



US YOUTH SOCCER

2021-22 DESERT CONFERENCE OPERATING PROCEDURES

(as of August 18, 2021)

INTRODUCTION

In accordance with the US Youth Soccer Leagues Program Rules (14.06) these Desert Conference Operating Procedures shall be an extension of the Leagues Program Rules. When Leagues Program Rules are referenced or summarized in these Operating Procedures, they are meant to mirror the Leagues Program Rules in every respect. These Operating Procedures are specific to the US Youth Soccer Desert Conference.

SECTION I. DESERT CONFERENCE - TEAM APPLICATION AND ADMISSION

1.01 Team Eligibility

Any team applying for entry into the Desert Conference must meet the eligibility requirements in accordance with the Leagues Program Rules.

1.02 Registration System / Application Process

Gotsport shall be the official team application/registration system of the Desert Conference. Any eligible team must apply their team into the Conference using Gotsport. No applications will be received or accepted in any other system. Eligible teams must have a Gotsport account in order to apply into the Desert Conference. Team accounts must have accurate information regarding the coach and manager at 3 weeks prior to first scheduled event. In completing any application into the Desert Conference teams are required to submit accurate information on team accomplishments. Misrepresentation of team accomplishments may result in the team being disqualified from conference participation.

1.03 Application Deadlines

The 12U-19U Desert Conference Application Deadline is June 20, 2021.

1.04 Application Agreement

Any team applying to play in a Conference agrees to accept, abide by, and comply with all policies, rules, and decisions of the Leagues Program and further agrees to pay all fees that are due to the Conference for participation in the Conference by the applicable deadlines.

1.05 State Association Endorsement

All eligible teams must be endorsed for participation in the Desert Conference by their respective member State Association prior to acceptance into the Conference.

1.06 Acceptance of Teams

The Desert Conference League Manager and/or Desert Conference Advisory Committee will determine what teams from those authorized to apply by their State Association will be accepted into the league. The League Manager, with input from the committee, will make the acceptance decision for entry into the league based on availability of positions, configuration of teams in each division, availability of resources, and regional distribution.

1.07 Fees and Other Expenses

For 2021/2022 Season: The Team Entry Fee to participate in the Desert Conference is \$1,700 per team (12U-14U) and \$1,800 per team (15U-19U). The Team Fee does not include Referee Fees, which will be paid in accordance with Section 8 (Referees) of this document. Team Fees are paid through Gotsport by credit cards, League Fees are due upon acceptance. Please note that 3% credit card processing fee will be added to the registration fee.

SECTION 2. DESERT CONFERENCE – LEAGUE STRUCTURE AND QUALIFICATION

2.01 State Association Representative

Each participating State Association shall appoint a DC State Association Representative who shall provide his or her State Association with all information relevant to the DC. The representative shall be subject to the jurisdiction of and answer to the League Manager. The representative's duties include serving as a liaison between the DC and teams and ensuring that DC requirements are fully met.

2.02 Structure

The 2020/2021 US Youth Soccer Desert Conference will include the following Boys and Girls age groups:

- 12 and Under (12U) – for players born on January 1, 2010 or later
- 13 and Under (13U) – for players born on January 1, 2009 or later
- 14 and Under (14U) – for players born on January 1, 2008 or later
- 15 and Under (15U) – for players born on January 1, 2007 or later
- 16 and Under (16U) – for players born on January 1, 2006 or later
- 17 and Under (17U) – for players born on January 1, 2005 or later
- 18 and Under (18U) – for players born on January 1, 2004 or later
- 19 and Under (19U) – for players born on January 1, 2003 or later

2.03 Qualifications 2021/2022

There is a two-step approval process for the US Youth Soccer Desert Conference.

- 1) Each team must be endorsed by its respective State Association.
- 2) The US Youth Soccer Desert Conference shall review and determine the final selection of all teams and placement into divisions, if applicable.

