



US YOUTH SOCCER

2022-23 MIDWEST CONFERENCE OPERATING PROCEDURES

(as of August, 2022)

INTRODUCTION

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

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SECTION 1. MIDWEST CONFERENCE – TEAM INFORMATION

1.01 Commitment

Any team looking to participate in the US Youth Soccer Midwest Conference must understand the level of commitment it takes to participate in a League that stretches across 11 different state associations. All teams understand that this is a multi-state league and that teams may travel hundreds of miles to participate in conference games. Teams understand that they may not play any true “home” games. A limited number of teams are accepted into the US Youth Soccer Midwest Conference, so it is important that each team makes the commitment to travel BEFORE applying to the conference.

1.02 Boys and Girls Age Groups of Competition

The 2023-23 USYS Midwest Conference will include the following Boys and Girls age groups:

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

1.03 Entry Fee

The Team Entry Fee to participate in the US Youth Soccer Midwest Conference is **\$650** per team, per season (paid to US Youth Soccer through your GotSport account at the time of application) and is non-refundable if a team is accepted into the conference and later drops out. State Association’s may have a higher fee to cover additional costs associated with the conference. This fee will be included in your total at the time of application. The Team Fee does not include Referee Fees, which will be paid in accordance with the Conference Operating Procedures. Team Fees are paid directly to US Youth Soccer through your GotSport account or mailed in by check. Payment details will be listed at the time of application. Your respective State Association will be reimbursed by US Youth Soccer for their additional added fees. Teams do not pay entry fees directly to their State Association. Teams may also be required to pay additional event fees for conference hosted events, which can be seen later in this document.

1.04 Conference Boundaries

US Youth Soccer Midwest Conference boundaries are for youth teams that are members of US Youth Soccer State Associations of North Dakota, South Dakota, Nebraska, Kansas, Minnesota, Iowa, Missouri, Wisconsin, Illinois, Michigan and Indiana, although teams from outside these areas may also apply to participate. B13U-19U and G13U-14U teams from Michigan may choose to play in either the Midwest Conference or the Great Lakes Conference based on their location, but once a conference is chosen, they must remain in that conference for subsequent years or start from the lowest tier. G15U-19U teams from Michigan will play in the Midwest Conference due to fall conflicts with High School in Great Lakes Conference states. B13U-19U and G13U-19U teams from Indiana may choose to play in either the Midwest Conference or the Great Lakes Conference based on their location. Once a team from Michigan or Indiana selects a conference they must remain in that conference for subsequent seasons, or start from the lowest tier. For Minnesota, G13U and G14U teams are expected to play in the Midwest Conference, while at G15U-19U teams are expected to play in the Great Lakes Conference due to their high school soccer season conflicts in the fall season.

1.05 Seasons of Play

a) 2022 FALL SEASON

Boys and Girls 13U-14U competitions. The 14U competition during the 2022 Fall Season will feature Premier I, and Premier II tiers of play with promotion and relegation between the tiers to determine the 2023 Spring Season placement of teams into tiers. As the 13U’s is the entry age group for the Conferences, the State Associations at the time of the team application period will rank teams for admission into the Conferences. 13U teams will be grouped geographically in the fall season to determine the Premier I and Premier II divisions from the spring season.

Girls 15U through 19U competitions. Due to avoiding conflicts with high school soccer, the Midwest Conference will offer its 15U through 19U competition during the 2022 Fall Season. Girls competitions in these age groups during the 2022 Fall Season will feature Club vs Club, Premier I, and Premier II Divisions of play with promotion and relegation between the Premier Division tiers for the following soccer year.

Boys 15U Developmental Competition. This age group generally features 8th and 9th graders. We will offer development play for the Boys 15U age group. Teams interested in this competition which will not involve promotion or relegation but rather creating a competition platform for players born in 2008 that are in 8th grade while their 9th grade teammates are participating in high school soccer.

b) 2023 SPRING SEASON

Boys and Girls 13U and 14U competitions. The 13U-14U competition during the 2023 Season will feature Premier I and Premier II Division tiers of play (primarily based on the results of the 2022 Fall Season of play) with promotion and relegation between the tiers for the following soccer year.

Boys 15U through 19U competitions. Due to avoiding conflicts with high school soccer, the Midwest Conference will offer its 15U through 19U competition during the 2023 Spring Season. Boy's competitions in these age groups during the 2023 Spring Season will feature Club vs Club, Premier I, and Premier II Divisions of play with promotion and relegation between the Premier Division tiers for the following soccer year.

Girls 15U Developmental Competition. This age group generally features 8th and 9th graders. Teams interested in this competition which will not involve promotion or relegation but rather creating a competition platform for players born in 2008 that are in 8th grade while their 9th grade teammates are participating in high school soccer.

1.06 Application Procedures

- a) The Team Application period to participate in the 2022 Fall Season 14U (Boys and Girls), Developmental B15U and G15-19U will **open on or around June 6, 2022 and close on June 27, 2022.**
- b) The Team Application period to participate in the 2022 Spring Season B15U through B19U and Developmental G15U age groups will **open on or around July 22, 2022 and close on August 26, 2022.**
- c) The Team Application period to participate in the 2022 Spring Season 13U and 14U (boys and girls) age groups will **open on or around Oct 6, 2022 and close on November 6, 2022.**

Note: Club vs Club competition applications are considered prior to the Team vs Team application windows opening. All Club vs Club teams must still apply through GotSport within the dates listed above. Any club accepted to Club vs Club is expected to field a team at every age group.

Contact your League Manager for the web link to register through GotSport. This will also be available on the conference website on the day the application period opens. Following your application, US Youth Soccer Midwest Conference will send your team information to your State Association so they may review and endorse the application. Team endorsement refers to a team being correctly registered with their state association and in good standing.

After State Association endorsement, the US Youth Soccer Midwest Conference Selection Group will review team applications and determine acceptance into the conference. In completing any application into the US Youth Soccer Midwest 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.

1.07 Selection and Placement

There is a two-step acceptance process for the US Youth Soccer Midwest Conference. First, each team must be endorsed by its respective State Association. Team endorsement refers to a team being correctly registered with their state association and in good standing. Second, the US Youth Soccer Midwest Conference selection group shall review and determine the final selection of all teams. Accepted teams shall be notified via a website posting or an e-mail regarding their acceptance and placement into the US Youth Soccer Midwest Conference. Club vs Club, Premier I and Premier II level slots earned under the 2021-22 Midwest Conference season will be honored within a team's respective Conference in 2022-23. State endorsed team applications received from clubs returning from other leagues sanctioned by other governing bodies, will be reviewed on a case-by-case basis for suitable introduction to the conference at the discretion of the selection group and the league manager.

After the team application window is closed for an upcoming season, any changes or updates to a team name that come in after acceptance, will be diverted back to the state association in communication with the League Manager. The League Manager will review rosters and team records with the state association and if the team still meets the acceptance criteria, only then will that name change be granted. If that team does not meet the acceptance criteria, then such team may be removed from the Conference, at the discretion of the Conference Manager, in communication with the League Management Group.

1.08 Referees

US Youth Soccer Midwest Conference games will use a 3-man referee system. Each team is responsible for one-half of the total referee fees per game and payment is to be made in cash or pre-determined payment method* prior to each game as follows:

13U and 14U:	\$85 per game per team; a total of \$170 (\$70 to Referee and \$50 to each AR)
15U and 16U:	\$95 per game per team; a total of \$190 (\$80 to Referee and \$55 to each AR)
17U, 18U and 19U:	\$105 per game per team; a total of \$210 (\$90 to Referee and \$60 to each AR)

*If you are hosting a club hosted weekend, or one-off game, a pre-determined payment method may be used. You may request referee fees ahead of time from the incoming team/s. This must be agreed upon ahead of time, in writing, by all incoming teams and cannot be mandated. If a host club does collect payment ahead of time and plans to pay referees electronically, this must also be agreed upon by their conference approved referee assignor, prior to initially contacting the teams.

