



# 2025-2026 STXCL Game Day Procedures





## **STXCL Game Day Procedures**

### **GAME LENGTHS**

- U11 and U12: 2 x 30 Minutes Halves
- U13 and U14: 2 x 35 Minutes Halves
- U13-U14 **ECNL RL**: 2 x 40 Minutes Halves
- U15 and U16: 2 x 40 Minutes Halves
- U17 and U18: 2 x 45 Minutes Halves

Referees should provide appropriate stoppage time in every game.

**Home Team wears Dark. Away Team wears Light**  
**Game Ball provided by Home Team**

Regardless of the number of players listed on a STXCL match report, no more than **\*14 Players** for 7v7 games, **\*16 Players** for 9v9 games, and **\*18 Players** for 11v11 games shall be eligible to appear in an STXCL Competition.

- 7v7 teams must have a minimum of 5 players to start and 4 to continue.
- 9v9 teams must have a minimum of 6 players to start a game and 5 to continue.
- 11v11 teams must have a minimum of 8 players to start a game and 7 to continue.

All Coaches and team personnel on the team sideline are required to be carded by US Club Soccer

**HARD CAST:** No player will be allowed to play with a hard cast or metal brace without it being properly padded with a minimum ½ inch of high-density foam or the manufactures recommended protective coating. The referee will determine if the padding is sufficient to allow the player to play.



## **STXCL Game Day Procedures**

### **ECNL APP: MATCH ROSTER CREATION**

**STXCL RL and Eastern Conference will be fully digital this upcoming 2024-2025 season. On the ECNL App. Make sure to have the latest update.**

1. Once you login you will select the league and then **"My Teams"**
2. Select **"Game Manager"**
3. Select **"Upcoming"** from the list
4. Select your **"Game"**
5. Select **"Card & Roster"**
6. Select **"Player Game Roster or Staff Game Roster"** to add players or staff to your match roster
7. You will see players currently on your match roster. Select **"Add Player"** to add additional players to your match roster
8. You can add players from **"Team & Club Player Pools"**

**Trapped & Special Exception Players** are options as well

### **ECNL APP: GAME DAY CHECK-IN TEAM VIEW**

1. Once you login you will select the league and then **"My Teams."**
2. Select **"Game Manager"**
3. Select **"Upcoming"** from the list.
4. Select your **"Game."**
5. Select **"Cards & Roster."**
6. Select **"Check-In Players & Staff."** If you need to add players or staff to your roster you can do so by selecting **"Player Game Roster or Staff Game Roster."**
7. You will see this screen displayed, please **fill in the information** needed provided to you by the referee then select **"Next."**
8. You along with the referee will **select (tap) all the players names**, and check them in, once you finish checking them in, select **"Next."**
9. You and the referee will next check in staff by **repeating the same process** and select **"Next."**
10. Once your team has been checked in, your **QR Code** will not be displayed until **your opponent** has been checked in.
11. Once both teams have been checked in, the **QR Code** will be displayed for the **home team to share with the referee.**



## **STXCL Game Day Procedures**

### **ECNL APP: REFEREE MATCH PROCESS**

**STXCL RL and Eastern Conference will be fully digital this upcoming 2024-2025 season. On the ECNL App. Make sure to have the latest update.**

1. Team will ask for your **full name**.
2. You along with the team staff will **select (tap) all the players names**, and check them in, once you finish checking them in, select **"Next."**
3. You and the team staff will next check in staff by repeating the same process and select **"Next."**
4. You will scan the **"QR Code"** with your mobile device.
5. Game information will populate for you to add the score. Then select **"Next."**
6. You will select **"Yes or No"** based on if cards were given during the game. If there were cards given select the team to log the cards. Once completed then select **"Next."**
7. When logging cards select the **"Card Icon"** next to the player. If there is a double yellow or a red card you must fill out the reason and select **"Save."** Once completed select **"Done."**  
Repeat this for the other team.
8. Type in your name which will automatically create your signature. Then select **"Save."**
9. If there was a double Yellow or red card given you must fill out the **incident report** and select **"Save."**

**For more information visit [STXCL RESOURCES PAGE](#)**

### **SUBSTITUTIONS**

**U11-U18 Eastern Conference age groups all brackets of play:** Unlimited substitutions will be allowed. Teams can substitute on their own throw in, any goal kicks or kick offs. Referees should also allow teams to sub when their opponent is subbing to minimize stoppages. Common sense is encouraged to minimize the stoppages of play.

