Roster (showing players that will start and players eligible for substitution).

b. The bench and technical area is reserved for players and a maximum of five (5) registered club staff members, not including a registered Health Care Professional (HCP) or Certified Athletic Trainer (ATC).

5. Game Cards

1. The official game day roster must be provided on Game Cards and shall be presented to the referee prior to the game and should also include team staff. All teams are responsible for verifying the accuracy of rosters provided on all Game Cards and signing a completed copy from the referee crew after the game.
2. It is the responsibility of both the home clubs to report scores and any disciplinary actions for each fixture. This must be submitted within 48 of the completion of the match.
3. The EA Staff will update the rosters weekly on the website to reflect any suspensions, additions or drops, or other eligibility issues.

6. Eligible Player

1. Players listed on the roster must meet the age requirement for their team, have paid the registration fee and have supplied proof of their age to the club staff in the form of a birth certificate or passport, waiver & medical release must be properly registered and not be subject to suspension.
2. Players can only be approved and made eligible by club registrars and/or staff.
3. All players must be registered to the club in the league system and approved by league commissioner/staff.

7. Ineligible Player

1. Players not listed on the roster or any player listed on the roster but not eligible to play, due to reasons such as missing registration forms, awaiting international clearance, serving a league suspension or not on the official game day roster and line-up sheet 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 league and a forfeit (by a 0-3 margin) of any game(s) in which the ineligible player participated.

8. GK Amendment to the Loan Player Rule

a. The Amendment allows for an age eligible GK to be loaned to another team within the same member club, in the event of an injury. A loaned GK can play in two games in a day.

GUIDELINES FOR RESCHEDULES, POSTPONEMENTS AND GAME FORFEITURES

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

1. Documented communication between club directors stating the reason for postponement and mutual agreement to the postponement
2. Documented agreement on the reschedule date, time, and locations of postponed fixtures/games
3. Completed Schedule Change Form must be completed by the host club for the rescheduled fixture and sent to the league commissioner for approval
4. The new game times must subsequently be entered into the official schedule/website.
5. Once approved by the league commissioner, in writing, the host club is required to communicate the new fixture/game times to appropriate game day officials (referees, trainers, cameraman, etc.)

Same-day weather cancellations (Acts of God, etc.) of league games will be considered postponed and the same expectations will apply.

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

1. Use of an ineligible player (no card, DOB, etc.)
2. Lack of official roster or player cards at the start of a game
3. Re-entry of substituted player in the same half of a game (no re-entry in the same half)

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

All regular season conference matches must be completed prior to June 1 to ensure proper determination of postseason qualifiers for the EA Playoffs/Showcase. Cancellations of games not impacting the Playoffs must be approved by and are the discretion of the league.

LEAGUE SCHEDULE

League schedules will be organized by the conference representatives with each club having the ability to alter their schedule according to club needs. The benefit to club members is ease of staffing and administration of teams.

GOVERNING BODY OF THE ELITE ACADEMY LEAGUE STATE ASSOCIATIONS (Southwest Division)

COACHES CODE OF CONDUCT

1. Elite Academy League coaches must, at all times, treat players with respect and dignity.
2. Elite Academy League coaches must treat referees and match officials, at all times, with respect and dignity.
3. Elite Academy League coaches must treat the opposing coaches, at all times, with respect and dignity.
4. Elite Academy League coaches must treat spectators, at all times, with respect and dignity.
5. Elite Academy League coaches are expected to dress professional, in proper athletic apparel and shoes, at all Elite Academy League competitions.

6. Elite Academy League coaches must not discriminate against players based upon race, nationality, religion or sexual orientation.

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

1. Laws of the Game a. General

i. Unless otherwise provided in these Regulations, all games 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.

b. Disciplinary Matters

- i. Disciplinary incidents are dealt with by the league commissioner and technical committee
- ii. The players and members 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.

1. The Players and Coaches agree notably to:
 - a. respect the spirit of fair play
 - b. non-violence
 - c. behave accordingly

d. refrain from illegal use of drugs, alcohol and tobacco

iii. Disputes

1. 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.

iv. Protest & Appeals

1. Overview

a. For the purpose of these regulations, protests are objections of any kind related to events or matters that have a direct effect on games, including, but not limited to, the eligibility of players, the state of the field, accessory game equipment, crowd behavior and stadium installations.