The teams are responsible for contacting the relevant referee assignor to ensure match officials are present for their games. The team listed as the “Host” on the schedule takes on this responsibility. The full list of approved referee assignors can be found in the Referee Information drop down on the conference homepage. If any games are rescheduled from a “Club Hosted Weekend” the host club must be notified and the host designation on the schedule online must be updated. If the host club fails in their responsibility to assign referees to their hosted match(es), the match(es) may result in a forfeit, if the opposition is unwilling to reschedule. If the opposition is willing to reschedule, the team not at fault for the unassigned match reserves the right to host the match(es).

1.09 Team Rosters

Teams may utilize 30 players during the course of a season in accordance with League Rules and Policies. A maximum 22-player Team Roster with additional use of a Club Pass Roster shall be utilized in all age groups. Club Pass players may only come from within a team’s club, provided that the player is a US Youth Soccer member. All rosters shall be submitted to the league through the GotSport platform.

1.10 Rules and Information

Rules and additional information on the US Youth Soccer Midwest Conference may be found on the Midwest Conference website at: <https://www.usysnationalleague.com/midwest-conference/>

1.11 Coaching Education Requirement

Coaches of teams within the US Youth Soccer Midwest Conference must achieve a level of coaching education in accordance with the Conference Operating Procedures where all coaches within the team bench area during a game must have a minimum of a US Soccer “D” Coaching License or equivalent prior to the 2022-23 season including but not limited to a United Soccer Coaches Advanced National Diploma. If you have coaches on the coaching education pathway, this requirement may be waived only upon a written request to the League Manager with documentation showing the coaching education pathway taken by the coach.

1.12 Permission to Travel

Teams are not required to complete Permission to Travel permits/forms for games played outside of their State Association as permission is automatically granted by State Association approval of the team for US Youth Soccer Midwest Conference play.

1.13 Competition Format

All competitions in every age group shall be round robin. There will be no end of season playoffs (unless otherwise stated for Club vs Club). Based on the number of teams placed into subdivisions, teams may play a minimum of 4 games and up to a total of 9 US Youth Soccer Midwest Conference games during the course of the season. Please be aware of the number of games that teams will be required to play. US Youth Soccer Midwest Conference teams are required to fulfill their commitment by playing out their entire conference schedule of games.

1.14 Advancement to Regionals

The top two (2) teams (non-state cup champion) from each age group and gender of the USYS Midwest Conference may qualify for 2023 Midwest Regional Championships in the same seasonal year as the USYS Midwest Conference. Specific allocations will be designated early in the spring season. To remain qualified for Regionals, a team must also play in their state association’s State Cup competition. Please note that 13U and 14U Regional qualifiers come from the spring season standings, not the fall season. Any team that achieves an automatic qualification slot to Regionals from the conference is expected to honor the commitment to participate in the Midwest Regional Competition. Failure to field a team in such Regional Competition will result in a \$500 league fine.

1.15 Qualification into 2023-24 National League P.R.O.

Teams placed in the top tier of the Conference in the Club vs Club division or Premier I will have opportunities to automatically qualify and compete within a national platform through National League P.R.O. for the 2023-24 season. All

automatic qualifiers come from the National League Conferences based on teams' performances in the 2022-23 season. An application process will then be used to select teams to fill in any open slots. The National League P.R.O Information Guide can be found [HERE](#), and additional information can be found [HERE](#). For any other questions that can't be found on the National League P.R.O website, please contact nationalleague@usyouthsoccer.org.

1.16 National League Showcase Series

We have removed the former mandate for the national showcases. These national events have now been replaced with Regional Showcase events. In fall 2022, we will host the "Cave State Showcase" in St Louis, MO, October 28-30 (Girls 15U through 19U). In spring 2023, we will host the "Meet in the Middle Showcase" in Indianapolis, IN, May 12-14 (Boys 15U through 19U). These Showcase events will be Showcase format only, these are not league weekends. These are additional, optional events that will be by application only (additional fees will apply). These will be primarily for National League teams, but they are open events and teams from outside of the league may apply. These events will be heavily marketed to college coaches. These events are 3 day events. Teams will play a game a day, Friday, Saturday, Sunday.

1.17 Location of Games - Hosting

There are three (3) categories for hosting US Youth Soccer Midwest Conference games:

US Youth Soccer Midwest Conference Hosting. US Youth Soccer Midwest Conference hosts games at a multiple field location. There will be additional costs to the teams for playing matches at US Youth Soccer Midwest Conference hosted weekend sites, to cover the additional fee's required for facility costs and safely staffing these events. The US Youth Soccer Midwest Conference hosted weekends for the 2022 Fall Season and the 2023 Spring Season will be posted on the Midwest Conference Website.

One-Off Hosting. A team hosts a one off game between itself and another team from within its division. Host bears all costs for hosting or if teams agree at the time of scheduling, the teams may share costs (usually for games played at a neutral location). Split costs must be agreed at the time of scheduling.

Club Hosting. A team hosts a number of teams over a weekend amongst teams from within its division. Host team bears all costs for hosting or if the teams agree at the time of scheduling, the teams may share costs (usually for games played at a neutral location). Split costs must be agreed at the time of scheduling.

1.18 Must Be Available To Play Weekends

Must be **available** to play weekends for 2022 Fall Season are September 10-11, September 17-18, September 24-25 & October 1-2. Must be **available** to play dates in Spring 2023 are April 22-23, April 29-30, May 6-7 & May 13-14. Teams are only excused from USYS Midwest Conference play on these weekends due to state cup conflicts. However, it is the responsibility of teams, affected by their inability to play on Must Be Available to Play Weekends, to be flexible in being able to schedule USYS Midwest Conference games on other weekends during the Fall Season. A team's requirement to be available to play on these USYS Midwest Conference weekends ceases once the division schedule is agreed to by the teams. The purpose of the Must Be Available to Play Weekends is to ensure common play dates. USYS Midwest Conference allows flexibility in scheduling providing all teams in a division agree to scheduling flexibility.

1.19 League Fines

Any team that is subject to a league fine/s must pay such fine/s immediately upon notification from League officials. You will receive written email notification from the League of such fines. Any team failing to pay fines imposed on their team may result in such team being suspended from the conference for subsequent years. Any club with a team that is suspended shall receive a warning to their club. If repeated team fines are not paid from said club, the warned club may have all teams suspended from the League for subsequent years. All league fines, once issued, can be paid through your team GotSport account. Additional late fees will be added if fine invoices are not paid by the due date. Due dates will be provided when the fine is invoiced through GotSport.

SECTION 2. MIDWEST CONFERENCE – SCHEDULING INFORMATION (FALL 2022)

2.01 Mandatory Scheduling Meetings

August 1-5, 2022 2022 Fall Mandatory Online Scheduling Meetings (All Age Groups)

2.02 Meeting Schedule

One age group will be assigned to a time slot. Please arrive at least 15 minutes prior to the start of your assigned time in order to check in and to receive updated information for the scheduling process. Note, we have found that in the past, team representatives arrive early for these meetings. We understand some team reps may already be in the room from other age groups, but you **MAY NOT** start scheduling until your **actual start time**. If a team representative is not in place by the official

start time, other reps in attendance may schedule without that team. If you do not have a representative at this meeting, then it will be considered that your team is available to play on all weekends throughout the fall Season (excluding state cup weekends). Teams not in attendance **MUST** accept the schedule and teams in attendance are under no requirement to reschedule any of these matches. Any team failing to send a representative to the scheduling meeting may be subject to a \$300 league fine. The representative can be any staff member or volunteer from that club, they do not specifically have to be part of the team, but each team MUST have a representative at the scheduling meeting.

The mandatory Scheduling Meeting is for all PI and PII 2022 Fall Season Boys and Girls teams. Teams will have the opportunity to develop and finalize their schedules with other teams within their division. If you do not have a representative at this meeting, then it will be considered that your team is available to play on all weekends throughout the Fall Season (excluding state cup weekends). There will be no consideration for unavailability if a representative is not present at the meeting. We expect to come out of this meeting with game schedules completed. It is our expectation that COACHES or club DOC's attend these scheduling meetings. Team administrators may attend, but it is NOT recommended. Many clubs will send 1-3 coaches to schedule all ages for their whole club. For Club vs Club, upon acceptance into Club vs Club divisions clubs will provide availability sheets to the league manager. The league manager will create the schedule in cooperation with the Club Leaders Committee.

