



Girls Academy FRAMEWORKS 2021-2022

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I. Governance Framework

Overview

The Girls Academy Board of Directors will be responsible for the oversight and direction of the competition platform. If there is a conflict between this Framework and the Girls Academy Bylaws, the Bylaws shall prevail.

A. The Girls Academy Board of Directors Structure

a. Officers

- i. President
- ii. Vice President
- iii. Secretary
- iv. Treasurer

b. Directors

- i. Four (4) Conference Members-At Large (all voting)
- ii. Minimum of three (3), maximum of seven (7) Non-Conference Members-At-Large (all voting)
- iii. League Commissioner (ex-officio, non-voting)

B. Board of Directors Terms and Election

a. Term of Office

- i. President: (2) years, election held on even years
- ii. Vice-President: (2) years, election held on odd years
- iii. Secretary: (2) years, election held on odd years
- iv. Treasurer: (2) years, election held on even years
- v. Members-at-Large: (2) years, election held each year.
 1. Only two (2) Conference Member-at-Large positions shall be up for election in any given year.
 2. No more than half of the Non-Conference Member-at-Large positions shall be up for election in any given year.

b. Election of Office

- i. Members shall be elected by the Board of Directors at the annual general meeting to be held 6/12/22 via Zoom

c. Representation of Members

- i. Each conference must be represented on the Board of Directors.

C. The Girls Academy Conference Leadership Structure

a. Representatives

- i. Each conference is required to elect a Conference Representative as the liaison to the Board of Directors.
- ii. The Conference Representatives have no voting power within the Girls Academy Governance.

b. Term of Office

- i. Conference Representatives: (2) year, election held on even years

c. Election of Office

- i. Each Conference Representative shall be elected by its conference members at the annual general meeting.

- ii. No Conference Representative may be from the same member club as any member of the Board of Directors.

D. Duties of Officers

a. President

i. The President shall:

1. Preside at all meetings of the Girls Academy.
2. Responsible for managing relationships with state offices, sanctioning administrators, sponsors, partners or any additional relationships beneficial to the Girls Academy.
3. Shall have overall responsibility of communicating with state offices, sanctioning administrators, sponsors, partners or any additional relationships beneficial to the Girls Academy.
4. At any meeting at which he/she presides, shall cast the deciding vote in the event of a tie or may waive the right to do so.
5. Shall have overall responsibility for new area development.
6. Submit an annual report in writing at the annual general meeting to all members in attendance, and the report shall become a part of the minutes.
7. Exercise such other duties and responsibilities which are necessary or appropriate for the proper management of the Girls Academy or outlined in the Bylaws.

b. Vice-President

i. The Vice-President shall:

1. Succeed to the duties and responsibilities of the President in his/her absence.
2. Perform any and all responsibilities assigned by the Board of Directors or contained within the Bylaws.

c. Secretary

i. The Secretary shall:

1. Ensure that minutes of all weekly, monthly or annual meetings are taken and shared with the board of directors.
2. Perform any and all responsibilities assigned by the Board of Directors or contained within the Bylaws.

d. Treasurer

i. The Treasurer shall:

1. Perform oversight to the management of all funds.
2. Provide a monthly financial report to the board of directors and at any other time requested by the President and/or the board of directors.
3. Assist the board of directors in preparing a two-year budget for the Girls Academy; two-year budget reviewed annually at the annual general meeting.
4. Enable the completion of an independent audit of the financial accounts and transactions of the Girls Academy; due each even year to the board of directors at the annual general meeting.
5. Perform any and all responsibilities assigned by the Board of Directors or contained within the Bylaws.

II. Technical Framework

OVERVIEW

AGE GROUPS INVOLVED IN THE GIRLS ACADEMY LEAGUE

Mandatory Age Groups: U13, U14, U15, U16, U17, U19

PURPOSE OF THE GIRLS ACADEMY

The Girls Academy is a competitive youth soccer platform developed to address the needs of its membership by providing elite quality training and competition environments, access and exposure to college and youth national team scouts, with an emphasis on empowering young women and girls in their playing and personal pathways.

MISSION

The Girls Academy's mission is to honor a true commitment, in the pursuit of excellence, to the player above all things: the athlete and the person.

VISION

Derived from Core Values

We believe through collaboration dreams can come true. We will lead the most dynamic development platform imaginable for our athletes, with integrity and respect, showcasing their passion, grit and dedication in a fun and competitive environment.

CORE VALUES

League Driven

Integrity – Decisions made with sound moral and ethical principles.

Leadership – To lead and mentor our athletes to achieve greatness.

Respect – Afforded to all stakeholders in the pursuit of excellence.

Development – A standards-based approach to optimal development of the athlete and the person.

Dedication – To expose our athletes to all possibilities.

Fun – Creating long lasting memories with teammates, coaches and competitors.

Player Driven

Sportsmanship- Fair and generous behavior towards all.

Ownership-Take responsibility for our place in our pathway.

Confidence- Feeling self-assurance of one's appreciation of one's own abilities and qualities.

Grit- To demonstrate courage and resolve in all we do

Passion-To engage, train and compete with abundant enthusiasm for the game.

Character-To display strong mental and moral qualities through our actions and words

LEAGUE SCHEDULE

League schedules are 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. The league will approve proposed schedules and then lock the schedules for the season. Changes to the league schedule must be approved by the league office.

COACHES CODE OF CONDUCT

1. Girls Academy coaches must, at all times, treat players with respect and dignity.
2. Girls Academy coaches must treat referees and match officials, at all times, with respect and dignity.
3. Girls Academy coaches must treat the opposing coaches, at all times, with respect and dignity.
4. Girls Academy coaches must treat spectators, at all times, with respect and dignity.
5. Girls Academy coaches are expected to dress professionally, in proper athletic apparel and shoes, at all competitions.
6. Girls Academy coaches must not discriminate against players based upon race, nationality, religion or sexual orientation.

LEAGUE FEES

Club Annual Fee : \$4,000.00

Club Performance Bond (refundable) : \$3,000.00

League Fees will be reviewed annually by the Board of Directors

Travel Costs: All costs associated with travel to a league game are the responsibility of the individual member club.

Training/Coaching Costs: All costs associated with training and coaching are the responsibility of the individual member club.

Administrative Costs: All costs associated with operating a team are the responsibility of the individual member club.

Registration: All players and coaches must register with the Girls Academy through its sanctioning body to participate.

Equipment Costs: All costs associated with equipment are the responsibility of the individual member club.

Facility Costs: All costs associated with securing a facility for league games are the responsibility of the home member club.

Referees: All costs of referees and referee assignors are the responsibility of the home club. Payment of appointed referees is up to the discretion of the home club. At Conference/National Events, referee fees are included in the events fees.

Other: Unless otherwise indicated in these regulations, all expenses related to a team shall be paid by the participating club.

All Girls Academy fees (events, membership, fines, etc.) will be invoiced to clubs and are due upon receipt.

MARKETING & BRANDING

Use of the Girls Academy logo for branding purposes is only allowed with **PRIOR APPROVAL** from the league.

Each club should be well-versed in the GA Style Guide & Licensing using the link below.

[Resources | Girls Academy League](#)

MATCH DAY PROTOCOLS & MINIMUM STANDARDS

As a member of the Girls Academy, all clubs are expected to provide a professional match day environment. 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 Girls Academy season are listed below. Match Day concerns or questions should be directed to the Commissioner and Director of Operations by calling the GA phone line at 708-317-9211.

MATCH DAY PROTOCOLS & MINIMUM STANDARDS CHECKLIST

When arriving at the facility on match day and prior to kick-off, a member of each club will meet to go over the MDP & MS Checklist and mark via google form on your mobile device, anything **NOT** meeting criteria listed. The same two staff members will meet after the last fixture to reconcile any new issues and then submit the form. Responses will be collected by the league and addressed as needed.

GAME CARDS

Both home and away must provide the standard game cards for each match. Game cards must list all rostered players, coaching staff and volunteers. Any players not participating in a match, due to injury or suspension, must be crossed off the game card. Any secondary players must be approved by the GA in GotSport.

Note: Any player who receives a red card will automatically be suspended for the next game in GotSport with a red line through their name on the roster.

COMMUNICATION PROTOCOL

The host club is required to provide the visiting club with all match day details at least five (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. No matches shall be scheduled prior to 9:00 AM, unless both clubs agree.
3. All matches must be scheduled to end at least 30 minutes prior to sunset, unless lights are provided and the visiting club agrees to later start time.
4. All clubs are expected to schedule matches with professionalism and goodwill, meaning not to place any club at a competitive advantage or disadvantage.
5. All matches played on the same day are expected to be played at the same facility, unless the visiting club agrees to multiple facilities being utilized.
6. The Girl's Academy phone number is **708-317-9211** and should be used if any game day questions or concerns arise.

A SAMPLE MATCH DAY DETAILS FORM IS SHOWN AT THE END OF THE FRAMEWORKS AND WILL BE SENT AS SEPARATE COPY TO THE MEMBERSHIP

MINIMUM STANDARDS

The following are minimum standards expected for all matches. It is the responsibility of the host club to meet the following standards at all matches. If any hosting club is unable to meet any of the minimum standards the club must receive approval from the Commissioner not later than **48-hours** prior to an event or face a financial penalty.

Match Field

The match field provided for matches must be of the highest quality in the geographic area. Turf or natural surface are both acceptable. A minimum match field size of 70 yards (W) x 110 yards (L) is expected. Natural grass surfaces should be mowed to a length that allows for high quality ball movement; 1.5-2.5", depending on grass species, is the typical height range for mowing.

Note: If inclement weather is expected during a match weekend, then 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 to have (2) benches or (1) bench large enough for team and staff.
2. Team sideline requires both the home and away team to have matching team tents available for weather (excessive heat/rain) and where space in the technical area permits.

