



INSTRUCTIONS TO REFEREES FOR MATCH PROCEDURES

(as of August 2025)

Thank you for accepting assignments to referee in the National League. This league features the highest level of US Youth Soccer in the region. The level of competition is comparable to late round games of State Cup competitions and NL League Cup. Teams are competing for qualification to NL-hosted events and promotion/relegation from tier to tier.

Prior to The Game

- Referees should arrive no later than thirty minutes prior to scheduled kick off time
- Teams are to show Squadi game cards and USYS member passes for each player and coach/ manager to the referee, prior to the game. Electronic member passes are permissible.
- Squadi game cards will list all players on a team's roster. Non-participating players should be crossed off on the Squadi game card, and those players won't be dressed to play. Coaches or managers will meet prior to the match to consolidate rosters. Coaches should destroy the duplicate roster. Written in players are **NOT** allowed.
- Club pass players are allowed if rostered appropriately through the Squadi system.
- It is expected that the first team listed on the match schedule is to wear light/white color jerseys and socks. When there is a conflict in uniform color, the team listed second on the schedule must change its jerseys and socks, except in situations where the team listed first is wearing dark colored jerseys and/or socks, then the team listed first must change to light/white color jerseys and socks. The referee shall define what constitutes light and dark color jerseys and socks.
- 15-minute grace period for late arrival before the game is abandoned. Referees may not determine that the game is forfeited. That is to be determined at the league level.
- In the event that a referee does not show up for an assigned game, a club AR should be used. The referee fees should be paid accordingly to the assigned referee and AR. The fee for the second AR (club AR) is returned to the teams.

During The Game

Game Ball: Size 5 (provided by one of the competing teams. Be sure to return game ball to team)

Age Group	Length of Game	Substitutions
Under 13 & 14	35-minute halves	Unlimited over three (3) moments* per half + halftime
Under 15 & 16	40-minute halves	Unlimited over four (4) moments* per match + halftime
Under 17 & 19	45-minute halves	

**as defined by IFAB Laws of the Game*

It will be the responsibility of the official to monitor and track substitution moments to ensure the NL substitution rules are being followed accordingly.

After The Game

Take a picture of the Squadi game card after you have made your notes and any incidents that occurred. The Squadi game card can be given to the winning team or the first team listed in the event of a tie. **ALL PLAYER PASSES ARE RETURNED TO TEAMS AT THE CONCLUSION OF THE GAME.** (Including any player(s) that were sent off). **DO NOT KEEP PLAYER PASSES.**

Send-offs or serious Incidents are to be reported immediately following the game using the [supplemental report form linked here](#) and emailed to the corresponding League Manager.

NL Great Lakes Team & Club-Based
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NL Midwest Team & Club-Based
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Game Fees

Paid to referees prior to kickoff (unless at a NL-hosted weekend).

Age Group	Referee	Assistant Referee
Under 13 & 14	\$70.00	\$50.00 each
Under 15 & 16	\$80.00	\$55.00 each
Under 17 & 19	\$90.00	\$60.00 each

In the event that referees are on site and the assignor has not been notified of a postponement due to weather or field conditions, then the teams shall pay full referee fees for the game. In addition, if both teams are on site along with referees and weather conditions are such that the game cannot be played, then Referee fees are paid.