2.03 General Scheduling Information

Conference schedules will be overseen by the League Manager, who will have sole discretion in the manner by which game schedules are developed. Teams participating in the Midwest Conference must be available to play on the published conference dates. By submitting your team application, your team is committing to play on the published dates for the conference.

- a) **Club vs Club Divisions.** Upon acceptance into Club vs Club division clubs will provide availability sheets to the league manager. The league manager will create the schedule in cooperation with the Club Leaders Committee (Committee will be created after accepted clubs are announced).
- b) **Premier I Divisions and Premier II Divisions.** After the placement of teams into tiers and subdivisions, teams will be provided with information on the Midwest Conference scheduling process, including details of the mandatory scheduling meeting that will be posted on the conference website*. The Midwest Conference provides the opportunity for teams to schedule all games in a division in accordance with Midwest Conference procedures. All teams in a division must agree to the entire schedule. Availability of fields at Midwest Conference hosted sites is limited and will be provided to teams on a first completely approved scheduled, first served basis at the mandatory scheduling meeting. At the start of the mandatory scheduling meeting, a Division Scheduling Coordinator (DSC) will be assigned to each division by the group. The DSC will be responsible for completing the master sheet, having all teams sign and handing it to the scheduling staff to make copies to distribute to each team. Time conflicts will occur for those coaches that coach multiple teams on Midwest Conference weekends and the Midwest Conference, as well as the other teams within a division. The league is under no obligation to assist these coaches with their conflicts. Once schedules are developed at the meeting, schedule changes are permitted only in accordance with US Youth Soccer Midwest Conference Scheduling Policy.

2.04 Conference Hosted Weekends

Conference hosted weekend will take place on the following weekends:

Fall Season 2022

September 10-11	Rockford, IL	Up to 15 fields (turf and grass)	\$150 per team (3 rd match extra \$75)*
September 17-18	Rantoul, IL	Up to 8 fields (turf)	\$200 per team (3 rd match extra \$100)*
September 24-25	Westfield, IN	Up to 10 fields (turf)	\$250 per (3 rd match extra \$100)*

Fall National League Regional Showcase (optional, by application)

October 28-30, 2022	Cave State Showcase (Girls) - St Louis, MO	\$650 per team (3 days/3 matches)*
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*Denotes a Stay to Play weekend. We are required to use the housing companies in order to use these state of the art facilities on these weekends. Housing information will be posted on the conference website after the scheduling meetings have been completed.

Please note that for all event weekends the per team fee covers 1 or 2 matches. If teams choose to only play in one match this fee cannot be prorated. For 3rd match fee details please see above. The fees associated with these conference hosted event weekends are to cover additional facility fees, staff, medical coverage and equipment needed to run these events safely and effectively. These fees are in addition to your conference entry fee. The college showcase events are the only

mandatory events as listed previously in this document. All other events are optional, but you accept the fee's if you schedule matches on any of these weekends. These event weekends have been added to enhance the showcase opportunities for the teams in our conference and to enhance their overall experience. ANY team that withdraws from a conference hosted event after the scheduled dates (not times) have been posted MUST still pay the event fee for that specific event.

2.05 Ground Rules and Procedures

Fall Season play may begin on August 6, 2022. All games must be scheduled to be played on or before November 20, 2022 (13U and 14U must be completed on or before November 6). Fall Season Midwest Conference teams must be available to play on the following weekends September 10-11, September 17-18, September 24-25 & October 1-2. Teams are excused from Midwest Conference play during these weekends only for State Cup play.

a) Ground Rules

1. The goal is to come out of this process with your Midwest Conference schedule for the 2022 Fall season. Each game should be assigned a site and a host organization designated for such site (even if played on a neutral site). The Midwest Conference is cognizant that teams, primarily with opponents from within their own state association, may opt to play One-offs (or Self Schedule Games – ie. teams set their own date, time and location). There is no limit on the listing of One-offs (Self Schedule Games). However, the designation of which games are One-Offs (Self Scheduled Games) must be firmed up. Once it is agreed that certain games shall be One Offs/Self Schedule Games, then those dates must be submitted to the league by August 6, 2022. (See Scheduling Policy for sanctions if games are not confirmed by August 6, 2022).
2. **Travel.** All teams understand that this is a Regional League and that teams may travel hundreds of miles to participate in Midwest Conference games. The determination of game sites is based in part due to home locations of teams within a division and field availability. Teams understand that they may not play any home games.
3. **Coaches.** Teams should understand that due to the nature of scheduling of games for teams from across the region that scheduling games for the benefit of a single coach who coaches multiple teams should not be expected. Time conflicts will occur for those coaches that coach multiple teams on Midwest Conference weekends and the Midwest Conference, as well as the other teams within a division, are under no obligation to assist these coaches with their conflicts.
4. The Midwest Conference does not prohibit teams from scheduling more than one game per day if the teams so agree.
5. If scheduling two games in one day, Midwest Conference Rules stipulate that efforts be made so that a minimum of three hours' rest occur between games (from the end of the first game to the start of the second).
6. Also, in situations where teams agree to play three games in a weekend, teams understand that their opponents may not play a similar schedule of games for that particular weekend. Teams should understand that if they agree to play three games in a weekend, that their opponents and other teams participating that weekend may not play an equal number of games and have equal rest between games. For example, in situations where opponents have different amount of rest in the same day between games, (in order) the host team or local team(s) should be the team(s) scheduled with the least amount of rest.
7. Team(s) may agree to play four games in a weekend due to exceptional circumstances as agreed to with the League Manager in writing. In the event that there is a conflict where teams are unable to agree to a mutually agreeable date for their game, teams should apply the concept that State Cup Games are the ONLY games that take precedence over availability for Midwest Conference games.
8. All games that are to be played between teams from the same club must be played during the first third of each team's season or the game will be considered a No-Contest. No consideration will be made for games that are postponed. These games must be played within the first third of a team's schedule. For example, in a 9 game season, this game must be 1st, 2nd or 3rd game of each team's season. For 6, 7 or 8 game season, this game must be the 1st or 2nd game of each team's season.
9. The Midwest Conference hosted sites are listed on the availability sheets for each division. These are not required events and sites are merely offered to teams as an option in scheduling games. However, we strongly encourage teams to take up these event weekend options.
10. Fall Season play may begin on August 6, 2022. All games are to be played on or before November 20, 2022 (November 6 for all 14U teams). Waivers to these dates may be permitted only if all teams in a division agree in writing to extend the season and with the approval of the League Manager; or by special approval by the League Manager.
11. Fall Season Midwest Conference teams must be available to play on the following weekends (September 10-11, September 17-18, September 24-25 & October 1-2). Teams are excused from Midwest Conference play during these weekends only for State Cup play. The Midwest Conference avoids Labor Day and Columbus Day

weekends for games. All games are to be played on or before November 20, 2022 (November 6 for all 13U and 14U teams).