Each gender age group is populated in four ways:

- The 2020/2021 State Cup or State League champions from the 6 states earn automatic slots (given by each state)
- The 2020/2021 National League teams that qualify for the 2021-22 National League P.R.O spot earn automatic slot

- Teams selected by the Desert Conference League Manager and Desert Conference Advisory Committee.
- A returning DC champion who is not a State AQ will be automatically given entry as an AT-Large or open spot

The criteria used for acceptance and placement includes but is not limited to the team's performance in 2020-21 Desert Conference play, 2020/2021 US Youth Soccer National Championship Series play (State Cup, Regionals and Nationals), and 2020/2021 National League. Accepted teams shall be notified via a website posting or an e-mail regarding their acceptance and placement into the US Youth Soccer Desert Conference. The list of teams accepted along with tier and division placement for the 2020-21 season is expected to take place on or around July 15, 2021.

Open Slots will be filled by Open Team Application, teams from outside the Desert Conference may apply for open slots at the discretion of the Desert Conference League Manager provided that open slots are available, and the team meets the criteria for the league. The Desert Conference shall have the final determination of acceptance and number of teams in the Conference.

In situations whereby, a team does not apply for participation for a season where such team had previously qualified as a Desert Conference team, such slot may be filled at the discretion of the League Manager.

2.04 Qualification for 2021-2022

The Desert Conference will qualify up to eight (8) teams for the 2021-22 Conference season Premier I tier 12U & above using the following criteria. The League Manager shall have final determination of the number of teams in gender age group.

- Each State (AZ, CO, NM, NV, HI and UT) is awarded one spot for their State Cup Champion or State League Champion. In the event that the team has already pre-qualified by qualifying for National League PRO then that team shall also count as the state representative for their State Cup or State League qualification. The DC League Manager and Desert Conference Advisory Committee shall have the final determination of acceptance.

The Desert Conference may create additional Tiers or Divisions as needed in order to be able to accept enough teams to provide geographic diversity and a competitive environment for the teams and players participating. All qualified/eligible teams must be endorsed for participation in the Desert Conference by their respective member State Association prior to acceptance into the Conference.

SECTION 3. DESERT CONFERENCE - TEAM ROSTERS

3.01 Team Rosters

The official Team Roster for the Desert Conference shall be in Gotsport. Teams are responsible for ensuring that their Gotsport Desert Team Roster is identical to their Official State Association Roster. The Gotsport roster must be accurate by 24 hours prior to a team's first match of the season. A team's State Association may impose an earlier deadline. Additions to the Team Roster, subject to the requirements of a team's State Association, must be updated in the Gotsport roster no later than 24 hours prior to a Conference match.

Any Club Pass Players must be listed on the Club Pass Roster (i.e. pool of club pass players) and Match Day Line-Up Card to be eligible to participate. A Primary or Club Pass Player may only appear on one (1) Desert Conference Primary Roster/Club Pass Roster in a gender age group during the Conference

season. The maximum Club Pass Roster for a Desert Conference team is 30 minus the number or primary rostered players (i.e. a team with 18 rostered players has a Club Pass Roster maximum of 12).

Desert Conference teams may create a Club Pass Roster in Gotsport, which is the pool of Club Pass players designated for use by a specific team. Any club pass player must be added to the Club Pass Roster and Match Line-Up Card no later than 24 hours prior the Conference match in which the club pass players will participate. Any club pass player, once added to a team's Club Pass Roster, cannot be removed until the completion of the Conference season.

3.02 Player Eligibility and Limitations

All players must be current US Youth Soccer members and have member passes that have been approved by their respective State Association.

Teams must file with the Conference, in a process outlined in the Conference Operating Procedures, its State Association approved Team Roster and State Association approved Club Pass Player Roster. Additions to the Team Roster or the Club Pass Player Roster must be filed with the Conference no later than 24 hours prior to a game's kick off in order for players listed on the roster(s) to be eligible to play. An authorized official from the Team's respective home State Association must authorize the validity of all rostered players in order for players to be eligible for Conference play. US YOUTH SOCCER – National League Conference Rules – August 17, 2021

3.03 Player Eligibility

All players must be current US Youth Soccer members and have member passes that have been approved by their respective State Association. During a Conference season, a player may be listed on one Team Roster. Players listed on a Team Roster may also be listed on a Club Pass Roster(s) on team(s) within the same US Youth Soccer affiliated club as approved by the team's State Association, in accordance with Conference Operating Procedures. A player that is rostered to a team outside of the Conference but within the same US Youth Soccer affiliated club as approved by the team's State Association, may also be listed on the Club Pass Roster(s) on team(s) within the same US Youth Soccer affiliated club. In situations where a player may be listed as a Primary or Secondary player, such player may only be on a Team Roster or Club Pass Roster for a team within the player's Primary Club.

