

NATIONAL 1 LEAGUE RULES OF COMPETITION 2026-27 Season

Southeast District 3 — AL / FL Panhandle
Southeast District 4 — LA / MS

Operated by Snap Soccer

Sanctioned by US Club Soccer | Administered on GotSport

Updated: July 2026

SECTION 1: DEFINITIONS

The following definitions apply throughout this document and are consistent with the National 1 League Handbook.

1.1 "National 1 League" (N1) — The unified team-based competition bringing together US Club Soccer National Premier Leagues and US Youth Soccer National League. Sanctioned by US Club Soccer with approved Operators for each district.

1.2 "Authorized District" — The districts for which Snap Soccer is authorized to operate: Southeast District 3 (AL / FL Panhandle) and Southeast District 4 (LA / MS).

1.3 "Club Pass Player" — Any US Club Soccer registered player within the same club as a team participating in National 1.

1.4 "Commissioner" — The individual (or designee) responsible for oversight of National 1, vested with authority to manage, regulate, supervise, administer, and conduct the league.

1.5 "Director" — Anyone in a leadership position of a US Club Soccer Member Organization with authority to represent the organization.

1.6 "ECNL" — Elite Clubs National League.

1.7 "ECNL Conference League Playoffs" — An integrated postseason managed by ECNL, inclusive of National 1 and Regional League qualifiers.

1.8 "Fixture" — All matches scheduled on the same match week.

1.9 "GotSport" — The centralized registration and scheduling platform used for all National 1 operations.

1.10 "National 1 Game Roster" — The official competition roster available on GotSport and used for National 1 League matches.

1.11 "National 1 Rostered Player" — A player registered with US Club Soccer on a National 1 official team roster.

1.12 "Operator" — Snap Soccer, an entity approved by US Club Soccer to operate in Southeast Districts 3 & 4 pursuant to the National 1 Operator License Agreement.

1.13 "Rules" — The then-in-effect bylaws, policies, procedures, rules, and directives of US Club Soccer, as well as the National 1 Handbook, this document, and other National 1 directives.

1.14 "Seasonal Year" — August 1 through July 31 of the following year.

1.15 "Game Official" — A representative of the competition with authority over the competition but who is not a referee.

SECTION 2: ELIGIBILITY

2.1 General

All clubs, team officials, parents, and players, by participating in National 1, agree they are bound by these Rules. Lack of knowledge of the Rules does not relieve any participant from responsibilities or possible penalties.

2.2 Team Eligibility

2.2.1 Age groups: U13, U14, U15, U16, U17, and U18/19 as defined by US Club Soccer and US Youth Soccer.

2.2.2 Each participating team must be part of a US Club Soccer member organization.

2.2.3 Teams shall satisfy all eligibility requirements of Snap Soccer as the Operator.

2.2.4 Teams in National 1 shall prioritize National 1 Competition and may not reschedule matches for outside competition.

Teams must submit proof of US Club Soccer membership registration via GotSport prior to the first scheduled match. Teams failing to complete registration will be considered ineligible.

2.2.5 Teams must pay their registration fee in full prior to schedule release. Snap Soccer will not release the season schedule for any team with an outstanding registration balance. Teams that have not completed payment by the published schedule release date may be removed from the league.

2.3 Coach Eligibility

2.3.1 Beyond the US Club Soccer staff registration requirements, all coaches are required to complete a minimum of five (5) hours of annual development through an approved method listed below:

2.3.2 Process. Coaches must upload a certificate of completion from any of the approved courses/clinics into GotSport, via a GotSport form, provided by the operator.

2.3.3 Registered coaches are not required to complete education requirements prior to participation in other US Club Soccer sanctioned competitions outside of National 1, in which the annual development requirement does not apply.

- Method 1: U.S. Soccer Licensing Course — at or above the minimum of ‘D’ license or equivalent earned in the past 5 years.
- Method 2: US Club Soccer Coaches’ Voice platform before September 15 (fall season coaches) or January 15, 2027 (spring season coaches).
- Method 3: ECNL Coaches’ Voice platform before August 1 of the competition year.
- Method 4: Coaching education pathway waiver – A waiver may be awarded if a coach can show that he/she is on the coaching education pathway. A waiver must be co-signed by the club director and USYS state association technical lead, stating the coach’s development plan, with timelines. This will be verified by the Operator.
- (Not applicable in Year 1) Any course or clinic that qualified for U.S. Soccer Continuing Education Units (CEU).

