



TOURNAMENT REGULATIONS

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I. OVERVIEW AND GOVERNANCE

1. LEAGUES CUP.

- A. The Tournament is an annual tournament featuring MLS Clubs and LIGA MX Clubs.
- B. These Tournament Regulations govern, regulate, and set forth the rights, duties, and responsibilities of all participants in the Tournament, including each Club, Team, Players and any Club officers or employees, including front office employees, coaches, Technical Staff, and medical personnel. In the case of any discrepancy in the interpretation of the English or Spanish texts of these Tournament Regulations, the English text shall be authoritative.
- C. The Tournament has been designated by Concacaf as an official sanctioned Concacaf competition. Accordingly, among other awards, the Finalist Teams and winner of the Third-Place Match will qualify for the 2025 Concacaf Champions Cup.
- D. The Tournament will be held on dates and in Stadiums to be determined by the Organizing Committee, in its sole discretion. The Tournament will consist of a Group Stage and a Knockout Stage. The 2024 Tournament will be held from July 26, 2024 to August 25, 2024 in the United States and Canada. The 2024 Tournament schedule will be as follows:
 - i. Group Stage: July 26-August 5, 2024
 - ii. Round of 32: August 7-9, 2024
 - iii. Round of 16: August 11-13, 2024
 - iv. Quarterfinals: August 15-17, 2024
 - v. Semifinals: August 20-21, 2024
 - vi. Final/Third Place Match: August 24-25, 2024

2. CLUB PARTICIPATION OVERVIEW. In connection with its participation in the Tournament, each Club agrees to:

- A. Comply with, and ensure that the Club Delegation complies with, these Tournament Regulations, and any other regulations, policies, protocols, guidelines, and directives established by the Leagues Cup Committees;
- B. Refrain from any illegal, immoral, or unethical behavior that damages, or may damage, the integrity and reputation of the Tournament or the sport of soccer, and to fully cooperate at all times with the Leagues Cup Committees in their efforts to prevent, investigate and sanction such behaviors including all anti-racism provisions;
- C. Follow all security and organization guidelines established by the Organizing Committee in an effort to ensure a safe environment for all Stadium attendees (e.g., fans, Players, Officials, Referees, Match Officials, Technical Staff, media, broadcasters, and sponsors), including the following security and organization guidelines:
 - i. The anti-discrimination measures that are applied, as necessary, in the Stadium during a Match, in accordance with the protocols set forth in these Tournament Regulations;
 - ii. FIFA Anti-Doping Regulations currently in effect at the time of the Tournament;

- iii. All anti-Match-fixing regulations and Leagues Cup sports betting regulations; and
 - iv. All health and safety regulations (e.g., vaccination regulations and COVID-19 detection protocol), in accordance with the Organizing Committee, federal, state and/or local government protocols;
- D. Obtain and provide the Organizing Committee with the following:
- i. Any and all required visas for all members of the Club Delegation for the United States and/or Canada with sufficient time prior to traveling to the United States or Canada;
 - ii. All required information and documentation, including properly completed tax forms, within the required times and deadlines set forth by the Organizing Committee; and
 - iii. Health, travel, and accident insurance coverage for all members of the Club Delegation during the Tournament, as required by the Organizing Committee;
- E. Attend all official activities organized and authorized by the Organizing Committee, including Match Coordination Meetings, press conferences, pre- and post-Match interviews, training sessions, sponsor events, social responsibility activities, pre-event content collection, Club photography and video footage capture sessions, etc.;
- F. Comply with all marketing, content, and media requirements of the Organizing Committee, including:
- i. Participating in Media days on which photos and videos of each Team will be taken upon arrival at the Stadium of each applicable round of Tournament
 - ii. Promoting key moments and support the Tournament as requested by the Organizing Committee, including:
 - a. Consistently promoting ticket sales each week and around all requested tentpole Leagues Cup moments;
 - b. Supporting all tentpole marketing initiatives across Club-owned channels (e.g., One Year Countdown, Bracket Announcement, 100 Days Out, Merchandise drops, other key national/local moments, etc.);
 - c. Providing consistent editorial and social media support leading up to and during the Tournament; and
 - d. Supporting all Organizing Committee requests around Tournament community and social responsibility programming (e.g., Player integration, social media support, in-market execution, etc.).
 - iii. Providing coach and Player access and availability for Tournament promotional needs (e.g., media interviews, content production, press events, etc.);
 - iv. Applying and causing Players to wear the official Tournament patch on Match kits on the right sleeve without alteration;
 - v. Providing locker room access for video capture by filming crews designated by the Organizing Committee.