3.04 Maximum Roster Size and Pool of Players

The maximum number of players on a Team Roster shall be 22 although the pool of players eligible to participate for an individual team is 30. Such pool of players may include club pass players, as well as any players that may have been added to the Team Roster once the team's Conference season has commenced. Procedures for submitting approved rosters for Conference play are within each of the Conference Operating Procedures.

3.05 Player Limitations

A primary rostered player may only play for one team in a Conference Division in which their primary team is participating. In situations where a club has multiple teams participating in the same Conference Division, at no time may such primary players appear on both Conference Division rosters. Under no circumstances may a player be listed on multiple team rosters if such teams are from different clubs. *During the Conference season, a player may only play for one (1) conference team per day.* During the Conference season, a Goalkeeper may be listed on up to two (2) Conference team match day team lineups per day from the same club, with the written consent by the Conference League Manager. A Goalkeeper may not play on more than one team in the same gender age group of a Conference Division, and is subject to the same standards as club pass players.

3.06 Team Match Day Line-Ups

Up to eighteen (18) players (inclusive of both primary players and club pass players) are eligible to play in each Conference match. Eligible players must be listed on the Team Match Day Line-Up (i.e Gotsport Game Card). The Gotsport Game Card will be the used as the official Team Match Day Line-Up prior to each Conference match, and the official Match Report following each Conference match. The process, timing, and verification of the Team Match Day Line-Up must be done in accordance with Section 9 (Match Day Procedures) of this document.

Players on the team roster who are not eligible/participating in a Conference match are allowed in the team bench area but must not be in uniform.

3.07 Playing of Ineligible Player

In accordance with Leagues Program Rules, a team that plays an ineligible player shall be subject to disciplinary action including but not limited to: (a) forfeiture of the match; and (b) suspension of the team's coach from Conference competition. Additional disciplinary action could include (a) expulsion of the team from the Conference; and/or (b) any further action(s) as determined by the Conference League Manager.

Accusations from teams of an ineligible player must be extensively substantiated and is incumbent on the accuser to provide concrete evidence of ineligibility.

3.08 Player Information

The Desert Conference may require participating teams to provide information on players for use in promoting the Conference and/or its teams and players. Upon request, teams are required to submit information regarding personal player history, competition history, roster history, and any other information that may help promote the league, player, or team.

SECTION 4. DESERT CONFERENCE – SCHEDULING AND MATCH MANAGEMENT

4.01 Number of Matches

Each team will be scheduled to play a minimum of four (4) matches in a season. The scheduled number of games shall be determined by the Desert Conference based on the number of teams in a division. Most gender age groups in the Desert Conference will play between five (7) – in a single round-robin format. The final match count will be determined by the number of accepted teams in the Conference.

4.02 Conference Match Types:

Matches within the Desert Conference.

Event matches are those matches scheduled during a 3-day event in pre-determined locations (i.e. 2021-2022 Season: Salt Lake City, Phoenix, and Las Vegas). Teams will play at least 3 games during an Event.

4.03 Travel/Hosting/Hotels:

For the purpose of Desert Conference competition, Permission to Host/Travel Forms is not required. Permission to host/travel is granted when a team's respective State Association approves the team's application into the Conference.

- (a) Stay and Play is required in the 21-22 Conference season for all teams not permanently residing within 100 miles + from the facility. Anthony Travel will be the host organization for ALL stay and play requirements.

4.04 Match Schedules:

The League Manager will have sole discretion in scheduling matches. The intention of the Conference is to publish the schedule approximately one (1) month prior to the first match weekend when possible. The League Manager will consider the following situations when scheduling Desert Conference matches:

- a) Head Coaches of multiple teams. Every attempt will be made to avoid head coach conflicts of two (2) teams within the Desert Conference. Head coaches of three (3) or more teams cannot be guaranteed. The Head Coach of a team must be accurately listed in Gotsport using the same coach account for both teams, prior to the schedule being published in order to be considered for avoiding conflicts.
- b) Minor schedule changes may occur prior to a match weekend due to field availability or coaching exception. All game field numbers and times should be checked 24 hours before the game. Any changes made to the schedule within two (2) weeks of the event will be directly communicated to teams involved.