2.4 Removal

Participation in National 1 is a privilege and not a right. Any team, club, or participant may be removed for violation of the Rules, in compliance with any U.S. Soccer due process requirements.

SECTION 3: REGISTRATION & ROSTER RULES

3.1 Player & Staff Registration

US Club Soccer player and staff registration via the applicable club/organization is required for all National 1 participants prior to any participation, including training and team activities.

3.1.1 A player is considered bound to an organization when a player or parent/guardian accepts placement in writing, electronically, or online for the applicable Seasonal Year and pays any deposit required at the time of acceptance.

3.2 Roster Requirements

3.2.1 Minimum — Teams must register a minimum of 15 primary rostered players by the district-published deadline and maintain that minimum throughout the Seasonal Year.

3.2.2 Maximum — A maximum of 30 primary players may be rostered on any National 1 team (in any one age group). Once a player is added to a roster, that player counts against the maximum even if later released, transferred, or dropped, unless the Commissioner grants an exception.

3.2.3 Club pass players used per Section 3.4 do not count against the 30-player primary roster maximum.

Game Day Roster: A maximum of 18 players may be listed on a game day roster per Section 4.2. Clubs must ensure their game day roster is finalized before referee check-in.

3.3 Player Drops & Transfers

3.3.1 Player Drops — Snap Soccer will establish regulations related to player releases or transfers per the requirements of Rule 3.2.2.

3.3.2 Roster Freeze Date — Snap Soccer will establish and publish a roster freeze date each season.

3.3.3 Intra-District Transfers — A player rostered to a National 1 team is ineligible to transfer to any other National 1 team within the same seasonal year except when all of the following are satisfied: (1) the player has moved to a different District; and (2) the player's new location is beyond a reasonable travel distance from the current club; and (3) both Directors agree to the transfer.

3.3.4 A player's right to choose allows for mid-season club transfer provided all obligations are met; however, the player shall not be eligible to participate with the new club in National 1 for the remainder of the seasonal year, unless approved by the Snap Soccer.

3.3.5 US Club Soccer may provide a transfer waiver if, in its sole discretion, the transfer is in the best interest of the player or of a player's sibling in the same club.

3.4 Club Pass Rules

Subject to Snap Soccer policies and the National 1 Rules, any US Club Soccer registered player within a club participating in National 1 or approved affiliate may participate in a National 1 game, subject to the following:

3.4.1 Any player rostered or having participated in the current year in an official ECNL competition or equivalent is ineligible to participate in any official National 1 matches for the same club.

3.4.2 A maximum of four players rostered or having participated in the current year in an official ECNL Regional League competition may participate in any National 1 Division 1 match.

Similarly, a maximum of four players rostered or having participated in the current year in a National 1 Division 1 competition may participate in any National 1 Division 2 match.

3.4.3 Club pass additions must be completed via GotSport before the match. No club pass player may be added to a roster by hand. Teams must notify the opposing team of any club pass players before the match during the pre-game check-in.

3.5 Postseason Roster Tie

Once a team qualifies for postseason summer competition, the National 1 rules of competition govern player movement and rosters. The ECNL Postseason Roster Tie date will apply at check-in of the first ECNL Postseason stage in which the team appears.

3.6 Recruiting & Tryouts

3.6.1 National 1 clubs and teams may recruit players at any time during the year, subject to restrictions below.

3.6.2 National 1 clubs and/or teams may not train, invite a player to train, tryout, invite to tryout, or have play as a guest any National 1 registered player from another National 1 club prior to the designated tryout date of that season, unless the player has been released or it has been expressly approved in writing.

3.6.3 Clubs/teams may not invite a player to train, tryout, or promote their club to players or parents during any National 1 competition in which the player is currently participating.

3.6.4 Once a player is registered as a National 1 registered player for the subsequent season, the player may no longer be contacted or recruited by other National 1 clubs.

3.6.5 Open tryouts may be conducted on or after the date established and published by Snap Soccer. Any player and/or parent may initiate direct contact with any coach or club official for the purpose of joining.

SECTION 4: COMPETITION RULES

4.1 Laws of the Game

All National 1 matches will be played in accordance with FIFA/U.S. Soccer Laws of the Game except as modified in these Competition Rules.