2. Time

a. Unless otherwise stipulated in this article, protests shall be submitted in writing to the league commissioner and board of directors within 12 hours of the conclusion of the game 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; otherwise they will be disregarded.

3. Eligibility

a. Protests regarding the eligibility of players for games shall be submitted in writing to the league commissioner no later than 24 hours after the game.

4. Field Conditions

1. Protests regarding the state of the field, its surroundings, markings or accessory items (e.g. goals, flag posts or soccer balls) shall be made in writing to the referee before the start of the game by the coach or administrator lodging the protest.
2. The league commissioner must also be notified of the protest prior to kick-off. If the field's playing surface becomes unplayable during a game, the referee shall consult the league commissioner and both parties shall have the joint right to determine whether to delay, postpone or cancel the game.

5. After a Game

- a. Protests against any incidents that occur during the course of a game shall be made to the league commissioner immediately following the completion of the game.

6. Referee's Decisions

- a. No protests may be made about the referee's decisions regarding facts connected with play, such decisions are final.

7. Frivolous Protests

- a. If an unfounded or irresponsible protest is lodged, the EA may dismiss the protest.

8. Game Fixing Policy

- a. The EA prohibits game fixing of any kind.

COMPETITIVE STRUCTURE

The Elite Academy League will provide an exciting and competitive league platform. The details provided below will illustrate the league.

LEAGUE OVERVIEW

The Elite Academy League would aim at coordinating the league schedule in conjunction with the league schedule of the “MLS Elite” Members. Thus, each team will be expected to compete in home and away matches against each of the participating clubs in the Elite Academy League. While the aim of the Elite Academy League schedule is to play Elite Academy League matches side-by-side with the “MLS Elite” teams; however, it is permissible to host clubs over the same weekend but on different days. For instance, “MLS Elite” matches on Saturday and Elite Academy League on Sunday. Situations such as this would be due to field availability limitations.

Note: No Elite Academy League matches for the U15-U19 age groups will be scheduled during the high school season, unless clubs agree to scheduled matches.

COMPETITION RULES

2020-2021 Elite Academy League GROUP ELIGIBILITY

U11 Age Group: Born on or after 1/1/2010

U12 Age Group: Born on or after 1/1/2009

U13 Age Group: Born on or after 1/1/2008

U14 Age Group: Born on or after 1/1/2007

U15 Age Group: Born on or after 1/1/2006

U16 Age Group: Born on or after 1/1/2005

U17 Age Group: Born on or after 1/1/2004

U19 Age Group: Born on or after 1/1/2003 & 1/1/2002

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

ROSTER MINIMUM/MAXIMUM

Every Elite Academy League Team must have a minimum of fifteen (15) Elite Academy League Registered Players at every Elite Academy League age group.

No Elite Academy League Team shall have a roster size greater than twenty-two (22) per Elite Academy League age group.

GAME LENGTH

Elite Academy League Competitions shall be played with the following game length:

U13: 2 x 35 minutes

U14: 2 x 40 minutes

U15: 2 x 40 minutes

U16: 2 x 40 minutes

U17: 2 x 45 minutes

U19: 2 x 45 minutes

POINTS

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.

STANDINGS

The standings in the Elite Academy League shall be determined at the end of the Elite Academy League Regular Season.

SUBSTITUTIONS

Once an Elite Academy League Registered Player is substituted in one half of any Elite Academy League Competition, such Elite Academy League Registered Player may not re-enter the game for the duration of the half. Once an Elite Academy League Registered Player is substituted in one period of overtime of any Elite Academy League Competition, such Elite Academy League Registered Player may not re-enter the game. There shall be a maximum of 3 moments to make seven (7) substitutions in any half or in overtime of any Elite Academy League Competition.

HEAD INJURY

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

ii. However, a team must be in possession of at least one (1) substitution to implement this temporary substitution.