4.05 Match Schedule and Rest Periods:

It is the intent of the league to play only one (1) match per day; however, when circumstances dictate, or, should both coaches request, no more than two (2) matches a day may be scheduled.

****Play weekends- Any Desert Conference weekend that requires 4 games to be played will have each half shorted by 5 minutes.

4.06 Inclement Weather and Unplayable Field Conditions Prior to a Match:

The Host Complex / State Association is responsible for notifying the League Manager as soon as possible if matches on scheduled fields are unable to be played due to field closings or inclement weather. The League Manager, in consultation with the host complex, will make every effort to determine the status of the matches by the Wednesday prior to the weekend of play (Friday, Saturday and Sunday). Rescheduling of Desert Conference matches is done in accordance with Conference Rescheduling Policy.

4.07 Rescheduling Policy:

Once the Desert Conference schedule is published it shall be considered official. Changes are permitted at the discretion of the League Manager due to transcription errors, inaccurate information provided to the Desert Conference or other errors as determined by the League Manager. All other changes to the schedule shall be made in accordance with the below parameters. Any reschedule situation not included here-in will be determined at the sole discretion of the League Manager.

- (a) All event weekends cannot be changed or shifted, there will be play dates where you play a team from your own state, these games CANNOT be rescheduled; State League (State Sanctioned) matches cannot count towards your Desert Conference schedule unless being made up for weather or event cancellation.
- (b) Should the hosting complex change fields numbers or field availability prior to an inter-state event weekend, the League Manager will update the schedule as necessary. Every attempt

will be made to have as little impact on the schedule as possible, however, some match start times may have to be updated.

(c) Should a match or matches be cancelled due to rain or inclement weather, it shall be rescheduled on a date/time/location as determined by the League Manager. Following a rain-out, the rescheduled match shall be published no later than fourteen (14) days after the originally scheduled match and be completed by April 15, 2022. The rescheduled match may be scheduled as the second match on a day when both teams are at the same Conference event. Once the reschedule is published, it shall be considered official.

(d) In situations where, multiple matches are being played an event weekend, and matches are postponed during the first day of competition (i.e. Saturday), the postponed match is to be scheduled for the following day (i.e. Sunday) if possible with such determination made solely by the League Manager. The League Manager may determine to shorten match lengths of any scheduled or rescheduled match in order to play as many postponed matches as possible.

(e) Requests to reschedule a match due to a team, player(s), or coach conflict will not be considered unless there are extraordinary circumstances as determined by the League Manager. Most reschedule requests due to travel, time preference, or player/coach availability will not be considered. In the rare case of granting a reschedule request, the requesting team will be invoiced for any nonrefundable expenses related to the scheduling of the match at its original date, time and location.

4.08 Referee Jurisdiction

Once the referee has jurisdiction of a match, the match may be stopped, suspended, or terminated as provided in the "IFAB Laws of the Game."

4.09 Emergency Match Management Procedures

On an emergency basis, the League Manager reserves the right to impose emergency Match Management Procedures. These procedures shall be limited to those items that are necessary, in the sole opinion of the League Manager, for a match to be played. Such procedures could include, but are not limited to, the following.

(a) Shortening match lengths or half time due to inclement weather, lack of light, or other extraordinary circumstances.

(b) Moving a match to earlier or later in a day.

(c) Establishing additional match day(s) due to excessive rainouts.

(d) Approving the use of less than a 3-man referee crew or approving use of a "club" linesman.

(e) Approving an alternate method to validate eligible players.

4.10 Responsibility of Teams

The officials of a team at a match (as provided by US Youth Soccer Leagues Program Rules 21.10), are responsible for the behavior, conduct and control of team players, support staff, supporters including but

not limited to family and friends, and team management staff. Failure to abide by this rule may result in Disciplinary Action as determined by the Conference League Manager.