3. Team sideline requires a minimum of (1) trashcan.
4. Team sideline requires 2 tables providing both water and our official sport drink for each team.
5. All match fields are marked properly in accordance with FIFA rules.
6. All match fields must have (4) matching corner flags.
7. adidas match balls will be provided by the league and 3 adidas balls must be at each match.

Facility

Each facility must have permanent or portable restrooms on site and available to players and spectators.

Filming of Matches

All member clubs will be responsible for the filming of all home games in all age groups U13-U19 and uploading matches into the league exchange provider through **InStat** within **48 hours** of the last match of weekend fixtures.

All member clubs will abide by the ***InStat By-Laws*** which will be provided to clubs as a separate addendum and updated each year.

Athletic Trainer

An athletic trainer must be provided for all matches, a minimum of 30 minutes prior to the first match and continuing until the end of the final match.

Referees

Each member club is expected to seek the best referees in their geographic area. A minimum of a "State" licensed referee is required. It is the responsibility of each host club to collaborate with your local referee assignor for match assignments. All fiscal responsibility for referees is that of the host club.

NONCONFORMITY OF MEMBERSHIP

All member clubs are expected to meet and adhere to the rules & regulations and minimum standards of the league at all times. The purpose of the rules & regulations and minimum standards is to promote and ensure uniformity of the Girls Academy Members nationwide.

If a member club displays consistent non-compliance with the rules & regulations and minimum standards then it can lead to their membership being revoked.

All additional penalties and/or fines not outlined below are left to the discretion of the league commissioner and board of directors are final and shall be in full force and effect.

FEES & PENALTIES

1. League Games
 - a. Forfeiture Game: \$1000 per game
 - b. Utilization of Ineligible Player: \$500 per player & Forfeiture of Match

- c. Minimum Match Day Protocols and Minimum Standards Not Met: \$500 per game
2. National Events
 - a. Forfeiture of Attendance: \$2000 per team
 - b. Forfeiture Game: \$800 per game
 - c. Utilization of Ineligible Player: \$500 per player & Forfeiture of Match
3. If non-compliance is deemed to be repetitive or egregious the team will be subject to point penalties at both the league & national event level and club membership will be reviewed.

All fees can be appealed and are subject to review by the League Commissioner and Board of Directors.

PAYMENT OF FEES

All fees must be submitted in the form of a certified check, cashier's check or money order made payable to the "Girls Academy".

Note: If an appeal, protest, and/or grievance is completely successful, then all except \$100.00 of the fee submitted will be returned only after the time for additional appeals has passed.

NOTIFICATION

Proper notification will occur in writing via email and will be considered received when sent to the league commissioner and board of directors.

III. Rules of Competition Framework

COMPETITION RULES & REGULATIONS

GENERAL

Unless otherwise provided in these Regulations, all Girls Academy 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 Board of Directors reserve 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 Girls Academy Technical Frameworks & Technical Standards
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 board of directors.
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 . The league Director of Operations will distribute instructions to each member annually.
 - a. Proof of age for a player in the form of a passport or birth certificate
 - b. Signed waivers for each player
 - c. Signed medical release required by sanctioning body & kept on file with club
 - d. Medical insurance information kept on file with club
 - e. Registration fee via credit card kept on file in GotSport for payments
 - f. Foreign players
 - i. Must complete the clearance process outlined in section VI. B. 1 of the U.S. Soccer Federation Bylaws and Policies
 - g. Soccer photo headshot
2. League staff shall have the authority to establish additional procedures, including deadlines, for registration of players.
3. Online requirements:
 - a. First name, last name
 - b. Parent and/or legal guardian emergency contact information
 - c. Email address
 - d. Home address
 - e. Citizenship and nationality fields
4. All club staff members must complete the online registration process by completing Safesport Certification, background check, Head's Up and completing a signed waiver Athletic Trainers Certified (ATCs) who work with your teams, whether employed by or

contracted out by your club, should have proof of background checks and Safesport Certification. This is the responsibility of each club.

5. **Players who will turn 18 years of age playing on a team with a minor, 15 years of age and under, need to complete the SAFESPORT course.**

ROSTERS

1. General
 - a. Each member is required to submit an initial roster by August 1 of each seasonal year.
 - b. Rosters will remain open until June 10, 2022, 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 30 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 Athletic Trainer Certified (ATC).
5. Game Cards
 - a. The official game day roster must be provided on the standard game cards and shall be presented to the referee by both teams 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.
 - b. It is the responsibility of the home clubs to report scores and any disciplinary actions for each fixture. This must be submitted within 36 hours of the completion of the match or be subject to a fine or loss of points.
 - c. The GA Staff will update the rosters weekly on the website to reflect any suspensions, additions or drops, or other eligibility issues.
6. Eligible Player
 - a. 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.

- b. For the 21-22 Season, to allow up to a maximum of three (3) 2002 birth year players (considered 'trapped players') that are not on a college roster to compete in the 03/04 (U19) Girls Academy matches.
 - c. Players can only be approved and made eligible by club registrars and/or staff.
 - d. All players must be registered to the club in the league system and approved by league commissioner/staff.
7. Ineligible Player
- a. 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.
 - b. Any member club using an ineligible player during any competition may be subject to a fine as determined by board of directors and/or 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.
 - i. A loaned GK can play in two games in a day and would need pre-approval from the league when the injury to the other goalkeeper occurs by calling the league phone line.

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. An email to the Director of Operations & Commissioner and including members of both clubs involved in a reschedule must be submitted by the host club for the rescheduled fixture and sent to the league commissioner for approval a minimum of 14 days prior to the proposed rescheduled date
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.).
6. Clubs not following the proper protocol for reschedules are subject to fines and loss of points.

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 the league rules, policies or procedures.

*Notification to the Director of Operations no later than 48 hours prior to the match. 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 game 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 national playoffs, however the final determination of eligibility will be made by the board of directors.

All regular season conference matches must be completed prior to June 5, 2022 to ensure proper determination of postseason qualifiers for the Girls Academy National Playoffs/Showcase.

Cancellations of games not impacting the National Playoffs must be approved by and are at the discretion of the board of directors.

TECHNICAL FRAMEWORK

1. Game Length
 - a. All U13, U14 and U15 games will be two (2) 40-minute halves with 10-minute halftime
 - b. U16, U17 and U19 games will be two (2) 45-minute halves with a 10-minute halftime
2. 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 Athletic Trainer Certified (ATC).
3. Substitutions
 - a. The Girls Academy Substitution Pass must be used for substitutions during all Girls Academy games.
 - i. Note: Halftime substitutions do not require the use of substitution pass.
 - b. All games will have a maximum of seven (7) substitutes per half with no re-entry per half across five (5) moments, no more than three (3) moments per half.
 - i. Halftime does not count as an opportunity.

- c. Substitutions are allowed at any stoppage.
 - d. Overtime
 - i. Once a player is substituted in one period of overtime of any GA competition, then such player may not re-enter the game.
 - ii. The overtime periods shall permit a maximum of seven (7) substitutes total across both periods across three (3) opportunities.
 - iii. Overtime only applies to play-offs and Champions League advancement matches.
 - e. The stoppage between each period of overtime does not count as an opportunity.
 - f. Games shall follow Rules of Competition Framework provided for at the beginning of each season.
4. Head Injury Substitution
- a. The Girls Academy has implemented a rule change to allow a player who is suspected to have suffered a head injury to be substituted while being evaluated.
 - i. The substitution for the evaluation of the concussion/head injury will not count against the team's total number of allowed substitutions.
 - ii. A team need not be in possession of a 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 and substitution moment.
 - d. Any discipline issued to the temporary substitute will count for the remainder of the game.
5. Game Disciplinary
- a. Red Cards - Players
 - i. Any player receiving a red card in a GA Competition will be suspended for the remainder of that competition. The player will also be suspended for the next day on which any Girls Academy competition is played by their club for their specific age group and/or any other age group.
 - 1. Note: Additional suspensions or sanctions may be imposed by the GA Commissioner.
 - b. Red Cards - Coaches
 - i. Any coach receiving a red card in a GA Competition will be suspended for the remainder of that competition, as well as the next competition for that specific age group. The coach will also be suspended for all other age groups competing that day.

1. Note: Additional suspensions or sanctions may be imposed by the GA Commissioner.
- ii. Any coach receiving multiple red cards within the same season shall be reviewed for additional suspension or sanction by the GA Commissioner.
- c. Yellow Card Accumulation
 - i. There shall be no yellow card accumulation policy for players or coaches in the GA.
- d. Red Card Carryover
 - i. Red card suspensions, for both players and coaches, shall carry over into the subsequent GA season if the red card is received on the final day of competition of the current season.

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 board of directors.
- ii. The players and member clubs participating in the Girls Academy 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 Girls Academy.

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 Girls Academy 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 within **48 hours**, including a copy of the original protest, to be sent in writing to the Girls Academy; 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

- a. 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. This shall be noted on the MDP & MS form and the league Director of Operations notified prior to kick-off.
- b. 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. Referee's Decisions

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

6. Frivolous Protests

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

7. Game Fixing Policy

- a. The Girls Academy prohibits game fixing of any kind.
- b. Any member clubs that condone or contemplate game fixing will be subject to immediate dismissal from the program and may face additional sanctioning.