4.1.1 2026/27 Changes. The International Football Association Board (IFAB) has approved several updates and clarifications to the Laws of the Game for the 2026/27 season. These changes and their application to youth matches can be found at snapsoccer.com/referee/ifab-2026-27-law-changes/

4.2 Game Length & Format

	U13	U14	U15	U16	U17	U18/19
Game Length	2 x 35 min	2 x 35 min	2 x 40 min	2 x 40 min	2 x 45 min	2 x 45 min
Half-time	10 min	10 min	10 min	10 min	10 min	10 min
Format	11v11	11v11	11v11	11v11	11v11	11v11
Game Day Roster Max	18	18	18	18	18	18
Sub Moments	3/half + HT	3/half + HT	4/match + HT	4/match + HT	4/match + HT	4/match + HT

4.2.1 Ball Size. A size 5 ball shall be used for all National 1 matches across all age groups (U13-U18/19).

4.2.2 Minimum Players to Start. A team must be present and ready to play with a minimum of seven (7) players within 10 minutes of the scheduled match time. Failure to field the minimum number of players at kickoff will result in a forfeit per Section 6.8 and will be fined as “No Show”.

4.3 Substitutions

4.3.1 U13-U14: Unlimited substitutions over three (3) moments in each half, plus halftime.

4.3.2 U15-U18/19: Unlimited substitutions over four (4) moments per match, plus halftime.

4.3.3 Substitutions may be made at any stoppage with approval of the referee. Substitute player(s) must be ready at the half line before play is stopped.

4.3.4 All substitutions require a substitution moment, regardless of whether the opponent is also substituting.

4.3.5 Coaches may not agree between themselves to change the substitution policy.

4.3.6 Head/Serious Injury Substitution. Any player suspected of suffering a head or other serious injury may be substituted for evaluation without the substitution counting against the team's total permitted moments for that half/match, provided the player is being evaluated on-site by a licensed medical professional. If the player is cleared, they must re-enter at the next available substitution stoppage.

4.4 Player Limitations

4.4.1 A primary rostered player may only play for one team in a District Division in which their primary team is participating.

4.4.2 In situations where a club has multiple teams in the same District Division, primary players may not appear on both District Division rosters.

4.4.3 A player rostered on a Division 2 team within the same club may participate in a Division 1 match for that club, provided the player does not appear on the game card for a Division 2 match on the same calendar day.

4.4.4 A player may play for only one (1) District team per day during the National 1 season.

4.4.5 Goalkeepers may be listed on up to two (2) National 1 rosters per day from the same club, with written consent of Snap Soccer. The goalkeeper must play as goalkeeper in both matches and may not play in the same gender age group of a District Division more than once.

4.4.6 ECNL Regional League players may only play on Division 1 teams. No ECNL Regional League players may play on any Division 2 team. No ECNL players may participate in any National 1 League competition.

4.5 Trapped U15 Player

A player registered to a team participating in National 1 who is in 8th grade but is age-appropriate for the U15 age group is classified as a "Trapped U15 Player." Such a player is eligible to participate in U14 National 1 Competition **during their sanctioned high school soccer association's competition season**. No more than two (2) Trapped U15 Players may participate in any individual U14 National 1 Competition.

4.6 Outside Competition

National 1 Competition must be the priority competition for all participating teams. National 1 matches may not be rescheduled to accommodate outside competition.

SECTION 5: SCHEDULING & RESCHEDULING

5.1 League Scheduling

Snap Soccer shall determine the dates for competition and corresponding scheduling deadlines, provided all matches are completed by the established date for Southeast Districts 3 & 4.

5.1.1 Teams are expected to be available to play at any time on scheduled game dates.

5.1.2 All team scheduling communication, once published in GotSport, shall take place through the GotSport chat system to maintain a proper record.

5.1.3 Team contacts are expected to respond to scheduling communication within 48 hours.

5.1.4 Listing the wrong email or phone number is not a valid excuse for failing to respond, and may result in a fine if a forfeit or no-show occurs.

Schedule Changes: Any schedule change must be approved by BOTH teams via GotSport chat or email before being updated in the system.

Self Scheduled Matches - A minimum of 9 days notice is required to request changes (unless weather-related). Changes made without approval of both teams and Snap Soccer may result in a forfeit against the team at fault and/or a fine.

Centralized Matches - Schedules can only be altered if all parties agree and a change fee is paid by the requesting team, with a plan to travel for the team that is not the reason for changing the game.