SECTION 5. DESERT CONFERENCE – STANDINGS

5.01 Earning Points in Matches

Points earned in the Desert Conference will be in accordance with Leagues Program Rules. The standings of teams within divisions/sub-divisions are based upon the number of points earned. Teams earn points as follows: Three (3) points for a win; One (1) point for a tie; No (0) points for a loss

5.02 Forfeits

A forfeited match will be scored as a 1-0 win for the opponent. A team forfeiting any match shall be dropped from the Desert Conference at the discretion of the League Manager following a review of the incident resulting in any Forfeits. Should a team be dropped, all scores for that team in the seasonal year schedule shall be recorded as a 1-0 win for the opponent. In addition, a team that forfeits one or more matches may be subject to further sanctioning including but not limited to a fine, become ineligible to advance to Regionals, become ineligible to advance to the National Tier or P.R.O of the National League, or be suspended from the Leagues Program. The League Manager of the Desert Conference, after consultation of the NL Management Group, shall determine any additional sanctioning.

SECTION 6. DESERT CONFERENCE – NATIONAL / REGIONAL COMPETITIONS

6.01 US Youth Soccer West Region Championships Wild Cards

The top team, by points/tiebreakers, from the Desert Conference shall receive an automatic slot into the US Youth Soccer National Championship Series Regional Competition (Far West Regionals) that same seasonal year. In order to be eligible for a Wild Card slot, the following conditions must be met:

(a) The team must participate in their State Association State Cup competition for the US Youth Soccer National Championship Series during the current seasonal year

(b) The team must meet all current eligibility requirements for the US Youth Soccer National Championship Series.

(c) A team's roster will be frozen for DC play at the same date as rosters are frozen for a teams participation in State competition and under State Association rules. Desert Conference rosters for teams participating in any dual aged group/bracket that intend to participate in a State Association competition that requires a roster to be frozen, must only include player that are age appropriate to participate in the State Association Competition.

Example - Desert Conference roster in a dual age group, must only present your state cup qualifying age group birth year - (03/04 age group and playing in 04' state cup) No 03' players would be eligible on your DCL roster to secure Wild Card spot for DCL. Top team in each age group would receive its own FWR bid.

(d) The team may not have forfeited a game in the DC or in their state competition.

Should a team qualify for Far West Regionals through both the Desert Conference and State Cup competition, the team will advance to Far West Regionals as the State Cup representative.

6.02 Qualification into the US Youth Soccer National League P.R.O. (National tier)

The top two teams in each division 13U-18U gender age group, by points/tiebreakers, from the Desert Conference shall receive an automatic invitation into the US Youth Soccer National League P.R.O. the next seasonal year in the team's rising gender age group (14U-19U). Divisions with less than 6 teams will receive 1 AQ spot for National League P.R.O.

SECTION 7. DESERT CONFERENCE - RULES OF PLAY

7.01 Applicable Rules and Laws of the Game

Matches will be played under the applicable policies and rules of Leagues program and US Youth Soccer. Teams are responsible for obtaining and abiding by the IFAB Laws of the Game as they govern play subject to the modifications noted the Leagues Program Rules.

7.02 Substitutions

Matches in the 15U, 16U, 17U, 18U and 19U age groups will operate under the IFAB-7 players "per half" substitution system (limited substitution). Once replaced, players cannot re-enter the game during that half of play. Substitutions may be made at any stoppage of play with the approval of the referee. If a player is removed from the match and no substitute enters the match for the player (team plays short), the original player may reenter the match. Reentry shall be at a normal substitution point (with approval of the referee) or at any point during the match if the referee signals for the player's reentry. Matches in the 12U, 13U and 14U age groups shall have unlimited substitutions.

During a match is that is part of a Conference event using neutral Health Care Professionals (HCP) or neutral Athletic Trainer Certified (ATC) to monitor the fields, if a player is suspected of suffering a head injury, such player may be substituted for evaluation. The substitution for the evaluation of a concussion/head injury will not count towards the team's total allowed substitutions in a half. However, the team must have at least one substitution available to implement this temporary substitution.

If the player is deemed by the neutral HCP or neutral ATC to not have been diagnosed as having a possible 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 in the half. Furthermore, the temporary substitute will be able to re-enter the game in that half at a later time. 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 substitute and the team will be charged a substitution.

7.03 Match Length and Ball Size

Each Conference match length will be in accordance with Leagues Program Rules. The League Manager will have discretion to shorten match lengths in cases of extraordinary circumstances.

7.04 Team Uniform

Team Uniforms must be in accordance with Leagues Program Rules. Every team in the Desert Conference must have two (2) sets of jerseys and socks. The expectation is for the home team to wear their lighter/white colored jersey and socks, while the away team to wear their darker colored jersey and socks. If, in the opinion of the Referee, a team color conflict exists, the away team shall change. Any team not having an alternate jersey and sock available at each game may be fined for every game it is in violation.