RISK MANAGEMENT

1. Overview

- a. The Girls Academy is committed to providing a safe environment for its members and participants, and to preventing abusive conduct in any form. Every member club and its personnel are responsible for protecting participants and ensuring their safety and well-being while involved in sponsored activities. The following guidelines of behavior and procedures have been adopted for member clubs, staff, volunteers and participants. All clubs, as well as parents, spectators and other invitees, are expected to observe and adhere to these guidelines. Violation of these guidelines may be used as a basis for a club or its staff's suspension or other disciplinary action, or a staff's disqualification from registration.
 - i. Abuse of any kind is not permitted within the Girls Academy. Physical, sexual, emotional or verbal abuse or misconduct from players, coaches, officials, volunteers, parents or spectators shall not be tolerated. This includes, but is not limited to such forms of abuse as: insulting, threatening, mocking, demeaning behavior or making abusive statements in regard to a person's race, gender, religion, physical or mental disability, nationality/ethnicity, sex or age.
 - ii. Physical and/or sexual abuse, including, but not limited to: striking, hitting, kicking, biting, indecent or wanton gesturing, lewd remarks, indecent exposure and any form of sexual contact or inappropriate touching, are strictly prohibited within the Girls Academy.
 - iii. In addition, every member is responsible for reporting any cases of questionable conduct or alleged mistreatment toward our members by any coach, official, volunteer, player, parent, sibling or spectator.
 - iv. The Girls Academy will respond quickly to any and all allegations of abuse within this organization. The alleged offender will be notified of such allegations promptly.

2. Conduct

- a. The Girls Academy promotes respect and good sportsmanship throughout the league and encourages qualities of mutual respect, courtesy and tolerance in all participants, coaches, officials and volunteers.
 - i. To protect youth participants, as well as coaches, officials and volunteers, it is strongly recommended that no adult person allow themselves to be alone with an individual child (unless their own child) or with any group of children during sponsored activities. In particular, it is recommended that coaches or other adult members of the club:
 1. Do not drive alone with an individual child participant in the car.
 2. Do not take an individual child alone to the locker room, bathrooms or any other private room.
 3. Private conversations with youth participants should occur within the view of others, in the gym or on the field, instead of a private office or hotel room.

4. Coaches and other adults of member clubs should not socialize individually with participants outside of sponsored activities [in the absence of participant's parents].
- ii. Supervision/Chaperone Ratio
 1. It is recommended that for any sponsored activity, the ratio of adults to youth participants be at least 1:9 (1 adult for every 9 children) with a minimum of 2 adults for every activity.
 2. When traveling overnight with youth participants, children should be paired up with other children of the same gender and similar age group, and with chaperones in separate, but nearby rooms.
 3. No child should be left alone at a training session or at any other time until they are picked up by their parent, older sibling or other designated adult. It is recommended that the last adult in addition to the coach or trainer wait at the site until the child is picked up.
 4. We want to empower our children to trust their feelings and let them know that their concerns, fears and hopes are important by listening to them. Open communication between children and parents, or between children and other adults in the organization may help early warning signs of abuse to surface.
- iii. Background Checks
 1. All coaches and administrators who are required to register with the Girls Academy must complete a background check through your state association. Failure to complete or falsification of the application can result in immediate disqualification or suspension.
- iv. Disqualification of Individuals
 1. The Girls Academy may deny registration to and disqualify any individual, or deny membership to or otherwise discipline any club which employs or utilizes any individual who either fails to comply with the registration procedures, falsified information, or as a result of such procedures is determined by the league commissioner and/or board of directors to be unfit to continue in their current position.
- v. Goal Safety
 1. Home clubs are responsible for inspecting the goals and ensuring the safety of the goals.
 2. However, should the visiting club become aware of a goal safety issue, they should immediately inform the home club and the game official about the issue.
 3. The home Clubs should do the following:
 - a. Pre-Game Suggestions
 - i. Make sure that the goal is firmly secured to the ground with anchors

- ii. Make sure that all connecting hardware (nuts, bolts, etc.) is properly attached
 - iii. Make sure that the structural integrity of the goal has not been compromised (cracks in welds or posts, etc.)
 - iv. Make sure that the goal is on a level (flat) surface
 - v. check the net attachment system to make sure that it is secure and that there are no sharp edges.
 - b. Post-Game Suggestions
 - i. If goals remain in the up-right position, make sure they are secured with ground anchors
 - ii. If anchored with portable style anchors, goals should be stored by being chained together face-to-face, or placed in a face down position
 - iii. Remove the net when the goal is not in use
 - iv. Make sure that all connecting hardware (nuts, bolts, etc.) are in place and secure
 - v. Check the structural integrity of the goal
 - vi. Never allow anyone to climb on the goals
 - vii. If goals are moved, exercise extreme caution and allow adequate manpower to move the goals
 - viii. Make sure that warning labels are visible and in good condition.
- vi. Field Inspection
 - 1. Home clubs are responsible for inspecting the field and ensuring the safety of the facility. However, should the visiting club become aware of a safety issue at the facility, they should immediately inform the home club and the game official about the issue.
 - 2. The home club should do the following:
 - a. Inspect for foreign objects
 - b. Check for holes, hills or ruts
 - c. Inspect sprinkler heads to make sure that they are seated and properly covered
 - d. Ensure there is a restraining line for spectators at least five (5) feet beyond the touch line and outside of the bleachers and seating areas
 - e. Inspect the field and surrounding areas for any possible “attractive nuisances”
- vii. Referee Responsibility for Safety

1. All determinations as to the safety of the field, the goals, the balls, player equipment are ultimately the responsibility of the referee assigned to the game.
 2. Any field, equipment or ball conditions deemed by the referee to be unsafe must be corrected by the home club before play can begin or resume.
- viii. Club Liability
1. Member clubs assume all risks, responsibilities and liabilities for loss, damage, injury or death while using property and facilities during games, whether such loss, damage, injury or death be occasioned by the team or by the league, its officers, agents or otherwise.
- ix. Player Liability
1. Players shall assume all risks, responsibilities and liabilities for loss, damage, injury or death to themselves while engaged as a player for a club or as a player on a representative team of the league subject to applicable state laws and regulations.
- x. Liability Waiver & Indemnification Form
1. All coaches, administrators and players and their parents or guardians are required to sign a liability waiver when they submit their registration.

EQUIPMENT

1. Uniforms
 - a. Players, coaches and club officials are not allowed to display political, religious or personal messages in any language or form on their playing or team uniforms, equipment (including bags, beverage containers, medical bags, etc.) or body for the duration of official league games.
 - b. Member clubs are required to have one light colored uniform and one dark uniform.
 - c. Home team will be required to wear light colored uniforms and away team will be required to wear dark colored uniforms
 - i. Home teams will be responsible for changing in the event of a conflict and will choose their uniforms and visiting teams will be required to wear their contrasting uniforms.
 - d. On a double fixture weekend, it is required for teams to coordinate uniform colors ahead of time for the entire weekend to avoid conflicts.
2. Girls Academy Patches
 - a. Member clubs are required to apply a GA patch on the left sleeve, back collar or under the number of their game uniform.
3. Goals, Nets, Corner Flags and Benches
 - a. All goals must be properly anchored.

- b. A game will not start without proper equipment, including secured goals, properly lined fields, and corner flags.

IV. Competition Framework

COMPETITION

1. Overview

- a. League schedules are organized by the conference representatives with each club having the ability to alter their schedule according to club needs.
- b. The GA board of directors reserves the right to adjust game scheduling or conference alignment.

2. Conference Structure

- a. Each conference creates their own local competition structure.
 - i. This varies by region as to which season(s) they play based on varying high school seasons.
- b. Minimum amount of conference league matches per season, in order to be eligible for playoffs: 15
 - i. Cross-conference matches do not count as conference league matches.(unless mandated by the league)
 - ii. Regional/National Event matches do not count as conference league matches.
 - iii. Conference schedule must be completed to be eligible for play-offs unless otherwise approved by the board due to extenuating circumstances
 - iv. Outside of National Events, **a maximum of 4 approved** Cross-Conference matches will count towards the Nationals Standings, but not in the conference league standings Any other cross-conference matches are strictly considered friendlies.
 - v. In 2021-22: Approved & league mandated cross-conference matches between the SW and Mountain West Conference will count in the league standings.

3. Schedule

- a. The conference representative will provide each club in their respective conference a preliminary schedule by *no later than August 1* of each seasonal year.
- b. The Girls Academy is a year-long league, which will take periods off for each of the conference's respective high school seasons.
- c. If a member club would like to change a fixture date, it must confirm the change with the opponent and then contact the GA Commissioner for final approval.
See *GUIDELINES FOR RESCHEDULES, POSTPONEMENTS AND GAME FORFEITURES*
- d. All changes are subject to the approval of the GA Commissioner and/or the GA board of directors

- i. The GA Commissioner shall set all blackout dates.

4. Venue/Kick-off Times

- a. Home team must submit the **MATCH DAY FORM** 5 days prior to the match.
- b. Any date identified blackout date shall have no conference league match scheduled on that particular date.
- c. The venues and specific kick-off times of the games shall be proposed by the home team and agreed upon by the visiting team.
- d. All clubs should provide a turf or synthetic alternative in the event of inclement weather when forecasts give ample time to do such.
- e. Evening games may only be played at venues with appropriate lighting installations.
- f. Double fixture weekends may be played; however, eighteen hours is needed between both kick-off times to allow for necessary travel and recovery.
 - i. For instance, if a Saturday fixture kick-off is 6 pm local time, the Sunday fixture may not kick-off earlier than 12 pm local time unless permitted by the GA Commissioner or agreed upon by both the home and away teams.
- g. Games may not kick-off earlier than 9 am local time, unless agreed upon by both the home and away teams.