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

i. Furthermore, the temporary substitute will be able to re-enter the game at a later time.

c. If the player is not cleared to return to play by the HCP or ATC, the replacement player will no longer be considered a temporary substitution and the team will be charged a substitution.

d. Any discipline issued to the temporary substitute will count for the remainder of the game

YELLOW & RED CARDS (PLAYERS)

Any Elite Academy League Registered Player receiving a red card in an Elite Academy League Competition will be suspended for the remainder of that Elite Academy League Competition and also for the next day on which any Elite Academy League Competition is played by Elite Academy League Member Club for that age group and/or any other age group. For purposes of clarification, if an Elite Academy League Registered Player receives a red card in an Elite Academy League Competition, the Elite Academy League Registered Player will not be eligible to participate in any Elite Academy League Competition on the next day of Elite Academy League competition for any team or age

CARD ACCUMULATION

There shall be no yellow card accumulation policy for Elite Academy League Competitions

ROSTER ADD PROCESS, ROSTER DEADLINE, & PLAYER/STAFF PASSCARDS

There is one (1) type of pass card that will be accepted at Elite Academy League Competitions.

Elite Academy League Pass cards are pass cards validated by State associations and then printed and laminated by the Elite Academy League Team. Elite Academy League Pass cards are used by Elite Academy League Registered Players and staff who register for a Elite Academy League Team. Elite Academy League Pass cards are required for participation in Elite Academy League Conference Competition and outside USYS Competitions.

USYS, State associations Soccer Pass cards are passes validated by, USYS State associations, and then printed and laminated by the Elite Academy League Member Club. USYS State associations Pass cards should be used for all players and staff registering with a Elite Academy League Member

Club who may not compete in Elite Academy League Competition but who will compete in other competitions on a USYS, State associations roster. Any Elite Academy League players playing with these players in a non- Elite Academy League competition shall be placed on the USYS State associations Roster for that team for that non- Elite Academy League competition. Whenever a player is added to an Elite Academy League Roster and therefore becomes an Elite Academy League Registered Player, the player will need to have an Elite Academy League Pass card in order to participate in Elite Academy League Competition. A US Club Soccer Pass card will not be sufficient to allow a player to participate in Elite Academy League Competition

Initial Roster Submission Date

August 20: Every Elite Academy League Team must have a minimum of fifteen (15) Elite Academy League Registered Players at every Elite Academy League age group.

Roster Freeze Date

Players may be added to the Elite Academy League Roster until May 1st of each year. Notwithstanding the foregoing, after May 1st of the Elite Academy League Season, the Elite Academy League allows each club to add two (2) new players at each age group to their Elite Academy League roster for the remainder of the Elite Academy League Season provided they meet the following conditions:

1. They are joining the Elite Academy League Member Club for the upcoming Elite Academy League season
2. There is room on the existing roster to do so. These “new” players still count against the roster maximums

MATCH DAY ROSTER

Match Day Roster

A maximum of eighteen (18) Elite Academy League Registered Players from a Elite Academy League Team’s Elite Academy League Roster will be eligible for each match in Elite Academy League Competition (the “Elite Academy League Match Day Roster”). If more than eighteen (18) Elite Academy League Registered Players appear on a Elite Academy League Roster, the “active” players for the Elite Academy League Competition must be identified on the Elite Academy League Match Report

Player Add Process

Elite Academy League Competition: Elite Academy League Registered Players may be added to an Elite Academy League Roster for Elite Academy League Competition at any time, provided that they appear on the official Elite Academy League Roster prior to the game, either electronically or written in. No player may participate in Elite Academy League Competition without a Elite Academy League Pass.

FIXTURE TIES AND GAME LIMITS ON PLAYERS:

Game Limits

Any Elite Academy League Registered Player may only play on one (1) Elite Academy League Team per day, and may only play in one (1) Elite Academy League Competition per day.

Exception: GK Loan Player Adaptation

The Amendment to the Club Pass rule, to allow additional flexibility for a GK has been approved in the following form:

1. A loaned GK can play in two games in a day
2. A GK can be allowed to play more than 6 games in case of long term GK injury.