5.2 Rescheduling

5.2.1 Rescheduling requests must follow Snap Soccer's published policy and associated fine schedule (see Section 11).

5.2.2 If a match is postponed or canceled, a new date, time, and venue must be identified and confirmed in GotSport within 48 hours of the cancellation.

5.2.3 Snap Soccer must approve any proposed new date and may require the match to be played earlier if there is potential postseason qualification impact.

5.2.4 Weather-Related Cancellations. Make-up dates/times/locations should be confirmed and entered in GotSport within 72 hours of a weather-related cancellation. Snap Soccer will communicate the status of any region-wide weather events.

Centralized Matches - If a centralized weekend match is cancelled due to weather, it converts to a self-scheduled match. The two teams are responsible for coordinating a new date and location, and must retain the original home/away designation.

5.3 Team Communication Requirements

Teams must have at least two different contacts (Manager and Coach) listed on their GotSport team page with current email addresses and phone numbers.

SECTION 6: GAME DAY PROCEDURES

6.1 Pre-Game

National 1 utilizes a digital administrative game day experience. Teams must prepare for technical outages with a printed or digital (pdf) copy of the team's Official National 1 Roster.

6.1.1 Referees or an agreed designee shall confirm eligibility of all participants prior to the start of the match.

6.1.2 Both Home and Away teams should ensure they can access their game day app.

6.1.3 Digital passcards shall be utilized at all matches for players, coaches and directors. Coaches not listed on the roster who have valid passcards from the same club may participate.

6.1.4 Both teams must have an official National 1 team roster available for review upon request.

6.1.5 Players and coaches/directors without a passcard (physical or digital) will not be permitted to participate.

6.1.6 Eligibility Check Protocol. Both team representatives and the referee shall conduct a joint pre-game check-in no later than 20 minutes before kickoff. Any eligibility concerns must be raised at this time and noted on the game card. Post-match eligibility protests must be submitted in writing to Snap Soccer within 48 hours of the match.

6.2 Uniforms

6.2.1 Each team must attend each match with two sets of jerseys and socks (light and dark).

6.2.2 The home team (listed first on the schedule) shall wear the light kit. The away team shall wear the dark kit.

6.2.3 The referee defines what constitutes light vs. dark. If there is a conflict in uniform color, the offending team must change to their other kit.

6.2.4 All players must wear uniforms with unique numbers that correspond with the number on the game day roster. Emergency uniforms may be used temporarily; the referee shall indicate this in the match report.

6.2.5 The goalkeeper's shirt must be easily distinguishable from all other players and referees.

6.3 Game Ball

The home team shall provide at least three (3) quality game balls. Size 5 balls are used for all N1 age groups (U13-U18/19).

6.4 Field & Facility

Operator policies govern facility standards. Home teams are responsible for providing a safe, properly lined field with goals, nets, and corner flags.

Snap Soccer Game Day Standard: Home clubs are REQUIRED to provide benches for both teams. Tents for both teams are encouraged. Fields MUST be appropriately lined with corner flags, with all goals anchored and nets secured by scheduled match time.

If the referee determines the field is not properly set up within 15 minutes of scheduled kickoff (weather excepted), the home team may be charged with a forfeit.

6.4.1 Spectators must be positioned on the opposite side of the field from their team's own bench.

6.4.2 All coaches, players, and spectators shall remain 18 yards from the goal lines.

6.4.3 All coaches and spectators shall remain at least two yards from the touchline.

6.4.4 No coaching from within 18 yards of the goal line or from behind goal lines.

6.4.5 Any video recording devices must be set up and securely weighted on the spectator sideline opposite from the team's own bench.

6.4.6 No artificial or instrumental noisemakers are allowed.

6.5 Athletic Trainer

For self-scheduled matches, the home team is strongly encouraged to provide a certified athletic trainer at the home club's expense.

6.5.1 If no certified athletic trainer is available, a player suspected of a head injury by the referee is not permitted to return to the match.

6.5.2 Any player removed from a match with a suspected concussion is ineligible to return to play without clearance from an appropriate medical professional.

6.5.3 Centralized Weekend Athletic Trainer Policy

Snap Soccer shall secure a licensed, certified athletic trainer on site, when available, at all centralized match weekends hosted or coordinated by Snap Soccer for Southeast Districts 3 & 4. The athletic trainer will be available to all participating teams from 15 minutes prior to the first scheduled match through the conclusion of the last match of the day.