5. The sequence of games must conform to the following guidelines:

- a. The Girls Academy requires that all age groups play in the same facility on the same day, unless agreed upon by both the home and away clubs.
- b. Game schedules require at least 30 minutes of warm up time between each kickoff.
 - i. Less than 30 minutes between games is permitted if there is adequate warm up space in an adjacent area.
- c. Facility Set-Up
 - i. The home team shall be responsible for setting up its venue to include the appropriate lines, goals, nets, corner flags, benches, tents, water and sports drink on the sideline set-up for both teams.
- d. Postponement
 - i. All postponements and cancellations must be approved by the GA Commissioner, conference representative or the GA board of directors.
 - ii. In no case may a club postpone or cancel a game without approval.
- e. Rescheduling a Postponed Game
 - i. The Girls Academy will allow the clubs in question to arrange a reschedule date for a postponed game. The home club has a maximum of 15 business days to complete the rescheduling of postponed matches, or the home club could be fined by the GA Commissioner.
- f. Rescheduling Considerations
 - i. U13, U14 and U15 games must reach the 60th minute - 2nd half of the game to be considered a completed game.
 - ii. U16, U17 and U19 games must reach the 75th minute - 2nd half to be considered a completed game.

- iii. If a game does not reach the designated threshold, the GA Commissioner shall have the authority to review all of the facts, (including fault on the part of either team, unavoidable conditions, expense for both teams and requests by a team to take a particular action in the best interests of the Girls Academy, its clubs and its teams) in determining whether and when a game should be rescheduled, who should bear the financial burden as a result of cancellation or rescheduling, whether the game should be forfeited or cancelled permanently and whether other fines should be levied. The GA Commissioner and the GA board of directors decision shall be final.

g. Standings

- i. All game cards must be submitted by close of business on the immediate Monday following the scheduled matches by the club designated as the home team.
 - 1. Points
 - a. Three points for a win
 - b. One point for a tie
 - c. Zero points for a loss
 - d. Forfeit = 0-3 loss
- ii. Conference Tiebreakers
 - 1. The ranking of each team in the conference will be determined as follows:
 - a. greatest points per game obtained in all conference league games
 - b. greatest goal difference per game in all conference league games
 - c. greatest number of goals scored per game in all conference league games.
 - 2. If two or more teams are equal on the basis of the above three criteria, rankings will be determined as follows:
 - a. greatest points per game obtained in all conference league games between the teams concerned
 - b. greatest goal difference per game in all conference league games between the teams concerned
 - c. greatest number of goals scored per game in all conference league games between the teams concerned
 - d. greatest number of goals against per game in all conference league games between the teams concerned
 - e. team with the fewest number of discipline points per game throughout the current season of play (regular season and playoffs) will advance
 - i. 1 point for YC, 5 points for RC, and 10 points for coach send-off/dismissals

- f. drawing of lots by the GA Commissioner if three or more teams are still equal.

6. Roster Rules

a. General

- i. Each member is required to submit an initial roster by August 1 of each seasonal year.
- ii. Rosters will remain open until June 10th, 2022 in which rosters will freeze for any team that has qualified for playoffs

b. Player status defined

i. Primary/P:

Player from your club on a GA team who only participates in the GA

ii. Secondary/S:

- a. Part time/development player within your club, but not on a GA team as a P.
- b. Part time/development player from another club
- c. A written formal agreement signed by both clubs with the player's non GA club must be provided to the league
- d. Player must participate in one day a week of training with the GA club
- e. After 14 games, the player moves to a P player in the GA or returns to original club
- f. Point deduction and fine of \$250 if not followed

iii. Club Pass/CP:

- a. For a player to show up in your CP player pool, they must be approved as Primary/P on an existing roster within your club already..
- b. Roster rules, such as age and roster size will still apply to the addition of CP players.
- c. CP players can only play up in an age group

iv. Guest/G:

- a. Only available for showcase events when approved by the league Commissioner.
- b. Players will be released from the roster after the event by the Director of Operations.
- c. Point deduction or fine of \$250 if not followed

c. Player Release & Transfers

- i. Player transfers may occur with the approval of directors of both GA members 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.
 - 1. If agreement can't be completed between clubs, then the final decision will be made by the GA board of directors.

- ii. Non-GA players can be added at any time within roster freeze date.
- d. Roster Size
 - i. The maximum roster size on a Team's Roster is 30 per age group.
- e. Game Roster Size
 - i. 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).
- f. Player Registration
 - i. All players on a GA Roster must be GA registered primary(P) players or secondary (s) players from within your club or approved by the league secondary players from outside of your club.
- g. Trapped Player Expectations
 - i. U19 Age Group
 - 1. A Girls Academy player that is in 11th grade, but who is age appropriate for the U19 age group is defined as a Trapped Player.
 - 2. A U19 Trapped Player is eligible to participate in games at two (2) U17 GA National Events and the Summer Showcase.
 - a. Note: A U19 Trapped Player is not eligible to compete in the GA Summer Playoffs.
 - ii U15 Age Group
 - 1. A Girls Academy Player that is in the 8th grade, but who is age appropriate for the U15 age group is defined as a Trapped Player.
 - 2. A U15 Trapped Player is eligible to participate in games at one (1) U14 GA Regional Event while her teammates compete in high school.
- i. Clubs holding two spots within the Girls Academy
 - i. For clubs holding two spots in the Girls academy there are two windows to move players between the two clubs. For the 21-22 season, after the first showcase in December and January 5th, and June 10th.

7. Game Limits

- a. Any GA Registered Player may only play on one (1) GA Team per day, and may only play in one (1) GA Competition per day or scheduled GA match.

8. Fixture Ties

- a. Once players play in a scheduled club fixture, they are unable to play in a rescheduled fixture in any other age group,

9. Recruiting

- a. Member clubs may recruit players for participation on GA teams at any time during the year with following exception:
 - i. Member clubs may not invite a GA player to train, invite a GA player to tryout, or offer a roster position in a GA team until one (1) month preceding a member club's official tryout period.

1. Note: refer to section 6(b) for Player Release & Transfers between member clubs for a player release or transfer during current season.

10. Tryouts

- a. The GA does not mandate when a club can and cannot have tryouts for its teams. Thus, tryouts for Girls Academy teams may be held at any time of the year.
 - i. Note: refer to section 6(b) for Player Release & Transfers between member clubs.

11. Registration

- a. All players on a GA roster must be GA registered players. This includes approved Part-time Players for the GA.
- b.

12. The GA National Events, Playoffs and Summer Showcase 2021-22 Season

- a. National Event Attendance Expectations
 - i. U13 - 1 Regional Event, Summer Playoffs, but No Summer Showcase
 - ii. U14 - 1 Regional Event, Summer Playoffs, but No Summer Showcase
 - iii. U15 - 1 National Events, plus Summer Playoffs or Summer Showcase
 - iv. U16 - 1 National Events, plus Summer Playoffs or Summer Showcase
 - v. U17 - 1 National Events, plus Summer Playoffs or Summer Showcase
 - vi. U19 - 1 National Event, Summer Playoffs, but No Summer Showcase
 1. Note: Teams not participating in an event for reasons other than weather, flight cancellations, or Acts of God will not be considered for a wildcard allocation.
- b. Playoffs & Summer Showcase
 - i. All GA teams must participate in the GA Playoffs or Summer Showcase, upon qualification.
 - ii. Teams shall be placed in either the GA Playoffs or Summer Showcase based upon their conference standings and national standings.
 1. All conference matches and scores count towards the GA Conference Standings.
 2. All conference, cross-conference and national event matches and scores count towards the GA National Standings.
- c. Opting In to other events
 - i. At U13 & U14: Clubs may opt-in to additional regional events with one or both age groups.
 - ii. At U15 through U19: Clubs may opt-in to a second National Event with one or multiple age groups.

13. Player Roster Tie for Summer Playoffs

- a. A player is permitted to play in the PLAY-OFFS in a second age eligible age group, but ONLY after their playoff rostered team is eliminated from the specific competition round and the team they are moving to has advanced to the next round.
- b. Example: A player is on the u16 team and does not advance out of group. After their u16 group stage ends, this player can move to another age eligible team in the NEXT round. They will NOT be able to play in another age's group stage.
- c. Example 2: A player is on the u16 team and loses their quarterfinal. This player can move to another age eligible team in the NEXT round (semi-finals). They will NOT be able to play in another age's quarterfinal.

14. Age Group Play-Off Overviews and Structures

a. U13 Qualification for Playoffs

- i. Automatic Qualifiers
 - 1. Frontier Conference
 - a. Total Allocation of Automatic Qualifiers: 2
 - i. Based on points per game (ppg) from conference games only.
 - 2. Mid-America Conference
 - a. Total Allocation of Automatic Qualifiers: 2
 - i. Based on points per game (ppg) from conference games only.
 - 3. Mid-Atlantic Conference
 - a. Total Allocation of Automatic Qualifiers: 2
 - i. Based on points per game (ppg) from conference games only.
 - 4. Mountain West Conference
 - a. Total Allocation of Automatic Qualifiers: 2
 - i. Based on points per game (ppg) from conference games only.
 - 5. Northeast Conference
 - a. Total Allocation of Automatic Qualifiers: 2
 - i. Based on points per game (ppg) from conference games only.
 - 6. Northwest Conference
 - a. Total Allocation of Automatic Qualifiers: 2
 - i. Based on points per game (ppg) from conference games only.
 - 7. Southeast Conference
 - a. Total Allocation of Automatic Qualifiers: 2
 - i. Based on points per game (ppg) from conference games only.

8. Southwest Conference
 - a. Total Allocation of Automatic Qualifiers: 2
 - i. Based on points per game (ppg) from conference games only.
 - ii. If two teams are tied for automatic qualification in a conference, what are tiebreakers:
 1. Head to head record
 2. Goal difference in conference games only
 3. Total Wins in conference games only
 4. Goals scored in conference games only
 5. Goals against in conference games only
 6. Coin Flip
 - iii. U13 Playoff Structure Overview
 1. After all GA conference matches have been played, 16 teams will automatically qualify for the GA Playoffs, solely based on the conference standings. The U13 playoffs is a 16 team group play, round robin competition, followed by semifinals and finals to determine the GA National Champion.
 2. The playoffs will take place over six (6) days to crown the GA National Champion.
 - iv. Playoffs
 1. Groupings/Draw
 - a. All qualifying teams will be ranked 1-16 based on points per game (ppg) from all conference, cross-conference and national event matches.
 - b. All qualifying teams will be placed into one (1) of four (4) pods of four (4) teams based on seeding listed in the GA National Standings.
 - i. Pod 1 will include the four (4) highest ranked conference champions based on the GA National Standings.
 - ii. Pod 2 will include the next four (4) highest ranked conference champions based on the GA National Standings.