12. There is risk involved in scheduling matches on grass fields. Do not expect hosts to guarantee that games will be played as field and weather conditions may deem fields unplayable and/or closed.
13. Once the schedule is finalized teams are released from the Must Be Available weekends requirement.

b) Procedures

1. Once the Designated Scheduling Coordinator (DSC) is appointed at the scheduling meeting, the DSC is to collect and confirm the availability of each team during the meeting and deliver to the League Manager.
2. DSC to confirm the host site information as provided by teams within the division. Teams should reconfirm that a host team has the number of field's available necessary in order to play games at the same time and provide for equal rest time in situations where teams agreed to play two games in one day. Teams should also reconfirm the playing surface of each field. Teams should confirm if games are scheduled on grass or turf (synthetic), as well as fields with any floodlights. Hosts are not obligated to secure back up turf fields as delays or postponements due to weather or field conditions cannot be controlled. All teams understand that there is a risk of postponement. Host pays for all costs associated with hosting, unless agreed otherwise at the time of scheduling. In situations where the host team has to move games from grass fields to turf fields, the host team is responsible for costs associated with such hosting (with the exception of extreme weather conditions). Visiting teams are under no obligation to pay for costs unless specifically agreed by ALL teams involved at the time of the scheduling meeting.
3. Utilizing the scheduling match-up template provided to the DSC, place sites and dates agreed to by teams next to game match-ups. Game times for all games except those to take place at Midwest Conference hosted sites and any one-offs should be determined before the schedule is finalized. It is expected that game start times and rest time between games played on the same day shall be equal (unless otherwise noted). If field changes require game time changes and un-equal rest time between games, the hosting team (followed by other local teams) shall be required to accept a schedule with the least rest time between games (unless agreed upon by the other participating teams). If game times are not determined, the host team has the right to schedule matches as they deem appropriate, pending Midwest Conference approval.
4. Teams may designate games to be One-Offs (Self Scheduled) or Club Hosted - dates of these games to be scheduled by August 19, 2022 or the game may be considered a No Contest Game. Please reference section 2.06 of the Conference Operating Procedures for more information.
5. In situations where games are scheduled for Midwest Conference hosted sites, the Midwest Conference shall have the sole authority to determine game times (as multiple divisions will be playing on-site for these weekends). If a group of teams are scheduled to play two games in one day, game times should be designated as AM-for the series of games to be played first in the day; and PM-for the series of games to be played later in the day. This does not necessarily mean that AM games will be played in the morning. Games may start as early as 7:15 am. Game times listed as PM could stretch from anywhere from Noon to 9 pm. These games times will not be posted until around a month before the event weekend. The Midwest Conference is not required to fulfill any special time requests for games scheduled at Midwest Conference hosted sites.
6. Matches are scheduled on grass fields with no turf back-ups at Midwest Conference hosted sites in Rockford and potentially Grand Park. There are field costs to the teams for playing matches at Midwest Conference hosted weekend sites. With the addition of these new event sites, teams that choose to attend these weekends will be subject to additional fee's as detailed above. Fee to be paid to US Youth Soccer. These event weekends have been added to enhance the showcase opportunities for the teams in our conference and to enhance their overall experience. This fee will go towards the additional rental costs, medical coverage, onsite staff and equipment needed to run these events safely and effectively.
7. The Midwest Conference retains the right to move any matches scheduled by two local teams, as defined solely by the Midwest Conference, off the Midwest Conference hosted sites.
8. At Midwest Conference sites, please know that field sizes vary from 105 to 120 yards in length and 60 yards to 75 yards in width. Fields at Midwest Conference hosted sites are available on a first finalized, first to secure basis as fields are limited. The Midwest Conference is not required to fulfill any special time requests for games at Midwest Conference hosted sites.
9. Midwest Conference games may be scheduled during other US Youth Soccer sanctioned competitions during Fall Season weekends. Games must be played under Midwest Conference rules and are subject to approval by the Midwest Conference. Teams and host organization will be held responsible for Midwest Conference rules compliance in these situations. Host organization will be responsible for all referee fees and assigning fees. Teams should know that scheduling matches at such events essentially strips Midwest Conference teams of all scheduling rights including but not limited to rescheduling. Extra fees may also be charged and any matches played at external events must be sent to league manager.

10. Once a schedule is submitted to the Midwest Conference, the League Manager will distribute a note to all teams confirming that the schedule has been received and that teams have agreed to the schedule.
11. After the deadline date, the Midwest Conference has the authority to accept a schedule without approval of the schedule by all teams in a division if a team(s) fails to actively participate in the scheduling process or a team(s) fails to comply with availability on must be available to play weekends (as determined solely by the league manager).

2.06 Fall 2022 Season Scheduling Policy

1. **Schedule.** Once a division schedule is posted on the Midwest Conference website following scheduling meeting, it shall be considered official. Changes are permitted at the discretion of the league manager due to transcription errors, inaccurate information provided to the Midwest Conference, or other cause determined by the league manager. Other than One-Offs (self-schedule games) and Club Hosted Weekends the dates and sites are final. If game times are posted, they are considered final and confirmed. If game times are not listed and a status of "Please Submit Schedule Update Form" appears, that means the time, complex, and field are still being confirmed. As confirmations occur on game times, a schedule update form should be submitted through the link on the conference website so the online schedule can be updated and confirmed. Midwest Conference games must be played under Midwest Conference Rules.
2. **One-Offs (Self Schedule Games) & Club Hosted Games** – Deadline to schedule is August 19, 2022. Games listed as "Please Submit Schedule Update Form" for the site, date and time are considered One-Offs (Self Schedule Games). The two teams are to mutually agree upon a date, site and time for the game and communicate the agreed upon date, time and site for the game to the Midwest Conference for posting. The designated host team is to secure referees. The league manager is to be notified in writing of the game date, time and site as agreed to by the teams through submitting the schedule update form. If the game is not finalized by this date the game may be considered a No Contest Game and the game will be recorded as played but with no score and thus each team earning zero (0) points for the contest. Failure to schedule One-Offs and Club Hosted Games by August 19, 2022 may result in fines assessed against teams. Designated host teams must ALWAYS contact their Referee Assignor immediately following scheduling of match. If the host club fails in their responsibility to assign referees to their hosted match(es), the match(es) may result in a forfeit, if the opposition is unwilling to reschedule. If the opposition is willing to reschedule, the team not at fault for the unassigned match reserves the right to host the match(es).
3. **No Contests.** Games deemed to be No Contests will be recorded as a game played but with no score and thus each team earning zero (0) points for the contest.
4. **Changing Current Game Site, Date and/or Time.** Teams are permitted to change current game date, time and/or site provided that such change is made more than 14 days prior to a scheduled game and in accordance to the following procedures:
 - (a) The team seeking to make the change contacts its opponent. Opponent must mutually agree on the game change for the change to occur. (NOTE: in a weekend where teams are playing multiple games and teams within a division and are seeking to move a game off the weekend, provided that the game being changed does not improve the competitive status of teams in a weekend with such determination made solely by the league manager, then the teams may proceed in requesting a game change). When notifying the Midwest Conference of any game changes, such communication must also be sent to all teams involved.
 - (b) If mutually agreed, contact the league manager with the request including the Game ID (from the schedule online), gender, age group division, and revised game date, time and site; and then (c) Midwest Conference confirms the change by posting the revised game on its website.
 - (d) Host team contacts conference approved referee assignor with the change(s) at least 14 days prior to original game date. Also, Referee assignors are to be advised a minimum 14 days prior to the date of a rescheduled game or they are not required to fulfill the request for referees.

If your opponent does not agree to a change then the game is scheduled to be played as posted.
5. **Additional Procedures on Game Changes.** Any game date, time or site change made within 14 days of a scheduled game shall result in a \$100 scheduling fee payable to US Youth Soccer. Full payment of referee fees may also be required for the game on the original game date and time even if game is changed. Any games that are forfeited within 14 days of a scheduled game date and time shall result in the offending team paying
 - (a) the full referee fees for the forfeited game,
 - (b) an additional \$250 forfeiture fee payable to US Youth Soccer and
 - (c) any field fees that may have been incurred by the host as determined by the League Manager.

Minor changes to fields and time made within 14 days of the original scheduled game date and time are permitted only as follows: Field change is less than or equal to 10 miles Time change is less than or equal to 30 minutes

For all Game Changes, both teams must confirm that they are agreeable to the change and that full details are forwarded to the League Manager for approval. Referee Assignors MUST be notified by designated host team.