Cost & Billing: The cost of the athletic trainer is built into Snap Soccer's operational costs for each centralized weekend. This expense will be reflected in the pre-weekend invoice issued to each team prior to the event. Teams will not be billed separately for athletic trainer services at centralized weekends.

Non-Centralized (Home) Matches: For individually scheduled home matches not part of a centralized weekend, the home team remains strongly encouraged to provide a certified athletic trainer at their own expense per Rule 6.5.1.

6.6 Score Reporting

Score reporting follows the GotSport process published by Snap Soccer.

6.6.1 Following the match, a representative from each team and the referee shall gather to review and approve the final score.

6.6.2 The winning team (home team if tied) must report the score and any card(s) issued in GotSport within 24 hours of each match. The Head Referee will also submit a game report in their assignment platform including game score and supplemental reports for any red cards,

injuries, or other incidents. All supplemental reports must be submitted by the Head Referee within 24 hours.

6.7 Referee Assignment & Conduct

6.7.1 Matches should be officiated by a three-person FIFA/U.S. Soccer Referee System. In unique circumstances, the Head Referee may appoint Club Assistant Referees, limited to decisions on the touchlines and possession only.

6.7.2 Snap Soccer shall establish the process by which licensed U.S. Soccer Referees are assigned to each match.

6.7.3 For Self-Scheduled Matches, the home team is responsible for securing a USSF Certified Assignor (listed in the club's GotSport account) to assign qualified referees for home matches. Referees must be confirmed at least 5 days prior to the scheduled match. Referee fees will be split 50/50 between home and away teams.

For centralized match weekends hosted or coordinated by Snap Soccer, referees will be assigned by a designated, certified Referee Assignor and referee game fees will be invoiced from all teams prior to the event and paid out by Snap Soccer.

6.7.4 The referee's authority begins when they arrive at the match site and continues until departure or 30 minutes post-match.

6.7.5 A licensed center referee must be present for an official league match.

Referee Failure to Appear: *If a referee fails to appear and both coaches cannot agree on a substitute, the home team shall be charged with a forfeit if a request for assignment was not confirmed. If the referee no-show is due to an assignor failure (documented in writing), Snap Soccer will review the circumstances before assessing any forfeit.*

6.8 Failure to Appear & Forfeits

Failure to appear for a scheduled match will result in a forfeit. A team must be present and ready to play (7-player minimum) within 10 minutes of scheduled match time.

6.8.1 Consequences for failure to appear shall be per Snap Soccer's Operator policies and the fine schedule in Section 11.

6.8.2 Any team forfeiting a match may be deemed ineligible for post-season competition and/or automatically relegated by the Commissioner. Any team forfeiting more than one match may be removed from the league.

Forfeit Score: *A forfeit shall be recorded as a 6-0 loss for the forfeiting team and a 6-0 win for the non-forfeiting team. If the forfeiting team was losing by more than 6 goals at the time of abandonment, the actual score at that time shall be recorded.*

6.9 Weather & Unplayable Conditions

6.9.1 The referee may suspend a match due to weather conditions before or during a match.

6.9.2 A game terminated due to weather is considered complete if the first half has been completed.

6.9.3 If a game is terminated before halftime, the match shall resume for one half of play with the score at the time the match was abandoned.

In the event of bad weather at self-scheduled matches, the HOME team's coach/manager makes the call on postponement. The Home Team's Club Official must notify Snap Soccer and the opposing club as soon as the decision is final and receive confirmation. The Home

Team is also responsible for notifying its referee assignor and/or referee crew. Snap Soccer will communicate the status of any region-wide weather events.

SECTION 7: STANDINGS, TIEBREAKERS & POSTSEASON

7.1 Points System

League standings determine post-season qualification.

Win	3 points
Tie	1 point
Loss	0 points

Points Per Game (PPG): *If a season/group cannot be completed due to exceptional circumstances and teams have played an unequal number of games, Snap Soccer may use PPG or equivalent results to determine final standings.*

7.2 Tiebreakers — Two Teams

The following tiebreakers will be used for resolving ties between two teams in the standings:

- 7.2.1** Points earned in head-to-head competition
- 7.2.2** Winner of most matches (all divisional matches played)
- 7.2.3** Goal Difference (all divisional matches played, no limit)
- 7.2.4** Fewest goals allowed (all divisional matches played, no limit)
- 7.2.5** Total goals for (all divisional matches played, no limit)
- 7.2.6** Coin toss

7.3 Tiebreakers — More Than Two Teams

The following tiebreakers apply for three or more teams tied. The procedure does not revert to a previous criterion if one team is eliminated.