Teams will be randomly drawn for each pod. If a team is drawn into a group that already includes a conference member, then the team will be placed back into the pod and a new team will be selected.
 - iii. Pod 3 and 4 will include all remaining qualified teams.

Teams will be randomly drawn for each pod.

If a team is drawn into a group that already includes a conference member, then the team will be placed back into the pod and a new team will be selected.

2. Schedule & Advancement

a. Overview

- i. Teams will play a three (3) game round robin.
- ii. Teams will earn:
 - Three points for a win
 - One point for a tie
 - Zero points for a loss
 - Forfeit = 0-3 loss
- iii. Each group winner will advance to the semi-finals.

b. Schedule

- i. Day 1 - Game 1: 1 vs 4, 2 vs 3
- ii. Day 2 - Game 2: 1 vs 3, 2 vs 4
- iii. Day 3 - Game 3: 1 vs 2, 3 vs 4
- iv. Day 4 - Off or Inclement Weather Day
- v. Day 5 - Semi-Finals
- vi. Day 6 - National Championship & 3rd Place Match

c. Tiebreakers

- i. If two (2) teams are tied after group play is complete, the tiebreaker will be as follows:
 - Total points earned in head-to-head.
 - a. Note: if more than two teams are tied, then this tiebreaker shall not apply.
 - Goal difference in group play
 - Goals for in group play
 - Goals against in group play
 - If tied, the winner shall be determined by penalty kicks.
 - b. The winner shall be the team that scores the most in five (5) penalty kicks.
 - c. If tied after five (5) penalty kicks, the winner shall be determined by sudden death in rounds of one (1) kick per team.

v. Championships & 3rd Place Match

1. Overview

- a. The GA National Championships shall be composed of the four (4) group winners during the GA Playoffs.

2. Groupings/Draw
 - a. In each age group, the qualifying teams will be paired in the semi-finals based on points per game (ppg) from all conference, cross-conference and national event matches listed in the GA National Standings.
 - b. Structure
 - i. Match 1: Highest Ranked Team vs Lowest Ranked Team
 - ii. Match 2: 2nd Highest Rank Team vs 3rd Highest Ranked Team
3. In the event of a tie at the end of regulation in a knockout match, then two (2) ten-minute overtime periods shall be played with no golden goal during the overtime periods.
 - a. Note: 3rd Place Match, there shall be no overtime, and the winner shall be determined by penalty kicks outlined below.
4. Overtime Substitutions
 - a. Once a player is substituted in one period of overtime of any GA competition, then such player may not re-enter the game.
 - b. The overtime periods shall permit a maximum of seven (7) substitutes total across both periods across three (3) moments.
 - c. The stoppage between each period of overtime does not count as a moment..
5. If the match remains tied at the end of the overtime periods, then the winner shall be determined by penalty kicks.
 - a. The winner shall be the team that scores the most in five (5) penalty kicks.
 - b. If tied after five (5) penalty kicks, the winner shall be determined by sudden death in rounds of one (1) kick per team.

b. U14 Qualification for play-offs

i. Automatic Qualifiers

1. Frontier Conference

a. Total Allocation of Automatic Qualifiers: 2

- i. Based on points per game (ppg) from conference games only.

2. Mid-America Conference

a. Total Allocation of Automatic Qualifiers: 2

- i. Based on points per game (ppg) from conference games only.

3. Mid-Atlantic Conference

a. Total Allocation of Automatic Qualifiers: 2

- i. Based on points per game (ppg) from conference games only.
- 4. Mountain West Conference
 - a. Total Allocation of Automatic Qualifiers: 2
 - i. Based on points per game (ppg) from conference games only.
- 5. Northeast Conference
 - a. Total Allocation of Automatic Qualifiers: 2
 - i. Based on points per game (ppg) from conference games only.
- 6. Northwest Conference
 - a. Total Allocation of Automatic Qualifiers: 2
 - i. Based on points per game (ppg) from conference games only.
- 7. Southeast Conference
 - a. Total Allocation of Automatic Qualifiers: 2
 - i. Based on points per game (ppg) from conference games only.
- 8. Southwest Conference
 - a. Total Allocation of Automatic Qualifiers: 2
 - i. Based on points per game (ppg) from conference games only.

i. Overview

- b. After all GA conference matches have been played, 16 teams will automatically qualify for the GA Playoffs, solely based on the conference standings. An additional **eight (8) wildcard allocations** will be based on points per game (ppg) from all conference, cross-conference and national event matches and scores listed in the GA National Standings.
- c. The U14 playoffs is a 24 team group play, round robin competition, followed by quarterfinals, semifinals and finals to determine the GA National Champion.
- d. The playoffs will take place over five (5) days. Upon completion of the playoffs, four (4) teams from each age group will advance to the GA Championships.

ii. Playoffs

e. Groupings/Draw

- i. All qualifying teams will be ranked 1-24 based on points per game (ppg) from all conference, cross-conference and national event matches.
- ii. All qualifying teams will be placed into one (1) of six (6) pods of four (4) teams based on seeding listed in GA National Standings.
 - 1. Pod 1 will include the six (6) highest conference champions based on the GA National Standings. Teams will be randomly drawn for each pod.

2. Pod 2 will include the remaining two conference champions and teams ranked 9-12 based on the GA National Standings.
 Teams will be randomly drawn for each pod.
 If a team is drawn into a group that already includes a conference member, then the team will be placed back into the pod and a new team will be selected.
3. Pod 3 will include teams ranked 13-18 based on the GA National Standings.
 Teams will be randomly drawn for each pod.
 If a team is drawn into a group that already includes a conference member, then the team will be placed back into the pod and a new team will be selected.
4. Pod 4 will include teams ranked 19-24 based on the GA National Standings.
 Teams will be randomly drawn for each pod.
 Depending on wildcard allocations, it is possible that conference team vs conference team could be matched up with one another in Pod 4. However, if avoidable, a team is drawn into a group that already includes a conference member, then the team will be placed back into the pod and a new team will be selected.

f. Schedule & Advancement

i. Overview

1. Teams will play a three (3) game round robin.
2. Teams will earn:
 - Three points for a win
 - One point for a tie
 - Zero points for a loss
 - Forfeit = 0-3 loss
3. Each group winner will advance to the quarterfinals and the two best second place teams from the six (6) groups.

ii. Schedule

1. Day 1 - Game 1: 1 vs 4, 2 vs 3
2. Day 2 - Game 2: 1 vs 3, 2 vs 4
3. Day 3 - Off or Inclement Weather Day
4. Day 4 - Game 3: 1 vs 2, 3 vs 4
5. Day 5 - Quarterfinals (only for teams that advance)

iii. Tiebreakers

1. If two (2) teams are tied after group play is complete, the tiebreaker will be as follows:

Total points earned in head-to-head.

- i. Note: if more than two teams are tied, then this tiebreaker shall not apply.

Goal difference in group play

Goals for in group play

Goals against in group play

If tied, the winner shall be determined by penalty kicks.

- ii. The winner shall be the team that scores the most in five (5) penalty kicks.

- iii. If tied after five (5) penalty kicks, the winner shall be determined by sudden death in rounds of one (1) kick per team.

iv. Quarterfinals

1. Overview

The six (6) group winners and two best second place teams will advance to the quarterfinals, single elimination, to determine advancement to the GA Championships.

2. Structure

Match 1: Winner of Group A vs Wildcard #2 (second best wildcard)

Match 2: Winner of Group B vs Wildcard #1 (best wildcard)

Match 3: Winner of Group C vs Winner of Group F

Match 4: Winner of Group D vs Winner of Group E

***If wildcards end up being matched vs a team from their group, it will be flip flopped with the other wild-card.

3. Tiebreaker

In the event of a tie at the end of regulation in a knockout match, then two (2) ten-minute overtime periods shall be played with no golden goal during the overtime periods.

If the match remains tied at the end of the overtime periods, then the winner shall be determined by penalty kicks.

- i. The winner shall be the team that scores the most in five (5) penalty kicks.
 - ii. If tied after five (5) penalty kicks, the winner shall be determined by sudden death in rounds of one (1) kick per team.
 - v. The GA National Championships shall be composed of the four (4) quarterfinal winners during the GA Playoffs.
 - g. Groupings/Draw
 - i. In each age group, the qualifying teams will be paired in the semi-finals based on points per game (ppg) from all conference, cross-conference and national event matches listed in the GA National Standings.
 - ii. Structure
 - 1. Match 1: Highest Ranked Team vs Lowest Ranked Team
 - 2. Match 2: 2nd Highest Rank Team vs 3rd Highest Ranked Team
 - h. In the event of a tie at the end of regulation in a knockout match, then two (2) ten-minute overtime periods shall be played with no golden goal during the overtime periods.
 - i. Note: 3rd Place Match, there shall be no overtime, and the winner shall be determined by penalty kicks outlined below.
 - i. If the match remains tied at the end of the overtime periods, then the winner shall be determined by penalty kicks.
 - i. The winner shall be the team that scores the most in five (5) penalty kicks.
 - ii. If tied after five (5) penalty kicks, the winner shall be determined by sudden death in rounds of one (1) kick per team.
 - j. Schedule
 - i. Day 1 - Game 1: Semi-Finals
 - ii. Day 2 - Off or Inclement Weather Day
 - iii. Day 3 - National Championship & 3rd Place Match

C. U15-U17 Qualification for Playoffs & Summer Showcase

i. Automatic Qualifiers

1. Frontier Conference

a. Total Allocation of Automatic Qualifiers: 3

- i. Based on points per game (ppg) from conference games only.