1. Details should be sent to the technical committee for approval after the player has exhausted the 6 game maximum

PLAYER TRANSFERS

Elite Academy League Registered Players may only transfer to another Elite Academy League Member Club, if both Elite Academy League Member Club DOCs agree to transfer. Players transferring from one club to another shall not compete against the transferring club except in playoffs, once the regular season is complete.

*Note: If a player transfer cannot be agreed upon by Elite Academy League Members DOCs, then the player will not be eligible to play in this league.

MATCH DAY PROTOCOLS & MINIMUM STANDARDS

As a member of the Elite Academy League, the expectations of providing a professional match day environment will be held to the same standards as the "MLS ELITE". In order to ensure all member clubs maintain a consistent, professional environment for the players and spectators, the Match Day Protocols and Minimum Standards for the Elite Academy League season are listed below.

MATCH REPORTS

Both home and away must provide match reports for each match in the Elite Academy League. Match Reports must list all rostered players, coaching staff and volunteers. Any players not participating in match, due to injury or suspension, must be scratched off. Any "club passed" player(s) added to roster must be written in or added electronically.

Note: Any player serving a suspension must be scratched off and it must be noted on the Match Report.

COMMUNICATION PROTOCOL

The host club is required to provide the visiting club with all match day details at least (5) days prior to the competition. Match day details would include, but are not limited to the following:

1. Facility address, directions, weather forecast, fixture schedule, field numbers, etc...
2. Sample of game day communication will be provided by the league to all clubs.

SCHEDULING

1. No matches shall be scheduled prior to 9:00 AM unless visiting club agrees
2. All matches must be scheduled to end at least 30 minutes prior to sunset, unless lights are provided and visiting club agrees to later start time.
3. All clubs are expected to schedule matches with professionalism and at goodwill, meaning not to place any club at a competitive advantage or disadvantage.
4. All matches played on the same day are expected to be played at the same facility, unless visiting club agrees to multiple facilities being utilized.

MINIMUM STANDARDS

The following are the minimum standards expected for all Elite Academy League matches. It is the responsibility of the Elite Academy League host club to meet the following standards all at Elite Academy League matches.

Match Field

The match field provided for Elite Academy League matches must be of highest quality in the geographic area. Turf or natural surface are both acceptable.

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

Field Setup

1. Team sideline requires both the home and away team have (2) benches
2. Team sideline requires both the home and away team have matching team tents
3. Team sideline requires a minimum of (1) trashcan
4. Team sideline requires a minimum of (1) table providing both water and Powerade/Gatorade
5. All match fields are marked properly in accordance to the FIFA rules
6. All match fields must have (4) matching corner flags
7. (3) match balls must be provided at each Elite Academy League match.

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 recommended to be provided for all matches, beginning approximately (1) hour prior to the first match and continuing until the end of the final match.

Referees

The EA commissioner will handle all referees and work with the referee assignor. Referee fees will be paid for by the home team.

Technical Standards & Governance Model Southwest/ North East Conference – ELITE ACADEMY LEAGUE			MLS Guiding Principle
Structure			
<i>Standard Area</i>	<i>Standard</i>	<i>Explanation</i>	<i>MLS Guiding Principle</i>
Age Group Structure	U13, U14, U15, U16, U17, U19 age groups U11 and U12 will be optional for EA Clubs. U13-U19 mandatory for EA Clubs		#1 Consistency and continuity with club player development model over two ‘standard based’ competitive platforms.
Competition Format	All teams play home and Away within division (Scheduled games over Sep – May)	Neutral central sites for specific clubs to limit overall player and family travel within division	#5 & #7 – Reduced Cost & Travel
Competition Format	Play for league championships based on merit league standings Develop 3 annual showcases in November, December, and March	U13, U14, U15, 16, 17, U19 Playoff Ages U15, U16, U17,U19 U15, U16, U17, U19 *U11-U13 allowed into local market showcases	#1 & 2 Meaningful competition
Roster Maximum	Roster maximum of 22 players, 18 players max on game day roster	U11-U19	
Competition Format	A League break for High School season (Nov – Feb)		#3 & 10 – Allow players to play for their high school during High School season
Match Format	Two 45-minute halves with a 15- minute half time	U16, U17, U19	
Match Format	Two 40-minute halves with 15-minute half time	U14, U15	
Match Format	Two 35-minute halves with 10-minute half time	U13	

