



NATIONAL LEAGUE ELITE 64 SHOWCASE RULES
as of October 26, 2022

SECTION 1. ELITE 64 SHOWCASES – TEAMS & REGISTRATION

1.01 Team Eligibility

Any team applying for entry into the National League Elite 64 (E64) Showcases must meet the eligibility requirements in accordance with the Elite 64 rules.

1.02 Registration System

GotSport shall be the official team registration system of the E64 Showcases. No registration will be received or accepted in any other system.

Eligible teams must have a GotSport account to be registered of an E64 Showcase. Team accounts must have accurate information regarding the coach and manager at the time of submission.

1.03 Registration Deadlines

Deadlines for E64 Showcase selection will be set forth by Elite 64 and communicated to the Elite 64 Club Advisory Groups.

1.04 Registration Agreement

Any team selecting to play in the E64 Showcases agrees to accept, abide by, and comply with all policies, rules, and decisions of the National League.

1.05 USYS Registration

To be eligible for participation in the E64 Showcases, a team must be properly registered with USYS prior to participation in E64 Showcases.

1.06 Fees and Other Expenses

E64 teams may attend up to two (2) E64 Showcases that are already included in their E64 fees. All fees are non-refundable.

1.07 Communication

Email will be the primary means of communication within the E64 Showcases. It is the responsibility of each team to ensure that accurate contact information is on file.

SECTION 2. ELITE 64 SHOWCASES – AGES

2.01 Structure

The E64 Showcases will include the following Boys and Girls age groups:

- 13 and Under (13U)
- 14 and Under (14U)
- 15 and Under (15U)
- 16 and Under (16U)
- 17 and Under (17U)
- 19 and Under (19U)

SECTION 3. ELITE 64 SHOWCASES – PLAYER POOL

3.01 Player Eligibility

Any player properly registered to their E64 club (including club partnerships) for the current seasonal year and also registered with USYS or USYS member State Association may participate in an E64 Showcase.

3.02 Pool of Players

The is no maximum to the number of players in an E64 Showcase Player Pool (i.e. GotSport Event Roster); however, only twenty-two (22) players may dress and play in a particular E64 Showcase match.

3.03 Player Limitations

A player may be listed and participate in multiple player pools for the same E64 club and may participate in multiple E64 Showcase matches on the same day for their club.

SECTION 4. ELITE 64 SHOWCASES – SCHEDULING & MATCH MANAGEMENT

4.01 Number of Games

At a single showcase, each team will be scheduled to play a minimum of three (3) games.

4.02 Hosting/Travel Experience

For E64 Showcase competition, Permission to Host/Travel Forms are not required.

To ensure the quality of service provided at E64 Showcase events, teams must utilize Anthony Travel for all their hotel accommodation needs.

4.03 Responsibility of Teams

The officials of a team at a match 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 NL Commissioner/Event Manager.

4.04 Substitutions

Substitutions are unlimited for E64 Showcase matches and may be made at any stoppage of play with the approval of the referee.

During a match that is part of a Showcase 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 must be substituted for evaluation. .

4.05 Match Length

<u>Age Groups</u>	<u>Length of Each Half*</u>
13U-14U	35 minutes
15U-19U	40 minutes

*Please see individual showcase for any amendments to the half lengths.

4.06 Team Uniforms

Each player (except a goalkeeper) should have a number on the player's jersey. The number shall be affixed to the back of the jersey and be clearly visible. Each player on a team should wear a number different from the number of every other player on the team. Numbered jerseys on goalkeepers are optional.

All teams are required to attend each match with two (2) sets of jerseys and socks for all their players; one set of light-colored jerseys and socks, and a second set of dark colored jerseys and socks. It is expected that the first team listed on the match schedule (i.e. home) is to wear light/white color jerseys and socks. When there is a conflict in uniform color, the team listed second on the Showcase schedule (i.e. away) should change its jerseys and socks. The Referee shall define what constitutes light and dark color jerseys and socks. The NL Commissioner/Event Manager shall have the option to assign jersey colors to teams for matches, should such procedure be deemed appropriate.

4.07 Uniform Logos and Patches

US Youth Soccer, National League, or other US Youth Soccer related logos/patches are allowed on uniforms, in addition to the team's name, team sponsor, or shirt manufacturer.

Teams playing in E64 Showcases are permitted to have the following limited items on their game uniforms:

- a) USYS logo or directly related USYS logoed patches
- b) Their individual club and/or team logo and team sponsor logo
- c) USYS partner logos
- d) Manufacturer of uniform logo
- e) Name/jersey number of player

No other patches or logos are permitted unless written permission is granted by USYS. All patches or logos not permitted must either be covered up or removed.

4.08 Coaching from Sidelines

Limited coaching is permitted only from one touch line from the team's respective technical area (if marked) or from the centerline to no more than 5 yards from the end of the team bench closest to the goal line (if no technical area is marked). Team bench persons may not enter the field without permission from the referee. Only one coach per team may stand and give instruction at a time.

4.09 Team Bench Area and Supervision

No more than four (4) team bench persons (being only team coaches, team administrators, and team medical staff) shall be permitted at the team bench area during a match. All bench persons on the team sideline must have proper credentials issued by USYS or USYS member State Association. Players listed on the Game Card are permitted at the team bench area during a match. A coach, manager or team official must always supervise a E64 Showcase team at the Team Bench Area.

4.10 Protocol for Send Offs and Dismissals

Any player sent off from an E64 Showcase match must leave the field of play but shall remain in the Team Bench Area 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.

Any team official dismissed from participating in a match must leave the field area and retreat to the parking area of the complex or an area designated by the NL Commissioner/Event Manager. Any team official who is dismissed is prohibited from communicating with his/her team while the team is at the field for its match, including but not limited to cell phone use, texting, tweeting, or other means of communication. Violation of this rule may result in further disciplinary action against the individual and/or team.

4.11 Final Authority

The NL Commissioner/Event Manager shall have final authority to act in the best interest of the E64 Showcase, which may include but not limited to adjusting procedures and management for specific matches or making decisions to address situations not covered in the E64 Showcase Rules.