- 7.3.1** Results earned in head-to-head competition among the tied teams
- 7.3.2** Goal Difference (matches among the tied teams, no limit)
- 7.3.3** Goal Difference (all divisional matches played, no limit)
- 7.3.4** Fewest goals allowed (matches among the tied teams, no limit)
- 7.3.5** Fewest goals allowed (all divisional matches played, no limit)
- 7.3.6** Total goals for (matches among the tied teams, no limit)
- 7.3.7** Total goals for (all divisional matches played, no limit)
- 7.3.8** Coin toss

7.4 Postseason Qualification

A team shall only be eligible for one league-based postseason pathway from within their District.

Snap Soccer will publish postseason qualification criteria, seeding methodology, and promotion/relegation rules for Southeast Districts 3 & 4 in the pre-season operational guide. This includes any intra-district playoff events and the process for advancing to ECNL Conference League Playoffs.

7.5 Promotion & Relegation

Promotion and relegation applies across all divisions within Southeast Districts 3 & 4. Snap Soccer reserves the right to adjust divisional structures to ensure appropriately competitive divisions.

SECTION 8: STANDARDS OF CONDUCT

8.1 General Standards

National 1 exists to provide youth the opportunity to develop soccer skills through high-level competition. Confrontation, poor sportsmanship, and verbal/physical abuse among spectators, game participants, and game officials will not be tolerated.

8.1.1 Allegations of misconduct shall be reported to Snap Soccer and the Commissioner. Participants committing misconduct in violation of US Club Soccer policies are subject to additional penalties beyond those imposed by Snap Soccer.

8.1.2 No player, coach, parent, or spectator may enter the field of play during the match unless invited by the referee.

8.1.3 Coaches are responsible for the actions of parents and spectators on the sidelines.

8.1.4 Parents and spectators may be asked by the referee to leave the playing site. If the request is refused, the referee may terminate the match.

8.1.5 If any player or coach refuses to leave after ejection, the referee may terminate the match and it will be scored as a forfeit against the offending team (minimum 6-0 loss, unless the score was worse).

8.2 Discipline Matrix

The following matrix governs minimum suspensions for misconduct. Snap Soccer and/or the Commissioner may impose additional sanctions above these minimums.

OFFENSE	PLAYER MIN.	COACH MIN.	SPECTATOR MIN.
Physical Assault (Major)	3 games	3 months; report to US Club Soccer	1 year; enforced by club & league
Physical Assault (Minor)	1 game	6 games (1st infraction); report to US Club Soccer	1 year; enforced by club & league
Verbal Abuse (Major)	2 games	6 games	6 games; enforced by club & league
Verbal Abuse (Minor)	1 game	2 games	6 games; enforced by club & league
Verbal Dissent	1 game	2 games	1 game; enforced by club & league
Racial / Discriminatory Abuse (incl. Banned Words)	3 months; report to US Club Soccer	6 months; report to US Club Soccer	6 months; enforced by club & league

8.3 Red Card — Player

8.3.1 Any player sent off will be automatically suspended for the remainder of the day and the next National 1 match played by that team.

8.3.2 A sent-off player may remain in the team bench area under supervision of a team official, only if a parent/guardian is not available. If the player commits further misconduct, the referee may require removal from the entire field area.

8.3.3 Reports involving racism, spitting, discriminatory incidents, or use of banned words (Section 8.6) are subject to a minimum four (4) match suspension.

8.3.4 For Referee Abuse or Assault, the U.S. Soccer Referee Abuse Policy (RAP) will be utilized to help determine additional suspensions and sanctioning.

8.3.5 Snap Soccer, in consultation with the Commissioner, may impose additional suspension including suspension across all National 1 teams during the suspension period.

8.3.6 An additional one-match suspension imposed under this section cannot be appealed.

8.3.7 If the red card is issued in the last National 1 match of the season, the sit-out will be taken in the next match of the following season.

8.3.8 No substitution may be made for the ejected player during the match in which the red card was issued.

8.3.9 It is the coach's duty to withhold the red-carded player from the next game even if the player appears eligible on the roster.

8.3.10 Red cards earned in outside competition or tournaments do not carry over to National 1 unless an additional suspension is issued by Snap Soccer, US Club Soccer, or a State Association.