2. Mid-America Conference

a. Total Allocation of Automatic Qualifiers: 4

- i. Based on points per game (ppg) from conference games only.

3. Mid-Atlantic Conference
 - a. Total Allocation of Automatic Qualifiers: 3
 - i. Based on points per game (ppg) from conference games only.
 4. Mountain West Conference
 - a. Total Allocation of Automatic Qualifiers: 3
 - i. Based on points per game (ppg) from conference games only.
 5. Northeast Conference
 - a. Total Allocation of Automatic Qualifiers: 3
 - i. Based on points per game (ppg) from conference games only.
 6. Northwest Conference
 - a. Total Allocation of Automatic Qualifiers: 3
 - i. Based on points per game (ppg) from conference games only.
 7. Southeast Conference
 - a. Total Allocation of Automatic Qualifiers: 3
 - i. Based on points per game (ppg) from conference games only.
 8. Southwest Conference
 - a. Total Allocation of Automatic Qualifiers: 2
 - i. Based on points per game (ppg) from conference games only.
- iv. If two teams are tied for automatic qualification in a conference, what are tiebreakers:
 1. Head to head record
 2. Goal difference in conference games only
 3. Total Wins in conference games only
 4. Goals scored in conference games only
 5. Goals against in conference games only
 6. Coin Flip
 - v. Wild Card Qualifiers
 1. Eight (8) wildcard allocations will be based on points per game (ppg) from all conference, cross-conference and national event matches and scores listed in the GA National Standings.
- k. U15-U17 Playoff & Summer Showcase Structure
 - i. Overview
 1. After all GA conference matches have been played, 24 teams will automatically qualify for the GA Playoffs, solely based on the conference standings. An additional eight (8) wildcard allocations will be based on points per game (ppg) from all conference,

cross-conference and national event matches and scores listed in the GA National Standings.

2. The U15-U17 playoffs is a 32 team group play, round robin competition, followed by quarterfinals, semifinals and finals to determine the GA National Champion.
3. The playoffs will take place over five (5) days. Upon completion of the playoffs, four (4) teams from each age group will advance to the GA Championships.

ii. Playoffs

1. Groupings/Draw

- a. All qualifying teams will be ranked 1-32 based on points per game (ppg) from all conference, cross-conference and national event matches.
- b. All qualifying teams will be placed into one (1) of four (8) pods of eight (8) teams based on seeding listed in GA National Standings. After drawing via method below, there will be eight (8) groups of four (4).

- i. Pod 1 will include the eight (8) conference champions.

Teams will be randomly drawn for each pod.

- ii. Pod 2 will include teams ranked 9-16 based on the GA National Standings.

Teams will be randomly drawn for each pod. If a team is drawn into a group that already includes a conference member, then the team will be placed back into the pod and a new team will be selected.

- iii. Pod 3 will include teams ranked 17-24 based on the GA National Standings.

Teams will be randomly drawn for each pod. If a team is drawn into a group that already includes a conference member, then the team will be placed back into the pod and a new team will be selected.

- iv. Pod 4 will include teams ranked 25-32 based on the GA National Standings.

Teams will be randomly drawn for each pod. Depending on wildcard allocations, it is possible that conference team vs conference team could be matched up with one another in Pod 4. However, if avoidable, a team is drawn into a group that already includes a conference member,

then the team will be placed back into the pod and a new team will be selected.

2. Schedule & Advancement

a. Overview

- i. Teams will play a three (3) game round robin.
- ii. Teams will earn:
 - Three points for a win
 - One point for a tie
 - Zero points for a loss
 - Forfeit = 0-3 loss
- iii. Each group winner will advance to the quarterfinals.

b. Schedule

- i. Day 1 - Game 1: 1 vs 4, 2 vs 3
- ii. Day 2 - Game 2: 1 vs 3, 2 vs 4
- iii. Day 3 - Off or Inclement Weather Day
- iv. Day 4 - Game 3: 1 vs 2, 3 vs 4
- v. Day 5 - Quarterfinals (only for teams that advance)

c. Tiebreakers

- i. If two (2) teams are tied after group play is complete, the tiebreaker will be as follows:
 - Total points earned in head-to-head.
 - a. Note: if more than two teams are tied, then this tiebreaker shall not apply.
 - Goal difference in group play
 - Goals for in group play
 - Goals against in group play
 - If tied, the winner shall be determined by penalty kicks.
 - b. The winner shall be the team that scores the most in five (5) penalty kicks.
 - c. If tied after five (5) penalty kicks, the winner shall be determined by sudden death in rounds of one (1) kick per team.

d. Quarterfinals

- i. Overview
 - The eight (8) group winners will advance to the quarterfinals, single elimination, to determine advancement to the GA Championships.

ii. Structure

Match 1: Winner of Group A vs Winner of Group H

Match 2: Winner of Group B vs Winner of Group G

Match 3: Winner of Group C vs Winner of Group F

Match 4: Winner of Group D vs Winner of Group E

iii. Tiebreaker

In the event of a tie at the end of regulation in a knockout match, then two (2) ten-minute overtime periods shall be played with no golden goal during the overtime periods.

If the match remains tied at the end of the overtime periods, then the winner shall be determined by penalty kicks.

- a. The winner shall be the team that scores the most in five (5) penalty kicks.
- b. If tied after five (5) penalty kicks, the winner shall be determined by sudden death in rounds of one (1) kick per team.

iii. Championships & 3rd Place Match

1. Overview

- a. The GA National Championships shall be composed of the four (4) quarterfinal winners during the GA Playoffs.

2. Groupings/Draw

- a. In each age group, the qualifying teams will be paired in the semi-finals based on points per game (ppg) from all conference, cross-conference and national event matches listed in the GA National Standings.

b. Structure

- i. Match 1: Highest Ranked Team vs Lowest Ranked Team
- ii. Match 2: 2nd Highest Rank Team vs 3rd Highest Ranked Team

3. In the event of a tie at the end of regulation in a knockout match, then two (2) ten-minute overtime periods shall be played with no golden goal during the overtime periods.

- a. Note: 3rd Place Match, there shall be no overtime, and the winner shall be determined by penalty kicks outlined below.
 - 4. If the match remains tied at the end of the overtime periods, then the winner shall be determined by penalty kicks.
 - a. The winner shall be the team that scores the most in five (5) penalty kicks.
 - b. If tied after five (5) penalty kicks, the winner shall be determined by sudden death in rounds of one (1) kick per team.
 - 5. Schedule
 - a. Day 1 - Game 1: Semi-Finals
 - b. Day 2 - Off or Inclement Weather Day
 - c. Day 3 - National Championship & 3rd Place Match
- iv. Summer Showcase
 - 1. Overview
 - a. All teams in the U15-U17 age groups that have not qualified for the playoffs are expected to compete in the GA Summer Showcase.
 - b. The U15-U17 showcase is a round robin competition that shall determine group winners.
 - c. The playoffs will take place over four (4) days.
 - 2. Summer Showcase
 - a. Groupings/Draw
 - i. All qualifying teams will be ranked based on points per game (ppg) from all conference, cross-conference and national event matches.
 - ii. All showcase teams will be placed into pods of four (4) teams based on seeding listed in GA National Standings.
 - Teams will be drawn into pods against similar competition based on the GA National Standings.
 - Teams will be randomly drawn for each pod.
 - a. If a team is drawn into a group that already includes a conference member, then the team will be placed back into the pod and a new team will be selected.
 - b. Schedule
 - i. Overview
 - Teams will play a three (3) game round robin.
 - Teams will earn:

- a. Three points for a win
- b. One point for a tie
- c. Zero points for a loss
- d. Forfeit = 0-3 loss

Each group winner will be crowned as Group Champions. There is no overtime in showcase games.

ii. Sample Schedule

Day 1 - Game 1

Day 2 - Game 2

Day 3 - Off or Inclement Weather Day

Day 4 - Game 3

iii. Tiebreakers

If two (2) teams are tied after group play is complete, the tiebreaker will be as follows:

- a. Total points earned in head-to-head.
 - i. Note: if more than two teams are tied, then this tiebreaker shall not apply.
- b. Goal difference in group play
- c. Goals for in group play
- d. Goals against in group play
- e. If tied, then it will end as co-champions of this showcase group.

D. U19 Qualification for Playoffs

v. Automatic Qualifiers

1. Frontier Conference

a. Total Allocation of Automatic Qualifiers: 2

- i. Based on points per game (ppg) from conference games only.

2. Mid-America Conference

a. Total Allocation of Automatic Qualifiers: 2

- i. Based on points per game (ppg) from conference games only.

3. Mid-Atlantic Conference

a. Total Allocation of Automatic Qualifiers: 2

- i. Based on points per game (ppg) from conference games only.

4. Mountain West Conference

a. Total Allocation of Automatic Qualifiers: 2

- i. Based on points per game (ppg) from conference games only.
 - 5. Northeast Conference
 - a. Total Allocation of Automatic Qualifiers: 2
 - i. Based on points per game (ppg) from conference games only.
 - 6. Northwest Conference
 - a. Total Allocation of Automatic Qualifiers: 2
 - i. Based on points per game (ppg) from conference games only.
 - 7. Southeast Conference
 - a. Total Allocation of Automatic Qualifiers: 2
 - i. Based on points per game (ppg) from conference games only.
 - 8. Southwest Conference
 - a. Total Allocation of Automatic Qualifiers: 2
 - i. Based on points per game (ppg) from conference games only.
- vi. If two teams are tied for automatic qualification in a conference, what are tiebreakers:
 - 1. Head to head record
 - 2. Goal difference in conference games only
 - 3. Total Wins in conference games only
 - 4. Goals scored in conference games only
 - 5. Goals against in conference games only
 - 6. Coin Flip
- vii. U19 Playoff Structure & Overview
 - 1. After all GA conference matches have been played, 16 teams will automatically qualify for the GA Playoffs, solely based on the conference standings. The U19 playoffs is a 16 team group play, round robin competition, followed by semifinals and finals to determine the GA National Champion.
 - 2. The playoffs will take place over six (6) days to crown the GA National Champion.
- viii. Playoffs
 - 1. Groupings/Draw
 - a. All qualifying teams will be ranked 1-16 based on points per game (ppg) from all conference, cross-conference and national event matches.