6. **Postponed Games (Procedures and Payment of Referee Fees)**

- a. Due to Closing of Field, Field Conditions or Inclement Weather (One Off)- If games are postponed the day of the game due to inclement weather, the participating teams will reschedule the game as if it were a One-Off (Self Schedule) game. Teams will have 7 days following the date of postponed game to reschedule the contest. Failure to re-schedule within 7 days may result in the game considered a NO CONTEST GAME, as described above. The Midwest Conference may allow teams past the 7-day deadline to reschedule if circumstances warrant. If referees are present at the scheduled game date, time and site and no notification of referees has occurred then full referee payment is required.
- b. Due to One Team Attempting to Postpone (or Change Game) Without Opponent's Approval- If a team arbitrarily postpones a game, without the consent of the opposing team, the game will be treated as a forfeit. Please know that teams that forfeit any game will be relegated one tier for the following season. Team forfeiting a game must also comply with payment or referee fees, assigning fee and forfeiture fee.
- c. Due to One Team Failing to Adhere to Midwest Conference Rules regarding Player Passes- In the event that a team fails to adhere to the Midwest Conference Rules in regards to Player Passes (i.e. failure to bring player passes to game, or incorrect sponsoring league passes), the team in non-compliance shall forfeit the game. Team forfeiting a game must also comply with payment or referee fees, assigning fee and forfeiture fee.
- d. Due to Field Conditions or Inclement Weather (as part of a series of division games during a weekend)- In situations where multiple games are being played at one site within a division, and games are postponed during the first day of competition (i.e. Saturday), the postponed games are to be scheduled to be played the following day (i.e. Sunday) if possible with such determination made solely by the Midwest Conference. A team committing to play games at a site with multiple games commits to play for the entire weekend (Saturday/Sunday). Any game changes should receive Midwest Conference approval. If the postponements occur on Sunday, then the teams will have 7 days following the date of postponed game to reschedule the contest. Failure to re-schedule shall result in the game considered a NO CONTEST GAME, as described previously in this policy. The Midwest Conference may allow teams past the 7-day deadline to reschedule if circumstances warrant.
- e. Due to a Team having to compete in a State Cup Game- In situations where a team must postpone a Midwest Conference game due to participation in its State Cup competition, that team bears the responsibility of being flexible in rescheduling the Midwest Conference game. Such flexibility includes but is not limited to travelling to play the match. If the postponement occurs within 14 days of the Midwest Conference scheduled game, then the team forcing the postponement shall be responsible for both team's Scheduling Fees and any applicable referee fees.

SECTION 3. MIDWEST CONFERENCE – SCHEDULING INFORMATION (SPRING 2023)

3.01 Mandatory Scheduling Meetings

November 7-11, 2022	2023 Spring Mandatory Online Scheduling Meeting (15U through 19U- All Divisions)
December 12-16, 2022	2023 Spring Mandatory Online Scheduling Meeting (13U through 14U- All Divisions)

3.02 Meeting Schedule

One age group will be assigned to a time slot. Please arrive at least 15 minutes prior to the start of your assigned time in order to check in and to receive updated information for the scheduling process. Note, we have found that in the past, team representatives arrive early for these meetings. We understand some team reps may already be in the room from other age groups, but you **MAY NOT** start scheduling until your **actual start time**. If a team representative is not in place by the official start time, other reps in attendance may schedule without that team. If you do not have a representative at this meeting, then it will be considered that your team is available to play on all weekends throughout the fall Season (excluding state cup weekends). Teams not in attendance **MUST** accept the schedule and teams in attendance are under no requirement to reschedule any of these matches. Any team failing to send a representative to the scheduling meeting may be subject to a \$300 league fine. The representative can be any staff member or volunteer from that club, they do not specifically have to be part of the team, but each team **MUST** have a representative at the scheduling meeting.

All Spring Online Scheduling meeting dates/times will be announced and sent out to all teams.

The mandatory Scheduling Meeting is for all divisions in the 2023 Spring Season Boys and Girls teams. Teams will have the opportunity to develop and finalize their schedules, face-to-face, with other teams within their division. If you do not have

a representative at this meeting, then it will be considered that your team is available to play on all weekends throughout the Spring Season (excluding state cup weekends). There will be no consideration for unavailability if a representative is not present at the meeting. We expect to come out of this meeting with game schedules completed. It is our expectation that COACHES or club DOC's attend these scheduling meetings. Team admins may attend, but it is NOT recommended. Many clubs will send 1-3 coaches to schedule all ages for their whole club. Club vs Club upon acceptance into Club vs Club division clubs will provide availability sheets to the league manager. The league manager will create the schedule in cooperation with the Club Leaders Committee.

3.03 General Scheduling Information

Conference schedules will be overseen by the League Manager, who will have sole discretion in how game schedules are developed. Teams participating in the Midwest Conference must be available to play on the published conference dates. By submitting your team application, your team is committing to play on the published dates for the conference.

- a) **Club vs Club Divisions.** Upon acceptance into Club vs Club division clubs will provide availability sheets to the league manager. The league manager will create the schedule in cooperation with the Club Leaders Committee.
- b) **Premier I Divisions and Premier II Divisions.** After the placement of teams into tiers and subdivisions, teams will be provided with this information on the Midwest Conference scheduling process, including details of the mandatory scheduling meeting that will be posted on the conference website. The Midwest Conference provides the opportunity for teams to schedule all games in a division in accordance with Midwest Conference procedures. All teams in a subdivision must agree to the entire schedule. Availability of fields at Midwest Conference hosted sites is limited and will be provided to teams on a first completely approved scheduled, first served basis at the mandatory scheduling meeting. At the start of the mandatory scheduling meeting, a Division Scheduling Coordinator (DSC) will be assigned to each division by the group. The DSC will be responsible for completing the master sheet, having all teams sign and handing it to the scheduling staff to make copies to distribute to each team. Time conflicts will occur for those coaches that coach multiple teams on Midwest Conference weekends and the Midwest Conference, as well as the other teams within a division. The league is under no obligation to assist these coaches with their conflicts. Once schedules are developed at the meeting, schedule changes are permitted only in accordance with US Youth Soccer Midwest Conference Scheduling Policy.

3.04 Conference Hosted Weekends

Conference hosted weekend will take place on the following weekends:

Spring Season 2023

April 23-24	Rockford, IL	Up to 15 fields (turf and grass)	\$150 per team (3rd match an extra \$75)*
April 30-May 1	St Louis, MO	13 turf fields	\$200 per team (3rd match an extra \$100)*
May 6-8	Westfield, IN	Spring College Showcase	\$250 per team (3rd match an extra \$100)*

Please note that for all event weekends the per team fee covers 1 or 2 matches. If teams choose to only play in one match this fee cannot be prorated. For 3rd match fee details please see above.

*Denotes a Stay to Play weekend. We are required to use the housing companies in order to use these state of the art facilities on these weekends. Housing information will be posted on the conference website after the scheduling meetings have been completed.

The fee's associated with these conference hosted event weekends are to cover additional facility fees, staff, medical coverage and equipment needed to run these events safely and effectively. These fees are in addition to your conference entry fee. The college showcase events are the only mandatory events as listed previously in this document. All other events are optional, but you accept the fee's if you schedule matches on any of these weekends. These event weekends have been added to enhance the showcase opportunities for the teams in our conference and to enhance their overall experience. ANY team that withdraws from a conference hosted event after the scheduled dates (not times) have been posted MUST still pay the event fee for that specific event.

3.05 Ground Rules and Procedures

Spring Season play may begin on November 19 for 15U-19U and January 7 for 13U-14U. All games must be scheduled to be played on or before June 4, 2023. Spring Season Midwest Conference teams must be available to play on the following weekends April 22-23, April 29-30, May 6-7. Teams are excused from Midwest Conference play during these weekends only for State Cup play.