Red Card Accumulation Policy:

Red Card #1 — standard suspension as outlined above.

Red Card #2 — an additional one-game suspension is added.

Red Card #3 — a ban for the remainder of the seasonal year. Snap Soccer will track accumulations within the Seasonal Year.

8.4 Red Card — Coach

8.4.1 A coach or team official receiving a red card must leave the field and the surrounding area (out of sight and hearing) for the remainder of the match. The team will be fined per Section 11.

8.4.2 A dismissed team official is prohibited from communicating with their team during the match by any means including cell phone, text, or any other method.

8.4.3 The team official is ineligible to participate with any team for the remainder of the day and is prohibited from participating in the next match, including playoffs, and may not be present at the field.

8.4.4 If a suspended coach participates, enters the field, or communicates with the team while under suspension, the team shall forfeit the match.

8.4.5 Reports involving racial, spitting, discriminatory incidents, or use of banned words are subject to a minimum four (4) match suspension.

Coach Card Accumulation: *A second red card carries an automatic two-game suspension for all teams coached by that individual. Any coach ejected three times in a seasonal year is immediately banned from all participation in National 1 through Snap Soccer for the remainder of the year.*

8.5 Yellow Cards

There shall be no yellow card accumulation policy for National 1 League matches.

8.6 Banned Words

Any official report from a referee or league/event official regarding use of any banned word shall result in a minimum four (4) match suspension and may be subject to reporting to the U.S. Center for SafeSport. Subsequent incidents will result in additional sanctioning.

The following list is non-exhaustive and is provided to illustrate prohibited language under National 1 and US Club Soccer's Prohibited Conduct Policy (asterisks used to prevent reproduction):

- B*tty Boy, Be*ner, Black Boy/Girl, Ch*nk
- Cr*cker, C*nt, D*ck, F*g, F*ggot
- G*y, H*mo, Jewb*y, K*ke, Mar*con
- N*gger/N*gga, N*gro, P*to, P*ssy, Rag He*d
- R*tard/R*tarded, SI*nt, Sp*c, Wetb*ck, White Boy/Girl

8.7 Abandoned Game

Any game abandoned due to behavior by coaches, players, and/or spectators shall result in a forfeit against the offending team. If Snap Soccer determines both teams are at fault, the match will be a no-contest if it had not reached halftime, or considered complete (at the score at termination) if the first half had been completed.

8.8 Disciplinary Committee

Any matter involving a recommended suspension of more than five (5) games shall be referred by the Commissioner to a Disciplinary Committee. The Disciplinary Committee shall consist of the Commissioner and two (2) members appointed by the US Club Soccer CEO. The Disciplinary Committee shall determine appropriate sanctions within twenty-one (21) days of receipt of the incident report.

The Disciplinary Committee may impose any or all of the following sanctions, without limitation:

- Written reprimand and probationary status for a specified period of time
- Mandatory attendance in an anger management class
- Suspension of up to one (1) year, effective immediately upon determination
- Monetary fine imposed against the club
- Points deduction from a team or club
- Recommended expulsion from National 1

SECTION 9: PROTESTS & GRIEVANCES

9.1 Protests

A protest is a formal written objection of any violation of established policies, rules, or procedures related to a specific match. Only the teams involved are permitted to protest a

match result. Protests must be based on a violation of published National 1 rules or IFAB Laws of the Game. Referee decisions on matters of fact are final and cannot be protested.

Snap Soccer Protest Process: *Protests must be submitted in writing to Snap Soccer within 48 hours of the match. A protest fee of \$100 must accompany the protest. If the protest is upheld, the fee is refunded. If denied, the fee is retained. Submit protests to Snap Soccer.*

9.2 Grievances

Grievances address potential violations of the National 1 Handbook or Snap Soccer Operator policies. Any Director who believes Snap Soccer has violated the policies included in the National 1 Handbook may submit a written grievance with a \$250 check payable to US Club Soccer, sent electronically to the Commissioner.

9.2.1 The Commissioner shall determine whether the grievance has been properly filed and evaluate the allegations. If validly submitted, the Commissioner shall initiate action to resolve the issue.

9.2.2 The Grievance Committee, if appointed, shall consist of the Commissioner or designee and two members appointed by the US Club Soccer CEO, and shall hear the grievance within 30 days.