**U13 and Older Regional League:** Limited Subs, FIFA, seven (7) players per half will be used.  
**Limited Subs, FIFA, seven (7)** players per half will be used. Players may not re-enter in the same half. Referees can allow subs at any stoppage of play but should not disrupt the flow of the game.





## **STXCL Game Day Procedures**

### **CONCUSSION EVALUATION & RETURN TO PLAY PROTOCOLS**

Any player who sustains a significant blow to the head or body, who complains about, or who is suspected of suffering a concussion will be removed from the game for evaluation. The removed player will not be allowed to return to play for the remainder of the day unless the player is cleared by a qualified healthcare professional. No coach, referee, event official, parent/guardian, spectator, or player can permit a player to return to play until the player has been cleared by a qualified healthcare professional.

**\*\* Qualified healthcare professionals are considered licensed professionals such as an athletic trainer certified (ATC) or physician (MD/DO) with skills in emergency care, sports medicine injuries, and experience related to concussion evaluation and management.**

**STXCL ECNL RL Rule:** Substitutes for head injury when all subs have been used. Previously, you could not sub a player in for a player being evaluated for a head injury (concussion) if you had used all your subs for the half. New guidelines allow for coaches to reenter a player if they have used all of their substitutes for the half, if a player needs to be removed from the game to be evaluated for a concussion.

**For more information visit [US Club Soccer Concussions and Head Injuries](#)**

### **MISCELLANEOUS**

**Match Reports/Score Reporting** – Both teams are responsible for creating their game report on the ECNL app.

**Player Passes** – Eastern Conference – Age-appropriate players that are properly registered with US Club players for the same club so long as they have a current US Club pass, are currently registered with STXCL, and the club is abiding by the STXCL rules for player pass. Teams can use up to 4 player pass players per game in 7v7/9v9 games, and up to 6 in 11v11. ECNL RL Players must have an ECNL RL Card.

