



SnapSoccer

Operating Procedures and Standards

National 1 League

2026/2027 Season • Southeast Districts 3 & 4

This document governs N1 Southeast District 3 and District 4 specific league policies and procedures set by SnapSoccer.



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1. 2026/2027 Season Timeline

	District 3	District 4
Season Window	August 1 – November 15, 2026	August 1, 2026 – April 18, 2027
Last Regular Season Game	November 8, 2026	April 11, 2027
Playoffs	November 13–15, 2026	April 17–18, 2027
Playoff Host Site	Montgomery, AL	Baton Rouge, LA
Roster Freeze Date	November 8, 2026	April 11, 2027

Tryout dates: **TBD** — will be communicated separately by SnapSoccer.

2. Playoff Qualification

- Teams reach the playoffs by finishing in the appointed playoff positions within their division's league table.
- The number of teams that reach the district playoffs depends on how many teams are in each division.
- Check the League documents listed under your district's League page to see how many playoff spots your division has this season: snapsoccer.com/news/leagues/
- Premier 1** playoff winners earn a bid to the **ECNL Conference League Playoffs**.
- The cost of the District Playoffs will be listed on each district's League page.

3. League Scheduling

- SnapSoccer determines the dates for competition and all corresponding scheduling deadlines, provided all matches are completed by the established date for Southeast Districts 3 & 4.
- Teams are expected to be available to play at any time on scheduled game dates.
- The League will host centralized weekends in specific locations to limit travel. Based on distance and field availability, teams will be scheduled games at these centralized weekends.
- All remaining games will be handed to teams for self-scheduling. These games will be hosted by the listed home team or at another location agreed upon by both teams:
support.gotsport.com/how-to-self-schedule-as-a-coach/manager

4. Schedule Changes

Self-Scheduled Matches

- Teams must request a match change in GotSport: support.gotsport.com/how-to-submit-a-game-change-request
- Both teams must agree to the match change in GotSport.
- Changes made without the approval of both teams may result in a forfeit and/or a fine for the team at fault.

Centralized Matches

- Schedules may be adjusted by the League to account for coaching conflicts.
- Teams may not move games off of centralized weekends without the approval of the League director.
- A game being removed from the centralized weekend must be agreed upon by both teams.
- If approved, the expectation is that the team that requested to move off of the centralized weekend date will have to travel to the other team's home facility. A plan must be made and approved before the game will be removed from the centralized League weekend.

Please review the N1 Handbook for fines related to rescheduling matches: national1league.org/resources/

5. Centralized Weekend Matches

Centralized weekends are league-organized events where all teams in a bracket travel to a single host site to play their scheduled matches.

Team Invoices

All costs for centralized weekends are shared equally among participating teams and invoiced by SnapSoccer prior to each weekend. Cost categories:

- **Referee Fees** — Match official fees for the center referee and assistant referees for all matches played during the weekend.
- **Assignor Fees** — Fees paid to the referee assignor responsible for recruiting, scheduling, and managing officials at the event.
- **Operational Fees** — Venue, field setup, equipment, check-in staffing, and event administration & hospitality costs incurred by SnapSoccer to run the weekend.

Cancellations & Refunds

- Staff and operational cost fees at centralized weekends are **non-refundable** — these cover fixed costs incurred regardless of whether a game is played.
- Referee fees are refundable **only** for games that do not kick off. If a game is cancelled before kickoff, the referee fee for that game is refunded to the team.
- Referee fees are **not** refundable once a game has kicked off, regardless of whether it is completed in full.

6. Weather Related Cancellations and Rescheduling

- Upon cancellation of a match due to weather, the teams have **72 hours** to reschedule the match in GotSport. The listed home team is responsible for hosting unless both teams agree to play the game at another location. This applies to Centralized League weekends and self-scheduled matches.
- SnapSoccer will communicate the status of any region-wide weather events.

7. Weather & Unplayable Conditions

- The referee may suspend a match due to weather conditions before or during a match.
- A game terminated due to weather is considered **complete** if the first half has been completed.
- 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.
- At self-scheduled matches, the **HOME team's coach/manager** makes the call on postponement.
- The Home Team's Club Official must notify SnapSoccer and the opposing club as soon as the decision is final and must receive confirmation.
- The Home Team is also responsible for notifying its referee assignor and/or referee crew.
- SnapSoccer will communicate the status of any region-wide weather events.

8. Roster Freeze & Tryout Dates

District	Roster Freeze Date
District 3	November 8, 2026
District 4	April 11, 2027

9. Club Pass Rules

- ECNL-RL players may only participate on **Premier 1** teams.
- No more than **four** ECNL-RL players shall play in a single match.
- No more than **four** players shall club pass from a Premier 1 team to a Premier 2 team for a single match.
- 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 pre-game check-in.

How to set up a match day roster:

support.gotsport.com/how-to-build-a-match-day-roster-and-print-match-day-card-as-a-coach-or-manager

How to club pass:

support.gotsport.com/as-a-manager/coach-how-to-set-a-match-day-roster-add-club-pass-players-for-a-league

10. Team & Club Conduct / Removal from League

- Failure to appear for a scheduled match may result in removal from the league.
- More than one forfeit may result in removal from the league or barring from playoff participation.
- Participation in National 1 League is a **privilege, not a right**.
- Any team, club, or participant may be removed for violation of the Rules, in compliance with applicable U.S. Soccer due process requirements.
- Failure to pay the registration fee by the established deadline may result in removal.

11. Forfeits

A forfeit loss shall be recorded as a score of **6–0**.

12. Hosting Standards

- 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.

13. Additional Fines Schedule

Violation	Fine
Coach Red Card	\$100
Player Red Card — Violent Conduct / Language	\$50
Clearance of Spectator Sideline	\$100
Illegal Recruiting (verified)	\$250
Late fee on unpaid fines after 45 days	15% of outstanding balance

View all N1 League fines here (Section 11): national1league.org/resources/

14. Protests

- Protests must be submitted in writing to SnapSoccer 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 the protest is **denied**, the fee is retained.
- All protests are submitted directly to SnapSoccer.

15. Referee Assignment & Procedures

SnapSoccer establishes the process by which licensed U.S. Soccer referees are assigned to each match.

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 are split **50/50** between the home and away teams.

Centralized Match Weekends

- Referees are assigned by a designated, certified Referee Assignor.
- Referee game fees are invoiced from all teams prior to the event and paid out by SnapSoccer.

Referee Authority & Requirements

- A referee's authority begins upon arrival at the match site and continues until departure or **30 minutes** post-match.
- 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 is charged with a forfeit — **if** a request for assignment was not confirmed.
- If the referee no-show is due to a documented assignor failure, SnapSoccer will review the circumstances before assessing any forfeit.

This document is maintained by SnapSoccer and is subject to update. Clubs and team contacts are responsible for reviewing the current version prior to each season.