9.2.3 If sustained, the check is returned. If denied, it is retained by US Club Soccer.

9.2.4 The decision of the Grievance Committee is final and not appealable.

SECTION 10: HEARINGS & APPEALS

10.1 Boards of Inquiry

Periodically, US Club Soccer may conduct inquiries or hearings on breaches of the Rules. Unless waived by both parties, hearings will be announced at least seven (7) days in advance.

10.1.1 Persons notified to appear shall have 48 hours to submit written matters in extenuation or mitigation that may preclude their appearance. The convening authority has sole discretion to rule on such matters.

10.1.2 Failure to appear, unless duly excused, shall be grounds for additional sanctions.

10.2 Recruiting Violations

If a hearing panel finds a recruiting violation occurred, the panel may impose one or more of the following: forfeiture of one or more games, fines, and temporary or permanent suspension from National 1 club activities.

10.3 Appeals

Any aggrieved party may appeal any decision or imposition of any penalty or fine to the Commissioner.

10.3.1 An appeal fee of \$250 shall accompany the appeal. If the appeal is upheld, the fee is returned. If denied, it is retained by National 1.

10.3.2 Upon receipt, the Commissioner will convene a board of inquiry.

10.3.3 The decision of the Board of Inquiry is final within National 1.

SECTION 11: FINE SCHEDULE

The fine schedule below reflects the National 1 Handbook guidelines. Fines are collected by Snap Soccer as Operator. Clubs not completing payment within 45 days are subject to a late fee of 15%.

OFFENSE	MAXIMUM FINE
TEAM ACCEPTANCE	
Failure to pay registration fee by deadline	\$200/team + potential removal from the league
Team drops after declaration deadline, before schedule release	Registration fee
Team drops after schedule release, before first match	\$350 + registration fee
Team drops after first match or fails to complete schedule	\$500 + registration fee
SCHEDULES & RESCHEDULING	
Failure to schedule matches by league deadline	\$50/game
Failure to reschedule canceled match within 48 hours	\$50/game
Reschedule: 10+ days from original date	\$50/game
Reschedule: 9 days from original date	\$250/game
Reschedule: within 48 hours / no-show	\$500 + referee fees
MATCH DAY	
Failure to provide required game day setup	\$100/game
Forfeit 48+ hours before kickoff	\$300
Forfeit less than 48 hours before kickoff	\$400 + referee fees
No-show for match	\$500 + referee fees
OTHER VIOLATIONS	
Qualifying team failure to attend post-season	\$1,500 + event fee
Playing unregistered player	\$500
Playing ineligible/overage player	\$1,000
Participation of unregistered coach	\$1,500
Coach Red Card	\$100/occurrence
Player Red Card - Violent Conduct or Foul Language	\$50/occurrence
Clearance of Spectator Sideline	\$100/occurrence
Home team fails to report score within 24 hours	\$25/game
Failure to provide certified referees	\$100/referee
Illegal recruiting — verified violation	\$250
Failure to report red card within 24 hours	\$150

SECTION 12: PLAYER SAFETY & HEALTH PROTOCOLS

12.1 Concussion & Head Injury Protocol

12.1.1 Any player suspected of suffering a head injury must be evaluated by a licensed medical professional prior to returning to play.

12.1.2 A player removed from a match with a suspected concussion is ineligible to return to play without clearance from an appropriate licensed medical professional.

12.1.3 Any player removed from the field for a suspected head injury or sudden cardiac arrest (SCA) will not be allowed to return to the field for the remainder of that same day.

12.1.4 If a Licensed Healthcare Provider is present at the game and identified to the referee before the match, they may clear a player to return in the same game if a concussion or SCA is no longer suspected.

12.2 Safeguarding & Compliance

All participants agree to comply with US Club Soccer's Athlete and Participant Safety/Risk Management Policy (Section 13) and the US Club Soccer Prohibited Conduct Policy. Any violation may result in disciplinary action by US Club Soccer and/or Snap Soccer.

To report concerns: <https://usclubsoccer.org/resources/members-area/safety/report-a-concern/>

APPENDIX A: SOUTHEAST DISTRICTS 3 & 4

Southeast District 3 — AL / FL Panhandle

Southeast District 4 — LA / MS

Snap Soccer serves as the authorized Operator for Southeast Districts 3 & 4 under the National 1 Operator License Agreement with US Club Soccer.

For all league inquiries, scheduling issues, disciplinary matters, and Snap Soccer-specific Operator policies, contact the leagues@snapsoccer.com. All official communications regarding the league and scheduling must occur through GotSport.