- b. All qualifying teams will be placed into one (1) of four (4) pods of four (4) teams based on seeding listed in GA National Standings.
 - i. Pod 1 will include the four (4) highest ranked conference champions based on the GA National Standings.
 - ii. Pod 2 will include the next four (4) highest ranked conference champions based on the GA National Standings.

Teams will be randomly drawn for each pod. If a team is drawn into a group that already includes a conference member, then the team will be placed back into the pod and a new team will be selected.
 - iii. Pod 3 will include all remaining qualified teams.

Teams will be randomly drawn for each pod. If a team is drawn into a group that already includes a conference member, then the team will be placed back into the pod and a new team will be selected.

2. Schedule & Advancement

a. Overview

- i. Teams will play a three (3) game round robin.
- ii. Teams will earn:
 - Three points for a win
 - One point for a tie
 - Zero points for a loss
 - Forfeit = 0-3 loss
- iii. Each group winner will advance to the semi-finals.

b. Schedule

- i. Day 1 - Game 1: 1 vs 4, 2 vs 3
- ii. Day 2 - Game 2: 1 vs 3, 2 vs 4
- iii. Day 3 - Game 3: 1 vs 2, 3 vs 4
- iv. Day 4 - Off or Inclement Weather Day
- v. Day 5 - Semi-Finals
- vi. Day 6 - National Championship & 3rd Place Match

c. Tiebreakers

- i. If two (2) teams are tied after group play is complete, the tiebreaker will be as follows:
 - Total points earned in head-to-head.
 - a. Note: if more than two teams are tied, then this tiebreaker shall not apply.

Goal difference in group play
Goals for in group play
Goals against in group play
If tied, the winner shall be determined by penalty kicks.

- b. The winner shall be the team that scores the most in five (5) penalty kicks.
- c. If tied after five (5) penalty kicks, the winner shall be determined by sudden death in rounds of one (1) kick per team.

ix. Championships & 3rd Place Match

1. Overview

- a. The GA National Championships shall be composed of the four (4) group winners during the GA Playoffs.

2. Groupings/Draw

- a. In each age group, the qualifying teams will be paired in the semi-finals based on points per game (ppg) from all conference, cross-conference and national event matches listed in the GA National Standings.

b. Structure

- i. Match 1: Highest Ranked Team vs Lowest Ranked Team
- ii. Match 2: 2nd Highest Rank Team vs 3rd Highest Ranked Team

- 3. In the event of a tie at the end of regulation in a knockout match, then two (2) ten-minute overtime periods shall be played with no golden goal during the overtime periods.

- a. Note: 3rd Place Match, there shall be no overtime, and the winner shall be determined by penalty kicks outlined below.

- 4. If the match remains tied at the end of the overtime periods, then the winner shall be determined by penalty kicks.

- a. The winner shall be the team that scores the most in five (5) penalty kicks.
- b. If tied after five (5) penalty kicks, the winner shall be determined by sudden death in rounds of one (1) kick per team.

5. Schedule

- a. Day 4 - Off or Inclement Weather Day
- b. Day 5 - Semi-Finals
- c. Day 6 - National Championship & 3rd Place Match

V. Referee Guidelines

COMPETITION RULES & REGULATIONS

GENERAL

Unless otherwise provided in these Regulations, all Girls Academy competitions shall be played in accordance with the youth association and league modifications listed below and 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 board of directors reserve 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

REFEREE COMPENSATION

All costs of referees are the responsibility of the home club. Payment of appointed referees is up to the discretion of the home club. It is suggested that the home team pays the referees prior to the game upon arrival through the arbiter system or direct deposit centrally through USOfficials or other avenues. No payment of any type post game. At Conference/National Events, the referee fees are included in event fees.

U13-15 Age Groups: Centers - 80.00, Assist Referees - \$50.00

U16-U19 Age Groups: Centers - \$90.00, Assist Referees - \$60.00

4th Officials All Age Groups: \$40.00

**Note: 4th Officials are not required for Girls Academy matches.

EQUIPMENT

1. Uniforms

- a. Players, coaches and club officials are not allowed to display political, religious or personal messages in any language or form on their playing or team uniforms, equipment (including bags, beverage containers, medical bags, etc.) or body for the duration of official league games.
 - i. Head coverings for religious reasons are permitted.
 - ii. If warm-up jerseys are used they must be uniform throughout the team and must be approved by the Commissioner in advance of competition day.
 - b. Member clubs are required to have one light colored uniform and one dark uniform.
 - c. Home team will be required to wear light colored uniforms and away team will be required to wear dark colored uniforms
 - i. Home teams will be responsible for changing in the event of a conflict. On a double fixture weekend, it is required for teams to coordinate uniform colors ahead of time for the entire weekend to avoid conflicts.
2. Goals, Nets, Corner Flags and Benches
 - a. All goals must be properly anchored.
 - b. A game will not start without proper equipment, including secured goals, properly lined fields, and corner flags.

ROSTERS

1. 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).
2. Game Cards
 - a. The official game day roster must be provided on the 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.
 - b. Only 4 staff will show up on the printed game card due to space. If more than 4 staff members are on the bench, each additional staff member must present their GA coach/manager card to the referee.
 - c. It is the responsibility of the home club to report scores, goals scored and any disciplinary actions for each fixture. This must be submitted within 48 of the completion of the match.
 - d. The GA Staff will update the rosters weekly on the website to reflect any suspensions, additions or drops, or other eligibility issues.
3. Eligible Player

- a. 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.
 - b. Players can only be approved and made eligible by club registrars and/or staff.
 - c. All players must be registered to the club in the league system and approved by league commissioner/staff.
4. Ineligible Player
- a. 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.
 - b. Any member club using an ineligible player during any competition may be subject to a fine as determined by board of directors and/or a forfeit (by a 0-3 margin) of any game(s) in which the ineligible player participated.
5. 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.
 - i. 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 national playoffs, however the final determination of eligibility will be made by the board of directors.

TECHNICAL FRAMEWORK

1. Game Length
 - a. All U13, U14 and U15 games will be two (2) 40-minute halves with 10-minute halftime
 - b. U16, U17 and U19 games will be two (2) 45-minute halves with a 10-minute halftime
2. 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).
3. Substitutions
 - a. The Girls Academy Substitution Pass must be used for substitutions during all Girls Academy games.
 - i. Note: Halftime substitutions do not require the use of substitution pass.
 - b. All games will have a maximum of seven (7) substitutes per half with no re-entry per half across five (5) opportunities, no more than three (3) opportunities per half.
 - i. Halftime does not count as an opportunity.
 - c. Substitutions are allowed at any stoppage.
 - d. Overtime
 - i. Once a player is substituted in one period of overtime of any GA competition, then such player may not re-enter the game.
 - ii. The overtime periods shall permit a maximum of seven (7) substitutes total across both periods across three (3) moments.
 1. The stoppage between each period of overtime does not count as a moment.
4. Head Injury Substitution

- a. The Girls Academy has implemented a rule change to allow a player who is suspected to have suffered a head injury to be substituted while being evaluated.
 - i. The substitution for the evaluation of the concussion/head injury will not count against the team's total number of allowed substitutions.
 - ii. However, a team need not be in possession of a 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 and substitution moment.
 - d. Any discipline issued to the temporary substitute will count for the remainder of the game.
5. Game Disciplinary
- a. Red Cards - Players
 - i. Any player receiving a red card in a GA Competition will be suspended for the remainder of that competition. The player will also be suspended for the next day on which any competition is played by their club for their specific age group and/or any other age group.
 - 1. Note: Additional suspensions or sanctions may be imposed by the GA Commissioner.
 - b. Red Cards - Coaches
 - i. Any coach receiving a red card in a GA Competition will be suspended for the remainder of that competition, as well as the next competition for that specific age group. The coach will also be suspended for all other age groups competing that day.
 - 1. Note: Additional suspensions or sanctions may be imposed by the GA Commissioner.
 - ii. Any coach receiving multiple red cards within the same season shall be reviewed for additional suspension or sanction by the GA Commissioner.
 - c. Yellow Card Accumulation
 - i. There shall be no yellow card accumulation policy for players or coaches in the GA.
 - d. Red Card Carryover
 - i. Red card suspensions, for both players and coaches, shall carry over into the subsequent GA season if the red card is received on the final day of competition of the current season.

- e. Referees will send the Girls Academy Director of Operations red card suspensions in an email within 2 hours of the end of the game in which the red card was given.

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 board of directors.
- ii. The players and members clubs participating in the Girls Academy 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 Girls Academy.

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 Girls Academy 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 Girls Academy; 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
 - a. 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.
 - b. 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 Girls Academy may dismiss the protest.
8. Game Fixing Policy
 - a. The Girls Academy prohibits game fixing of any kind.
 - b. Any member clubs that condone or contemplate game fixing will be subject to immediate dismissal from the program and may face additional sanctioning.