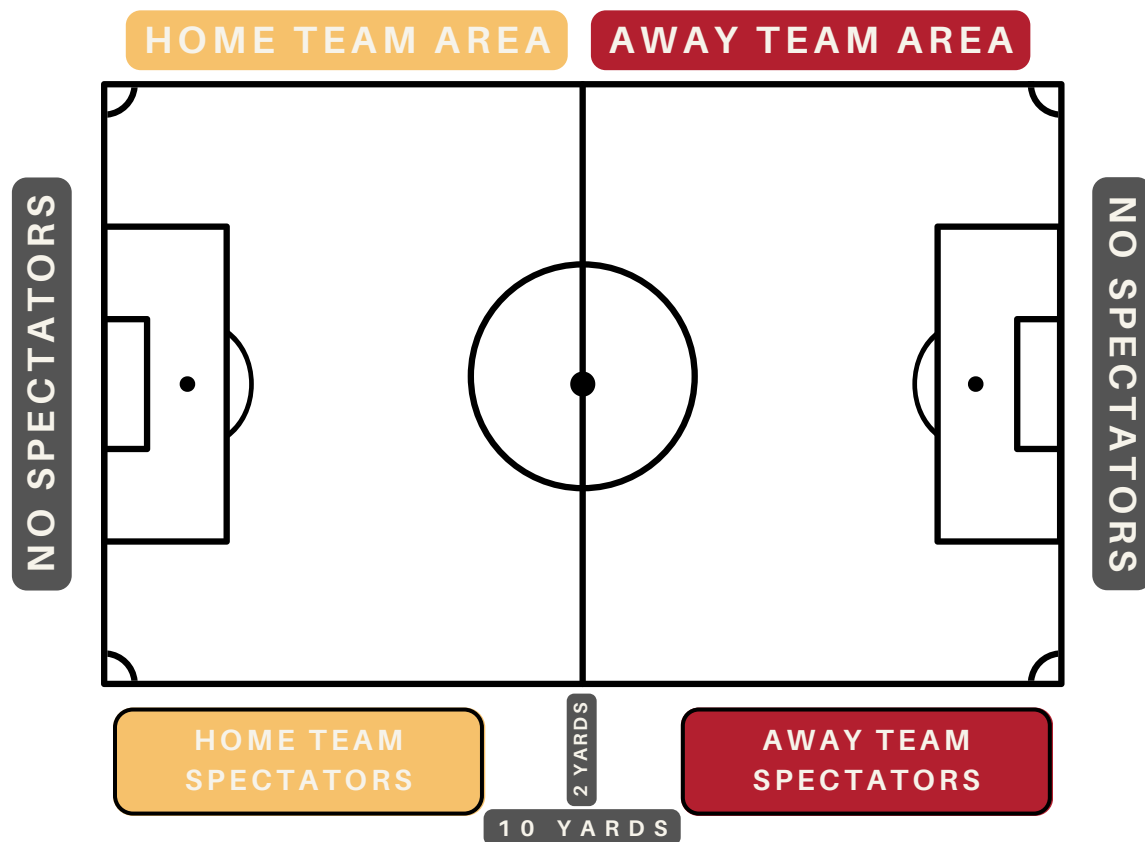


## **STXCL Game Day Procedures**

### **SPECTATORS**

Home and Away team spectators should sit directly across from their team's technical area on the opposite side of the field. The Teams spectator area shall be located at least two (2) yards outside the touchlines, beginning not closer than ten (10) yards from the midfield line and extended and extending twenty yards going away from the midfield line extended toward the end line on the left. No one is allowed to be behind the goals. This includes both coaches and spectators.

Match officials may enforce these provisions and suspend or terminate a match if a coach, player, or spectator fails to abide by the request from match officials to comply. Coaches are required to maintain control of their players and team's fans on the sideline. A coach or an assistant coach may be cautioned and/or ejected by a referee for the misconduct of a fan of the team which he/she coaches.





## **STXCL Game Day Procedures**

### **MISCELLANEOUS**

**Red Card/Send Off** – A red card issued in any game or a Coach/Spectator send-off. The Player/Coach/Spectator must immediately leave the field and cannot return for the rest of the game or after the game. Sent-off Individuals need to entirely vacate the area far enough that they cannot be seen or heard or have any effect upon the match.

**Penalty Points** – Coaches are responsible for maintaining their individual penalty points and the individual penalty points of their players. Players are also responsible for maintaining their individual penalty points.

For more information visit [Penalty Point Reporting](#)

Red Card Reporting Form - If a member of your club (player or coach) is issued a red card, you are responsible for submitting a [Red Card Reporting Form](#) (located in the Resource Center on the website). This is mandatory and must be submitted within **24 hours** of the conclusion of the game. The processes and procedures are in place to help raise the standards of the game. The red card reporting form will be submitted to the league, and there will be a follow-up from a league representative with any additional sanctions other than the standard one-game suspension. Please follow the Rule: 3.10 - 3.5 - Yellow and Red Cards - players and coaches. **Failure to file a sendoff report within 48 hours may result in the club being fined \$150.00.**



## **STXCL Game Day Procedures**

### **WEATHER ISSUES**

The health and safety of our players is always our top priority. Field coordinators will watch the weather and use weather apps to determine the distance lightning is from the fields. Any time lightning is within 10 miles of the fields stop the games and clear the fields. Games delayed by lightning may not be re-started for a minimum of 30 minutes from the last observed lightning or thunder. Site coordinators will make decisions to continue the game based on the time of delay. Every effort will be made to play the games and delay start times if fields, referees, and lights are available. If fields, referees, lights, etc. are not available, the game must be played within the allotted time slot so that the games scheduled later in the day will play as scheduled. In the event the game cannot restart, the board of directors of the STXCL will determine if the game result stands or to play the game over. Games that make it to half time will count in the standing as a complete game.

### **HEAT GUIDELINES**

**STXCL ECNL RL Games:** Unlimited subs will be allowed when the Wet Bulb Heat Index exceeds 90 degrees, or the temperature is 100 degrees or greater. The decision should be made before the game, considering the forecasted temperature and Wet Bulb Heat Index for the next 2 hours. This means that Unlimited subs are permitted if the temperature or Wet Bulb Heat Index is projected to exceed 90 or 100 during the game.

**All STXCL Games:** Water breaks should be given when the temperature is greater than 90 degrees. Multiple water breaks per half should be given when the Wet Bulb Heat Index exceeds 90 degrees, or the temperature is 100 or greater. Referees will add additional minutes for water breaks.

All Site coordinators have access to DTN, the STXCL official weather app. Rainout information and cancellations will be emailed through Playmetrics and updated in TGS.

**Each club is responsible for ensuring all club members understand and meet the following requirements and follow STXCL game day procedures**