Every player on the field must have a unique number (from the rest of the team) affixed on the back of their jersey, apart from goalkeepers. Goalkeeper jersey numbers are optional, but if a number is affixed, it must be a unique number (from the rest of the team). Taped numbers will not be allowed.

US Youth Soccer, National League, Desert Conference, or other US Youth Soccer related logos/patches are allowed on uniforms, in addition to the team name, team sponsor, or shirt manufacturer. No other patches/logos are permitted without the prior written approval of the League Manager. Other patches/logos may not be taped over but may be covered over with another patch, such as an American Flag.

7.05 Desert Conference Protocol for Send Offs and Dismissals

Protocols for send offs and dismissals shall be in accordance with Leagues Program Rules. In the Desert Conference, should a player be sent off from a Conference match, the designated area for the ejected player shall be the Team Bench Area and will remain there under the supervision of the player's Coach. If the sent off player cannot be controlled by the Coach, the Referee may require the removal of the player from the entire field area. If such player is removed from the field area, the Coach must designate a parent or Team Official to supervise the player away from the field area.

7.06 Team Coaches – Coaching Education Requirement

a) all coaches need to do the background check, safesport and concussion certificate before being added to the roster.

b) Coaches of teams within the Desert Conference are encouraged to obtain must have obtained a US Soccer National D License or the United Soccer Coaches equivalent (National Diploma) level of coaching education. All coaches and team officials in the Team Bench Area must have proper credentials issued by their State Association.

SECTION 8. DESERT CONFERENCE - REFEREES

8.01 Three Person System

Matches should be officiated by the three-person IFAB/USSF Referee System. The Desert Conference League Manager may, in extreme circumstances, approve exceptions to the use of the three-person system.

8.02 Referee Assignor

The League Manager, in consultation with the hosting State Association/Club, will determine which referee assignor will assign each event hosted in their State Association boundaries. Referee assignors must be a certified US Soccer assignor. The referee assignor shall be paid according to US Youth Soccer Policy (via the Expensify App) unless the State Association or hosting club chooses to invoice US Youth Soccer for the assignor fees.

8.03 Payment of Referees

Referee and Assistant Referees will be paid at the fields, prior to the start of each match. Each team involved in a Desert

Conference match will be responsible for paying half of the total cost for the Referee and Assistant Referees. The Referee and Assistant Referees will be paid in accordance with the below totals and breakdown of denominations

If there is only one Assistant Referee, only one Assistant Referee payment is made. The other Assistant Referee fee may be paid to a club assistant referee, if they are a registered USSF official.

8.04 Filing of Referee Match Report:

Following the conclusion of the game, the Referee shall fill out the official Game Report, which is the Referee selected Match Day Line-Up Card. The Coach or Team Official from each team is required to sign the completed Game Report prior to leaving the field area. It is advised that each team take a picture of the Game Report for their records.

The signed Game Report will be kept by the Referee and submitted to the Referee Assignor or Conference official. In one-off matches the home team coach or manager is required to submit the Game Report to the League Manager, the away team should verify that the information has been submitted accurately. Game cards/Lineup Cards should be scanned to the League Manager within 72 Hours. All scores must be submitted before the final posted date of the season. An unreported game may be deemed a no-contest should neither team submit the score to GotSport and the League Manager.

If a player is sent off for Violent Conduct, Spitting, or Abusive Language, a US Soccer Supplemental Report must be filled out and submitted to the on-site Conference Official or referee assignor with the Match Report. Additionally, a US Soccer Supplemental Report must be filled out and submitted to the on-site Conference Official or referee assignor for situations involving Referee Abuse or Referee Assault. The on-site Conference Official or referee assignor shall submit all Match Reports and US Soccer Supplemental Reports to the League Manager.

Section 9. DESERT CONFERENCE – MATCH DAY PROCEDURES

9.01 Match Day Procedures

The Desert Conference Match Day Procedures apply to all matches played in the Desert Conference, unless otherwise instructed by the League Manager.