a) Ground Rules

1. The Goal is to come out of this process with your Midwest Conference schedule for the 2023 Spring Season. Each game should be assigned a site and a host organization designated for such site (even if played on a neutral site). The Midwest Conference is cognizant that teams, primarily with opponents from within their own state association, may opt to play One-Offs (or Self Schedule Games – ie. teams set their own date, time and location). There is no limit on the listing of One- Offs (Self Schedule Games). However, the designation of which games are One-Offs (Self Scheduled Games) must be confirmed. Once it is agreed that certain games shall be One Offs/Self Schedule Games, then those games dates must be submitted to the league by December 2 for 15U-19U and December 30 for 13U-14U (See Scheduling Policy for sanctions if games are not confirmed by specific dates).
2. **Travel.** All teams understand that this is a Regional League and that teams may travel hundreds of miles to participate in Midwest Conference games. The determination of game sites is based in part due to home locations of teams within a division and field availability. Teams understand that they may not play any home games.
3. **Coaches.** Teams should understand that due to the nature of scheduling of games for teams from across the region that scheduling games for the benefit of a single coach who coaches multiple teams should not be expected. Time conflicts will occur for those coaches that coach multiple teams on Midwest Conference weekends and the Midwest Conference, as well as the other teams within a division, are under no obligation to assist these coaches with their conflicts.
4. For purposes of hosting, the Midwest Conference has divided the Hosting of games into three (3) types of categories:
 - a. **US Youth Soccer Midwest Conference Hosting.** US Youth Soccer Midwest Conference hosts games at a multiple field location. There will be additional costs to the teams for playing matches at US Youth Soccer Midwest Conference hosted weekend sites, to cover the additional fee's required for facility costs and safely staffing these events. The US Youth Soccer Midwest Conference hosted weekends for the 2021 Fall Season and the 2023 Spring Season will be posted on the Midwest Conference website.
 - b. **One-Off Hosting.** A team hosts a one off game between itself and another team from within its division. Host bears all costs for hosting or if teams agree at the time of scheduling, the teams may share costs (usually for games played at a neutral location). Split costs must be agreed at the time of scheduling.
 - c. **Club Hosting.** A team hosts a number of teams over a weekend amongst teams from within its division. Host team bears all costs for hosting or if the teams agree, the teams may share costs (usually for games played at a neutral location). Split costs must be agreed at the time of scheduling.
5. The Midwest Conference does not prohibit teams from scheduling more than one game per day if the teams so agree.
6. If scheduling two games in one day, Midwest Conference Rules stipulate those efforts be made so that a minimum of three hours' rest occur between games (from the end of the first game to the start of the second).
7. Also, in situations where teams agree to play three games in a weekend, teams understand that their opponents may not play a similar schedule of games for that particular weekend. Teams should understand that if they agree to play three games in a weekend, that their opponents and other teams participating that weekend may not play an equal number of games and have equal rest between games. For example, in situations where opponents have different amount of rest in the same day between games, (in order) the host team or local team(s) should be the team(s) scheduled with the least amount of rest.
8. Team(s) may agree to play four games in a weekend due to exceptional circumstances as agreed to with the League Manager. In the event that there is a conflict where teams are unable to agree to a mutually agreeable date for their game, teams should apply the concept that State Cup Games are the ONLY games that take precedence over availability for Midwest Conference games.
9. **All games that are to be played between teams from the same club must be played during the first one third of each team's season or the game will be considered a No-Contest. No consideration will be made for games that are postponed. These games must be played within the first third of a team's schedule. For example, in a 9 game season, this game must be 1st, 2nd or 3rd game of each team's season. For 6, 7 or 8 game season, this game must be the 1st or 2nd game of each team's season.**
10. The Midwest Conference hosted sites are listed on the availability sheets for each division. These are not required events and sites are merely offered to teams as an option in scheduling games. However, we strongly encourage teams to take up these event weekend options.
11. Spring Season play may begin on Nov 19 for 15U-19U and January 7 for 13U-14U. All games are to be played on or before June 4, 2023. Waivers to these dates may be permitted only if all teams in a division agree in writing

to extend the season and with the approval of the League Manager; or by special approval by the League Manager.

12. Spring Season Midwest Conference teams must be available to play on the following weekends (April 22-23, April 29-30, May 6-7). Teams are excused from Midwest Conference play during these weekends only for State Cup play. All games are to be played on or before June 4, 2023.
13. There is risk involved in scheduling matches on grass fields. Do not expect hosts to guarantee that games will be played as field and weather conditions may deem fields unplayable and/or closed.
14. Once the schedule is finalized teams are released from the Must Be Available weekends requirement.

b) Procedures

1. Once the Designated Scheduling Coordinator (DSC) is appointed at the scheduling meeting, the DSC is to collect and confirm the availability of each team during the meeting and deliver to the League Manager.
2. DSC to confirm the host site information as provided by teams within the division. Teams should reconfirm that a host team has the number of fields available necessary in order to play games at the same time and provide for equal rest time in situations where teams agreed to play two games in one day. Teams should also reconfirm the playing surface of each field. Teams should confirm if games are scheduled on grass or turf (synthetic), as well as fields with any floodlights. Hosts are not obligated to secure back up turf fields as delays or postponements due to weather or field conditions cannot be controlled. All teams understand that there is a risk of postponement. Host pays for all costs associated with hosting, unless agreed otherwise at the time of scheduling. In situations where the host team has to move games from grass fields to turf fields, the host team is responsible for costs associated with such hosting (with the exception of extreme weather conditions). Visiting teams are under no obligation whatsoever to pay for costs unless specifically agreed by ALL teams involved at the time of the scheduling meeting.
3. Utilizing the scheduling match-up template provided to the DSC, place sites and dates agreed to by teams next to game match-ups. Game times for all games except those to take place at Midwest Conference hosted sites and any one offs should be determined before the schedule is finalized. It is expected that game start times and rest time between games played on the same day shall be equal (unless otherwise noted). If field changes require game time changes and un-equal rest time between games, the hosting team (followed by other local teams) shall be required to accept a schedule with the least rest time between games (unless agreed upon by the other participating teams). In other words, hosting team shall have no scheduling advantage in regards to rest. If game times are not determined, the host team has the right to schedule matches as they deem appropriate, pending Midwest Conference approval.
4. Teams may designate games to be One-Offs (Self Scheduled) or Club Hosted - dates of these games to be scheduled by December 2 for 15U-19U and December 30 for 13U-14U or the game may be considered a No Contest Game. Please reference section 3.06 of the Conference Operating Procedures for more information.
5. In situations where games are scheduled for Midwest Conference hosted sites, the Midwest Conference shall have the sole authority to determine game times (as multiple divisions will be playing on-site for these weekends). If a group of teams are scheduled to play two games in one day, game times should be designated as AM-for the series of games to be played first in the day; and PM-for the series of games to be played later in the day. This does not necessarily mean that AM games will be played in the morning. Games may start as early as 7:15 am. Game times listed as PM could stretch from anywhere from Noon to 9 pm. These games times will not be posted until around a month before the event weekend. The Midwest Conference is not required to fulfill any special time requests for games scheduled at Midwest Conference hosted sites.
6. Matches are scheduled on grass fields with no turf back-ups at Midwest Conference hosted sites in Rockford and potentially Grand Park. There are field costs to the teams for playing matches at Midwest Conference hosted weekend sites. With the addition of these new event sites, teams that choose to attend these weekends will be subject to additional fees as detailed above. Fee to be paid to US Youth Soccer. These event weekends have been added to enhance the showcase opportunities for the teams in our conference and to enhance their overall experience. This fee will go towards the additional rental costs, medical coverage, onsite staff and equipment needed to run these events safely and effectively.
7. The Midwest Conference retains the right to move any matches scheduled by two local teams, as defined solely by the Midwest Conference, off of the Midwest Conference hosted sites at any time.
8. At Midwest Conference sites, please know that field sizes vary from 105 to 120 yards in length and 60 yards to 75 yards in width. Fields at Midwest Conference hosted sites are available on a first finalized, first to secure basis as fields are limited. The Midwest Conference is not required to fulfill any special time requests for games at Midwest Conference hosted sites.
9. Midwest Conference games may be scheduled during other US Youth Soccer sanctioned competitions during Spring Season weekends. Games must be played under Midwest Conference rules and are subject to approval by the Midwest Conference. Teams and host organization will be held responsible for Midwest Conference rules

compliance in these situations. Host organization will be responsible for all referee fees and assigning fees. Teams should know that scheduling matches at such events essentially strips Midwest Conference teams of all scheduling rights including but not limited to rescheduling. Extra fees may also be charged and any matches played at external events must be sent to League manager.

10. Once a schedule is submitted to the Midwest Conference, the League Manager will distribute a note to all teams confirming that the schedule has been received and that teams have agreed to the schedule.
11. After the deadline date, the Midwest Conference has the authority to accept a schedule without approval of the schedule by all teams in a division if a team(s) fails to actively participate in the scheduling process or a team(s) fails to comply with availability on must be available to play weekends (as determined solely by the League Manager).