Match Format	Two 30-minute halves with 10-minute half time	U11 & U12	
Match Scheduling Standards	A specific framework should be provided by league regarding order matches	Agreed upon that all would play youngest to olders on given play date.	
Match Schedule Standards	A framework establishing an allowable time frame for matches to be scheduled during a given day must be followed.	To allow for team travel match kick off may not occur before 9:00 AM local time and should not occur after 4:00 PM without prior agreement of away team.	
Match Day Standards			
Match Day Standards	30 minutes of warm-up time on the match field must be provided prior to the start a match	Scheduling guidelines should be reflective of this standard as well as provision for extenuating circumstances.	
Match Day Standards	Host clubs are required to provide adequate hydration for visiting clubs	Required	This will be subject to coronavirus health and safety guidance
Match Day Standards	Host clubs are required to provide adequate seating in technical area for visiting teams	Required	
Match Day Standards	Host clubs required to secure a turf field, either as a primary or back-up, to ensure ability to host opponent in case of inclement weather.	Recommended - where possible	
Match Day Standards	Host clubs are required to provide certified ATC or medical personnel prior to the start of any official league match	Recommended – where possible	
Substitution Standards	Unlimited subs per game (Maximum of seven (7)) with ONE re-entry PER HALF over 3 moments per half. Maintain existing head injury substitution policy.	U13, U14, U15, U16, U17, U19	To be monitored in first year
Substitution Standards	Free Subs	U11,U12	To be monitored in first year

Match Day Standards	Host clubs are required to film matches and provide match film to opponent via online upload within 48 hours of match completion	Not Required in first year Recommended for U15,16, U17	
Player Development Standards			
Player Development Standards	Clubs are recommended to hold a minimum of three (3) training sessions per week during the season.	U13, U14, U15, U16, U17, U19	#8 Training Standards
Player Development Standards	Each team is expected to be provided at least one (1) day of rest per week during the season.	U13, U14, U15, U16, U17, U19	
Player Development Standards	A player can only compete in one (1) FULL game per day with the exception of GK.	U13, U14, U15, U16, U17, U19	#8 Game Day Standards
Player Development Standards	Teams/players play one game per weekend.	Recommended one game per weekend but limited exceptions to allow and limit daily travel of a 2 game weekend	#8 Game Day Standards
Player Development Standards	A 'MLS league' registered player who does not play more than half a game in MLS League game on weekend can play in Elite Academy League.		
Player Development Standards	Teams are permitted to participate in other showcases/tournaments; however, league must take priority in case of any conflict.		
Staffing Standards			
Staffing Standards	Licensing certification in 1 st year	Academy Director: 'A or B' USSF License or accredited foreign equivalent Head Coach 'C' License or foreign equivalent	#8 Coaching Standards Licensing standards will be discussed and a overall timescale put in place to upgrade licensing requirements
Governance Standards			

Governance Standards	<p>EA Technical Advisory Group consists of Full U11-U19 MLS Elite Clubs inside founding club list of clubs.</p> <p>This group helps govern the overall league.</p> <p>Each founding club will have 1 voting representative this will pertain to all league matters including:</p> <p>Founding member defined by clubs part of first year of EA that are U13-19.</p> <p>*U11-U12 only ages do not qualify as a founding member.</p> <p>Technical standards</p> <p>Disciplinary Standards</p> <p>New clubs to the League</p>	<p>The club Academy Director will be the main point of contact for all disciplinary and technical matters</p> <p>The clubs will all be equal and have 1 vote per club</p>	#8 Governance & Technical Standards
Governance Standards	A USYS admin rep can be present to advise on league matters	To present any administrative issues/updates	
Governance Standards	A MLS Technical representative is welcome to be part of the group	Help monitor and advise group on agreed league technical principles and standards	#4 & 7 Technical direction from MLS Youth Technical Director
Governance Standards	A performance bond is required from each club to participate		