12U	\$50 per game per team; a total of \$100 (\$40 to Referee and \$30 to each AR)
13U and 14U	\$60 per game per team; a total of \$120 (\$50 to Referee and \$35 to each AR)
15U and 16U	\$70 per game per team; a total of \$140 (\$60 to Referee and \$40 to each AR)
17U, 18U, and 19U	\$80 per game per team; a total of \$160 (\$70 to Referee and \$45 to each AR)

9.02 Team Match Day Line-Up Card

The Gotsport generated Game Card shall be the official Team Match Day Line-Up Card for the Desert Conference. The Match Day Line-Up Card for each Conference match should be printed no earlier than 24 hours prior to the scheduled start of that match. This timing will ensure the most accurate information for each team line-up. The eighteen (18) eligible players (inclusive of both primary and club passed players) should be listed on the Match Line-Up Card no later than 24 hours prior to a Conference match.

9.03 Match Day Line-Up Players

The Team Match Day Line-Up Card must include the eighteen (18) eligible players (inclusive of both primary and club pass players) a team will use in a Desert Conference match. Should more than eighteen players appear on the card, the Coach or Team Official must manually strike through the players that will not participate (prior to check-in by the referee) for a maximum of eighteen (18) eligible players.

9.04 Club Pass Roster

Any Club Pass Players must be listed on the Club Pass Roster (i.e. pool of club pass players) and Match Day Line-Up Card to be eligible to participate. A Primary or Club Pass Player may only appear on one (1) Desert Conference Primary Roster/Club Pass Roster in a gender age group during the Conference season. The maximum Club Pass Roster for a Desert Conference team is 30 minus the number of primary rostered players (i.e. a team with 18 rostered players has a Club Pass Roster maximum of 12).

9.05 Team/Player Check-In

Prior to the start of a Conference match, each team shall present the referee with the copy of the Team Match Day Line-Up Card and their properly prepared US Youth Soccer Player Passes.

The Referee shall select one of the Team Match Day Line-Up Cards and check-in each team's players using both the Match Day Line-Up Card and the US Youth Soccer Player Passes. Only a maximum of eighteen (18) players may be checked in for a Conference match. Any player not present at the time of check-in may not enter the field of play until the Referee can properly check-in the player. The League Manager may designate an on-site League Official to perform any required check-in.

9.06 Team Bench / Spectator Areas

The teams will occupy the same side of the field. Teams are to remain on their half of the field between the halfway line and eighteen yards from their goal line. Spectators are to only occupy the opposite side of the field from the teams on the same end of the field as their team bench area. Spectators cannot occupy the end lines (goal lines) unless specific permission is given. Coaches/Managers are required to maintain control of their players and their team's fans on the sideline. Please note: Other arrangements will be made as required by state/facility restrictions and/or location of the fields.

9.07 Post-Match Protocol

Following the conclusion of the game, the Referee shall fill out the official Game Report, which is the Referee selected Match Day Line-Up Card. The Coach or Team Official from each team is required to sign the completed Game Report prior to leaving the field area. It is advised that each team take a picture of the Game Report for their records.

The signed Game Report will be kept by the Referee and submitted to the Referee Assignor or Conference official. In **one-off (HUB) matches** the home team coach or manager is required to submit the Game Report to the League Manager and report the score to Gotsport. Game cards/Lineup Cards should be scanned to the League Manager within 72 Hours.

9.08 Reporting of Scores: Gotsport

Site Coordinators and/or the League manager shall report game scores during all Desert Conference Events. Game cards/Lineup Cards should be scanned to the League Manager within 72 Hours.

9.09 Protests

Protests must be made in accordance with US Youth Soccer Leagues Program Rules, Section 24. To be valid and eligible for consideration, a protest must be orally lodged by a team official with the match referee and the opposing coach at the game site before leaving the field of play. Notice of intent to protest activity that occurred during a match must also be registered in writing with the Conference League Manager within 2 hours after the completion of the match. All protests must be submitted in writing with the appropriate fee to the Conference League Manager. The protest must be postmarked no later than

three (3) business days after match completion in accordance with the Filing Procedures listed in Rule 24.06. The referee is the final authority on the field of play. All decisions of the referees with respect to matters of fact, including judgment matters, are final.

9.10 Final Authority

The League Manager shall have final authority to act in the best interest of the Desert Conference, which may include but not be limited to altering Match Day Procedures or making decisions to address situations not covered in the Desert Conference Operating Procedures.

Subject to change—as of August 17, 2021