3.06 Spring 2023 Season Scheduling Policy

1. **Schedule.** Once a division schedule is posted on the Midwest Conference website following scheduling meeting, it shall be considered official. Changes are permitted at the discretion of the League Manager due to transcription errors, inaccurate information provided to the Midwest Conference, or other cause determined by the League Manager. Other than One-Offs (self-schedule games) and Club Hosted Weekends the dates and sites are final. If game times are posted, they are considered final and confirmed. If game times are not listed and a status of "Please Submit Schedule Update Form" appears, that means the time, complex, and field are still being confirmed. As confirmations occur on game times, a schedule update form should be submitted through the link on the conference website so the online schedule can be updated and confirmed. Midwest Conference games must be played under Midwest Conference Rules.
2. **One-Offs (Self Schedule Games) & Club Hosted Games –** Deadline to schedule is December 2 for 15U-19U and December 30 for 13U-14U. Games listed as "Please Submit Schedule Update Form" for the site, date and time are considered One-Offs (Self Schedule Games). The two teams are to mutually agree upon a date, site and time for the game and communicate the agreed upon date, time and site for the game to the Midwest Conference for posting. The designated host team is to secure referees. The deadline to establish game dates, times, and locations for One-Offs (Self Schedule Games) and Club Hosted Games is December 2 for 15U-19U and December 30 for 13U-14U. The League Manager is to be notified in writing of the game date, time and site as agreed to by the teams through submitting the schedule update form. If the game is not finalized by this date the game may be considered a No Contest Game and the game will be recorded as played but with no score and thus each team earning zero (0) points for the contest. Failure to schedule One-Offs and Club Hosted Games by December 2 for 15U-19U and December 30 for 13U-14U may result in fines assessed against teams. Designated host teams must ALWAYS contact their Referee Assignor immediately following scheduling of match. If the host club fails in their responsibility to assign referees to their hosted match(es), the match(es) may result in a forfeit, if the opposition is unwilling to reschedule. If the opposition is willing to reschedule, the team not at fault for the unassigned match reserves the right to host the match(es).
3. **Games Between Teams From The Same Club.** All games that are to be played between teams from the same club must be played during the first one-third of each team's season or the game will be considered a No-Contest. No consideration will be made for games that are postponed. These games must be played within the first third of a team's schedule. For example, in a 9-game season, this game must be 1st, 2nd or 3rd game of each team's season. For 6, 7 or 8 game season, this game must be the 1st or 2nd game of each team's season.
4. **No Contests.** Games deemed to be No Contests will be recorded as a game played but with no score and thus each team earning zero (0) points for the contest.
5. **Changing Current Game Site, Date and/or Time.** Teams are permitted to change current game date, time and/or site provided that such change is made more than 14 days prior to a scheduled game and in accordance to the following procedures:
 - a. The team seeking to make the change contacts its opponent. Opponent must mutually agree on the game change in order for the change to occur. (NOTE: in a weekend where teams are playing multiple games and teams within a division and are seeking to move a game off of the weekend, provided that the game being changed does not improve the competitive status of teams in a weekend with such determination made solely by the League Manager, then the teams may proceed in requesting a game change). When notifying the Midwest Conference of any game changes, such communication must also be sent to all teams involved.
 - b. IF mutually agreed, contact the League Manager with the request including the Game ID (from the schedule online), gender, age group division, and revised game date, time and site; and then:
 - c. Midwest Conference confirms the change by posting the revised game on its website.
 - d. Host team contacts conference approved referee assignor with the change(s) at least 14 days prior to original game date. Also, Referee assignors are to be advised a minimum 14 days prior to the date of a rescheduled game or they are not required to fulfill the request for referees.

If your opponent does not agree to a change then the game is scheduled to be played as posted.

6. **Additional Procedures on Game Changes.** Any game date, time or site change made within 14 days of a scheduled game shall result in a \$100 scheduling fee payable to US Youth Soccer. Full payment of referee fees may also be required for the game on the original game date and time even if game is changed. Any games that are forfeited within 14 days of a scheduled game date and time shall result in the offending team paying
 - a. the full referee fees for the forfeited game,
 - b. an additional \$250 forfeiture fee payable to US Youth Soccer and
 - c. any field fees that may have been incurred by the host as determined by the League Manager.

Minor changes to fields and time made within 14 days of the original scheduled game date and time are permitted only as follows: Field change is less than or equal to 10 miles Time change is less than or equal to 30 minutes For all Game Changes, both teams must confirm that they are agreeable to the change and that full details are forwarded to the League Manager for approval. Referee Assignors MUST be notified by designated host team.

7. **Postponed Games (Procedures and Payment of Referee Fees)**

- a. Due to Closing of Field, Field Conditions or Inclement Weather (One Off)- If games are postponed the day of the game due to inclement weather, the participating teams will reschedule the game as if it were a One-Off (Self Schedule) game. Teams will have 7 days following the date of postponed game to reschedule the contest. Failure to re-schedule within 7 days may result in the game considered a NO CONTEST GAME, as described above. The Midwest Conference may allow teams past the 7-day deadline to reschedule if circumstances warrant. If referees are present at the scheduled game date, time and site and no notification of referees has occurred then full referee payment is required.
- b. Due to One Team Attempting to Postpone (or Change Game) Without Opponent's Approval- In the event that a team arbitrarily postpones a game, without the consent of the opposing team, the game will be treated as a forfeit. Please know that teams that forfeits any game will be relegated one tier for the following season. Team forfeiting a game must also comply with payment or referee fees, assigning fee and forfeiture fee.
- c. Due to One Team Failing to Adhere to Midwest Conference Rules regarding Player Passes- In the event that a team is found to failing to adhere to the Midwest Conference Rules in regards to Player Passes (i.e. failure to bring player passes to game, or incorrect sponsoring league passes), the team in non-compliance shall forfeit the game. Team forfeiting a game must also comply with payment or referee fees, assigning fee and forfeiture fee.
- d. Due to Field Conditions or Inclement Weather (as part of a series of division games during a weekend)- In situations where multiple games are being played at one site within a division, and games are postponed during the first day of competition (i.e. Saturday), the postponed games are to be scheduled to be played the following day (i.e. Sunday) if possible with such determination made solely by the Midwest Conference. A team committing to play games at a site with multiple games commits to play for the entire weekend (Saturday/Sunday). Any game changes should receive Midwest Conference approval. If the postponements occur on Sunday, then the teams will have 7 days following the date of postponed game to reschedule the contest. Failure to re-schedule shall result in the game considered a NO CONTEST GAME, as described previously in this policy. The Midwest Conference may allow teams past the 7-day deadline to reschedule if circumstances warrant.
- e. Due to a Team having to compete in a State Cup Game- In situations where a team must postpone a Midwest Conference game due to participation in its State Cup competition, that team bears the responsibility of having being flexible in rescheduling the Midwest Conference game. Such flexibility includes but is not limited to travelling to play the match. If the postponement occurs within 14 days of the Midwest Conference scheduled game, then the team forcing the postponement shall be responsible for both team's Scheduling Fees and any applicable referee fees.

SECTION 4. MIDWEST CONFERENCE – TEAM ROSTER & PLAYER GUIDE

4.01 General

All players must be current US Youth Soccer members and have member passes that have been approved by their respective State Association. During a season (Fall or Spring) a primary player may only be listed on one Team Roster. Players listed as primary on a Team Roster may also be listed as a club pass player on team roster(s) within the same US Youth Soccer affiliated club as approved by the team's State Association, in accordance with Conference Rules and Policy. 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 as a club pass player on team roster(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 roster for a team within the player's Primary Club.

4.02 Roster Size

The maximum roster size on a Team's Primary Roster is 22. The minimum roster size on a Team's Primary Roster is 9. (this excludes players listed on the Club Pass Roster - see below). The maximum number of Club Pass players is three (3) to twenty-one (21) based on the number of players on a Team Roster. Club Pass players must come from within your club. Only players that hold a current US Youth Soccer member pass may be club pass for a team from within the same US Youth Soccer affiliated club.

4.03 Transfers

Transfers within the Conference are not allowed during the season. Once a player is on a Conference roster, such player is frozen on such team's pool of 30 players for the remainder of the Conference Season.