RISK MANAGEMENT

1. Overview

- a. The Girls Academy is committed to providing a safe environment for its members and participants, and to preventing abusive conduct in any form. Every member club and its personnel are responsible for protecting participants and ensuring their safety and well-being while involved in sponsored activities. The following guidelines of behavior and procedures have been adopted for member clubs, staff, volunteers and participants. All clubs, as well as parents, spectators and other invitees, are expected to observe and adhere to these guidelines. Violation of these guidelines may be used as a basis for a club or its staff's suspension or other disciplinary action, or a staff's disqualification from registration.
 - i. Abuse of any kind is not permitted within the Girls Academy. Physical, sexual, emotional or verbal abuse or misconduct from players, coaches, officials, volunteers, parents or spectators shall not be tolerated. This includes, but is not limited to such forms of abuse as: insulting, threatening, mocking, demeaning behavior or making abusive statements in regard to a person's race, gender, religion, physical or mental disability, nationality/ethnicity, sex or age.
 - ii. Physical and/or sexual abuse, including, but not limited to: striking, hitting, kicking, biting, indecent or wanton gesturing, lewd remarks, indecent exposure and any form of sexual contact or inappropriate touching, are strictly prohibited within the Girls Academy.
 - iii. In addition, every member is responsible for reporting any cases of questionable conduct or alleged mistreatment toward our members by any coach, official, volunteer, player, parent, sibling or spectator.
 - iv. The Girls Academy will respond quickly to any and all allegations of abuse within this organization. The alleged offender will be notified of such allegations promptly.

2. Conduct

- a. The Girls Academy promotes respect and good sportsmanship throughout the league and encourages qualities of mutual respect, courtesy and tolerance in all participants, coaches, officials and volunteers.
 - i. To protect youth participants, as well as coaches, officials and volunteers, it is strongly recommended that no adult person allow themselves to be alone with an individual child (unless their own child) or with any group of children during sponsored activities. In particular, it is recommended that coaches or other adult members of the club:
 1. Do not drive alone with an individual child participant in the car
 2. Do not take an individual child alone to the locker room, bathrooms or any other private room
 3. Private conversations with youth participants should occur within the view of others, in the gym or on the field, instead of a private office or hotel room.

4. Coaches and other adults of member clubs should not socialize individually with participants outside of sponsored activities [in the absence of participant's parents]
- ii. Supervision/Chaperone Ratio
 1. It is recommended that for any sponsored activity, the ratio of adults to youth participants be at least 1:9 (1 adult for every 9 children) with a minimum of 2 adults for every activity
 2. When traveling overnight with youth participants, children should be paired up with other children of the same gender and similar age group, and with chaperones in separate, but nearby rooms
 3. No child should be left alone at a training session or at any other time until they are picked up by their parent, older sibling or other designated adult. It is recommended that the last adult in addition to the coach or trainer wait at the site until the child is picked up.
 4. We want to empower our children to trust their feelings and let them know that their concerns, fears and hopes are important by listening to them. Open communication between children and parents, or between children and other adults in the organization may help early warning signs of abuse to surface.
 - iii. Risk Management
 1. All coaches and administrators who are required to register with the Girls Academy must complete a background check, Head's Up Certification and be Safesport Certified, which can be accessed online.
 2. Players 18 years of age or older must complete Safesport if a minor 15 years of age and under plays on their team or trains with them within their club.
 3. Failure to complete or falsification of the application can result in immediate disqualification or suspension.
 - iv. Disqualification of Individuals
 1. The Girls Academy may deny registration to and disqualify any individual, or deny membership to or otherwise discipline any club which employs or utilizes any individual who either fails to comply with the registration procedures, falsified information, or as a result of such procedures is determined by the league commissioner and/or board of directors to be unfit to continue in their current position.
 - v. Goal Safety
 1. Home clubs are responsible for inspecting the goals and ensuring the safety of the goals.
 2. However, should the visiting club become aware of a goal safety issue, they should immediately inform the home club and the game official about the issue.

3. The home Clubs should do the following:
 - a. Pre-Game Suggestions
 - i. Make sure that the goal is firmly secured to the ground with anchors
 - ii. Make sure that all connecting hardware (nuts, bolts, etc.) is properly attached
 - iii. Make sure that the structural integrity of the goal has not been compromised (cracks in welds or posts, etc.)
 - iv. Make sure that the goal is on a level (flat) surface
 - v. check the net attachment system to make sure that it is secure and that there are no sharp edges.
 - b. Post-Game Suggestions
 - i. If goals remain in the up-right position, make sure they are secured with ground anchors
 - ii. If anchored with portable style anchors, goals should be stored by being chained together face-to-face, or placed in a face down position
 - iii. Remove the net when the goal is not in use
 - iv. Make sure that all connecting hardware (nuts, bolts, etc.) are in place and secure
 - v. Check the structural integrity of the goal
 - vi. Never allow anyone to climb on the goals
 - vii. If goals are moved, exercise extreme caution and allow adequate manpower to move the goals
 - viii. Make sure that warning labels are visible and in good condition.
- vi. Field Inspection
 1. Home clubs are responsible for inspecting the field and ensuring the safety of the facility. However, should the visiting club become aware of a safety issue at the facility, they should immediately inform the home club and the game official about the issue.
 2. The home club should do the following:
 - a. Inspect for foreign objects
 - b. Check for holes, hills or ruts
 - c. Inspect sprinkler heads to make sure that they are seated and properly covered
 - d. Ensure there is a restraining line for spectators at least five (5) feet beyond the touch line and outside of the inspect bleachers and seating areas
 - e. Inspect the field and surrounding areas for any possible "attractive nuisances"
- vii. Referee Responsibility for Safety

1. All determinations as to the safety of the field, the goals, the balls, player equipment are ultimately the responsibility of the referee assigned to the game.
 2. Any field, equipment or ball conditions deemed by the referee to be unsafe must be corrected by the home club before play can begin or resume.
- viii. Club Liability
1. To the extent that clubs are not covered by the general liability insurance provided by the league sanctioning body.
 2. Member clubs assume all risks, responsibilities and liabilities for loss, damage, injury or death while using property and facilities during games, whether such loss, damage, injury or death be occasioned by the team or by the league, its officers, agents or otherwise.
- ix. Player Liability
1. Players shall assume all risks, responsibilities and liabilities for loss, damage, injury or death to themselves while engaged as a player for a club or as a player on a representative team of the league subject to applicable state laws and regulations.
- x. Liability Waiver & Indemnification Form
1. All coaches, administrators and players and their parents or guardians are required to sign a liability waiver when they submit their registration.



SAMPLE

VI. Girls Academy Match Day Details (Host Team Completes)

Good afternoon,

Below you will find all necessary information pertaining to our matches this weekend.

INSERT DATE

Location: Insert Location

Address: Insert Address

Type of Field: Turf or Grass

Schedule:

Insert Home Club vs Insert Away Club

Insert Age Group @ Insert Time (Insert Field #)

Insert Age Group @ Insert Time (Insert Field #)

Insert Age Group @ Insert Time (Insert Field #)

Insert Age Group @ Insert Time (Insert Field #)

Insert Age Group @ Insert Time (Insert Field #)

Insert Age Group @ Insert Time (Insert Field #)

SAMPLE

August 1, 2020

Location: Round Rock Multipurpose Complex

Address: 2001 N Kenney Fort Blvd, Round Rock, TX 78665

Type of Field: Turf

Schedule:

Lonestar SC Academy vs Houston Dash

08G @ 12:00 PM (Insert Field 7)

07G @ 12:00 PM (Insert Field 8)

06G @ 2:00 PM (Insert Field 7)

05G @ 2:00 PM (Insert Field 8)

04G @ 4:00 PM (Insert Field 7)

03G @ 4:00 PM (Insert Field 8)

Uniforms:

Insert Home Club: Insert Home Club Jersey Color, Short Color, Sock Color

Insert Home Club: Insert Home Club GK Jersey Color, GK Short Color, GK Sock Color

SAMPLE

Lonestar SC Academy: White Jersey, Red Shorts, White Socks

Lonestar SC Academy GK: Yellow Jersey, Yellow Shorts, Yellow Socks

Covid & other health protocols when applicable.

Athletic Trainer:

An athletic trainer will be provided for all games and will be available 1 hour prior to kick-off of the first match.

Weather Forecast in Austin Area:

Click [HERE](#) to see weekend weather forecast for the Austin Round Rock Area

Host Club Contact Information:

Insert Host Club Name

Insert Club Contact #1

Insert Club Contact Number

Insert Club Contact #2

Insert Club Contact Number

Sample

Lonestar SC Academy

Sophia Mundy

(XXX) XXX-XXXX

Sophia Mundy

(XXX) XXX-XXXX


Accommodations:

List of possible hotel suggestions for an overnight trip. Work with other club if travel partners

Lunch Provided: Yes or No **Lunch Details:** Insert ordering instructions for visiting club

VII. Substitution Pass


SAMPLE



Girls Academy Substitution Pass

This card is to be used for substitutions during all Girls Academy games

SUBSTITUTION	MOMENT
First Half <div style="display: flex; justify-content: space-around; border: 1px solid black; padding: 2px;">1 2 3 4 5 6 7</div>	<div style="display: flex; justify-content: space-around; border: 1px solid black; padding: 2px;">1 2 3</div>
Second Half <div style="display: flex; justify-content: space-around; border: 1px solid black; padding: 2px;">1 2 3 4 5 6 7</div>	<div style="display: flex; justify-content: space-around; border: 1px solid black; padding: 2px;">4 5</div>
TEAM: _____	
COACH/DIRECTOR: _____	
IN: _____ #: _____	
OUT: _____ #: _____	
<ul style="list-style-type: none"> - U13-U15: (2) 40-minute halves, 10-minute halftime - U16-U19: (2) 45-minute halves, 15-minute halftime - No Re-Entry Per Half - No More Than (3) Moments Per Half - Halftime Does Not Count as a Moment 	



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