4.04 Maximum Number of Players Used in the Season by the Team

A team is allowed to list and use no more than 30 players during the course of a season that includes all players listed on the Team Roster during the course of a season plus any Club Pass players listed.

4.05 Submission of Team Roster

Teams must file a Conference roster, which includes its State Association approved Primary and Club Pass Players. All teams must submit their official Conference Team Roster of players no later than seven (7) days prior to the team's scheduled first game. No additions permitted after the Roster Freeze Date. Freeze Deadline can be seen on the Conference Calendar.

4.06 Additions to Team Roster

Additional players can be added to the Conference roster at any time leading up to a game using the roster building walkthrough on the conference website under the Team Information drop-down. We cannot guarantee Conference staff assistance with adding any players to Conference rosters after 3 PM ET (2 PM CT) on the Friday prior to any weekend games. No additions permitted after the Roster Freeze Date. Freeze Deadline can be seen on the Conference Calendar.

4.07 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 play for only 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 for each weekend, 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.

4.08 Game Card

No more than 18 active players may appear on your team's GotSport Game Card and play in any one game. Your GotSport Game Card will list all rostered players (up to 30 players). Any inactive players **MUST be clearly crossed off** on your GotSport Game Card. Player name write ins on the game card are NOT permitted under any circumstances.

4.09 Team Rosters – General Overview

- a) The maximum Team Roster size is 22. The minimum Team Roster size is 9.
- b) An initial Team Roster is to be filed with the Conference Office no later than seven days prior to a team's first Season Conference game. Additional players can be added to the Conference roster at any time leading up to a game using the roster building walkthrough on the conference website under the Team Information drop-down. We cannot guarantee Conference staff assistance with adding any players to Conference rosters after 3 PM ET on the Friday prior to any weekend games. No additions permitted after the Roster Freeze Date. Freeze Deadline can be seen on the Conference Calendar.
- c) All Conference rosters are submitted through GotSport.
- d) While players may be added to a team's Conference roster throughout the course of the season prior to the Roster Freeze Deadline (subject to the 30 player maximum limit), once a player is on a Conference roster, such player is frozen on such team's roster for the remainder of the Conference season. Teams may not remove Primary players

once they are placed/added to a Conference roster except if such change is done prior to a team playing its first Conference game of the season and with written approval from the League Manager.

4.10 Club Pass Players – General Overview

- a) In the Conference, only players that hold a current US Youth Soccer member pass from within the same US Youth Soccer affiliated Club may be a Club Pass player. In other words, a US Youth Soccer member player may “guest” on a Conference team if such player is rostered on a team from within the same affiliated club. The home State Association for a team will determine the definition of club pass for this purpose.
- b) At no time may a Primary player from another Conference team be listed as a Club Pass player on another team within the same division.
- c) For all age levels the maximum number of Club Pass player limits will vary based on the number of primary players on the Team Roster.
- d) Under no circumstances will the Conference allow a team to utilize more than 30 total players during the course of a season.
- e) Additional players can be added to the Conference roster at any time leading up to a game using the roster building walkthrough on the conference website under the Team Information drop-down. We cannot guarantee Conference staff assistance with adding any players to Conference rosters after 3 PM ET on the Friday prior to any weekend games. No additions permitted after the Roster Freeze Date. Freeze Deadline can be seen on the Conference Calendar.
- f) Teams may add Club Pass players to their Conference roster throughout the course of a Conference season provided that total number of Club Pass players does not exceed the maximum allowed. No additions permitted after the Roster Freeze Date.
- g) Teams may not remove Club Pass players once they are placed/added to a Conference roster except if such change is done prior to a team playing its first Conference game of the season and with written approval from the League Manager.
- h) If any player/s on the roster are club pass carded players with the same player number as another player on their team, alternative jerseys should be used. If an alternative is not available, then the number must be edited with washable paint (not tape) and the game card should be edited to match. This is not permissible at the National Tier of National League but is permissible at the conference level.

SECTION 5. SCORE SUBMISSIONS

5.01 Score Submissions

All match scores must be entered by the WINNING team. In the event of a tie, the team listed first on the schedule should be the team that enters the score and paperwork. This **MUST** be done before leaving the facility. Scores must be entered within 48 hours of the game being played. A Post-Game walkthrough can be found on the conference website in the team information section listed under In-season Information that details how to enter scores into GotSport.

SECTION 6. MIDWEST CONFERENCE – FINES

6.01 Scheduling Meeting Fines

If a team representative is not in place by the official start time, other reps in attendance may schedule without that team. If you do not have a representative at this meeting, then it will be considered that your team is available to play on all weekends throughout the Season (excluding state cup weekends). Teams not in attendance **MUST** accept the schedule and teams in attendance are under no requirement to reschedule any of these matches. Any team failing to send a representative to the scheduling meetings may be subject to a \$300 league fine. The representative can be any staff member or volunteer from that club, they do not specifically have to be part of the team, but each team **MUST** have a representative at the scheduling meeting.

6.02 Rescheduling Games

All game changes and updates are due at least 14 days prior to the originally scheduled game. Any game date, time or site change made within 14 days of a scheduled game shall result in a \$100 scheduling fee payable to US Youth Soccer. Minor changes to fields and time made within 14 days of the original scheduled game date and time are permitted only as follows: Field change is less than or equal to 10 miles Time change is less than or equal to 30 minutes For all Game Changes, both teams must confirm that they are agreeable to the change and that full details are forwarded to the League

Manager for approval. Referee Assignors MUST be notified by designated host team. Additional late fees will be added if fine invoices are not paid by the due date. Due dates will be provided when the fine is invoiced through GotSport.

6.03 Forfeits

Any games that are forfeited within 14 days of a scheduled game date and time may result in the offending team paying the full referee fees for the forfeited game, an additional \$250 forfeiture fee payable to US Youth Soccer and any field fees that may have been incurred by the host as determined by the League Manager. Forfeits for any other reason may result in a \$250 forfeiture fee. Additional late fees will be added if fine invoices are not paid by the due date. Due dates will be provided when the fine is invoiced through GotSport.

6.04 Advancement to Regionals

The top team (non state cup champion) from each age group and gender competing in the top tier (Club vs Club and/or Premier I) of the US Youth Soccer Midwest Conference may qualify for 2023 Midwest Regional Championships in the same seasonal year as the US Youth Soccer Midwest Conference. To remain qualified for Regionals, a team must also play in their state association's State Cup competition (unless a waiver is received from the state assn, see National League Rules). Please note that 14U Regionals qualifiers come from the spring season standings, not the fall season. Any team that achieves an automatic qualification slot to Regionals from the conference is expected to honor the commitment to participate in the Midwest Regional Competition. Failure to field a team in such Regional Competition will result in a \$500 league fine. Additional late fees will be added if fine invoices are not paid by the due date. Due dates will be provided when the fine is invoiced through GotSport.

6.05 League Fines

Any team that is subject to a league fine/s must pay such fine/s immediately upon notification from League officials. You will receive written email notification from the League of such fines. Any team failing to pay fines imposed on their team may result in such team being suspended from the conference for subsequent years. Any club with a team that is suspended shall receive a warning to their club. If repeated team fines are not paid from said club, the warned club may have all teams suspended from the League for subsequent years. All league fines, once issued can be paid through your team GotSport account. Additional late fees will be added if fine invoices are not paid by the due date. Due dates will be provided when the fine is invoiced through GotSport.

SECTION 7. MIDWEST CONFERENCE – PROTESTS AND FINAL AUTHORITY

7.01 Protests

Protests must be made in accordance with USYS National League Conference Rules, Section 20. To be valid and eligible for consideration, a protest must be noted on the GotSport Game Card and orally lodged by a team official with the match referee and the opposing coach at the game site before leaving the field of play. All protests must be submitted in writing and filed by the Director of the Club or the Director of Coaching of the Club that the team is a member 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 20.06. 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.

7.02 Final Authority

The League Manager shall have final authority to act in the best interest of the Midwest Conference, which may include but not limited to addressing situations not covered in the Midwest Conference Operating Procedures.