- G. Comply with the logistics, itineraries, flights, training sessions and other activities organized by the Organizing Committee during the Tournament; and
- H. Pay all expenses designated as Club expenses by the Organizing Committee. Expenses owed by a Club which have not been paid will be deducted from amounts to be disbursed to that Club; and
- I. Comply with the IFAB Laws of the Game as well as the principles of Fair Play.

3. LEAGUES CUP COMMITTEES.

- A. The Leagues Cup Committees consist of the following:
 - i. Organizing Committee. The Organizing Committee has the authority to organize, structure, lead and control the Tournament and to develop all regulations, guidelines and protocols related to the Tournament. The Organizing Committee will be exclusively composed of representatives from Leagues Cup, LIGA MX and MLS. The Organizing Committee's responsibilities include:
 - a. Establishing all Tournament regulations, policies, protocols, guidelines, and directives;
 - b. Establishing all logistics and travel schedules, hotels, hospitals, training camps, medical services and activities related to the Tournament for all Clubs;
 - c. Designating an Organizing Committee contact person for the Clubs;
 - d. Overseeing Tournament preparations, including geographic and economic considerations;
 - e. Approving the schedule and kick-off times for each Match;
 - f. Appointing Match Officials, excluding Referees;
 - g. Preparing the Leagues Cup Policies;
 - h. Establishing the Competition Committee, Disciplinary Committee, and Appeals Committee;
 - i. Determining whether to cancel, suspend or postpone Matches, including as a result of an Emergency Event;
 - j. Selecting the official Tournament Ball, Referees apparel supplier, and equipment; and
 - k. Establishing protocols that Clubs, Referees and Match Officials must follow before, during and after each Match.
 - ii. Competition Committee. The Competition Committee has the authority to structure all competition matters and related subcommittees for the Tournament. The Competition Committee will be made up of three (3) members: a member designated by MLS, a member designated by LIGA MX, and an independent member designated by the Organizing Committee.
 - iii. Disciplinary Committee. The Disciplinary Committee has the authority to judge and sanction infractions and/or violations of the Tournament Regulations and other rules and guidelines set forth by the Organizing Committee. The Disciplinary Committee will be

made up of three (3) members: a member designated by MLS, a member designated by LIGA MX, and an independent member designated by the Organizing Committee.

iv. Appeals Committee. The Appeals Committee has the authority to review appeals asserted in response to Disciplinary Committee decisions. The Appeals Committee will be made up of three (3) members: a member designated by MLS, a member designated by LIGA MX, and an independent member designated by the Organizing Committee.

B. All decisions made by the Leagues Cup Committees are final and binding.

4. **DEFINITIONS.** All terms used in these Tournament Regulations but not otherwise defined have the meaning set forth in Exhibit A attached hereto.

II. TOURNAMENT FORMAT

1. QUALIFICATION.

- A. Forty-seven (47) Clubs will participate in the Tournament: twenty-nine (29) MLS Clubs and eighteen (18) LIGA MX Clubs.
- B. The MLS Champion and the LIGA MX Champion will advance directly to the Round of 32.

2. TOURNAMENT FORMAT. The Tournament format will consist of two stages, the Group Stage and Knockout Stage.

- A. The Group Stage will consist of forty-five (45) Matches. Other than the MLS Champion and LIGA MX Champion, each Team will play two (2) Matches during the Group Stage against Clubs from the same group.
- B. The Knockout Stage consists of thirty-two (32) direct elimination Matches to be played in five (5) rounds: (i) Round of 32; (ii) Round of 16; (iii) Quarterfinals; (iv) Semifinals; and (v) Final/Third-Place Match.

3. GROUP STAGE.

- A. Group Formation.
 - i. Leagues Cup Ranking Table. All MLS and LIGA MX Clubs other than the MLS Champion and LIGA MX Champion will be collectively ranked based on thirty-four (34) recent regular season matches (i.e., for MLS Clubs, the final thirty-four (34) matches of the 2023 MLS regular season and for LIGA MX Clubs, the seventeen (17) matches of the 2023 Clausura tournament and the seventeen (17) matches of the 2023 Apertura tournament). The Leagues Cup Ranking Table will be divided into three (3) tiers, each with fifteen (15) teams. Subject to the MLS Champion and LIGA MX Champion qualifications pursuant to these Tournament Regulations, the Clubs ranked 1-15 on the Leagues Cup Ranking Table shall be in Tier 1. The Clubs ranked 16-30 on the Leagues Cup Ranking Table shall be in Tier 2. The Clubs ranked 31-45 on the Leagues Cup Ranking Table shall be in Tier 3. The Club Ranking Table for the 2024 edition of the Tournament is:

GROUPS TIER STRUCTURE

| Tier 1 (1-15) | | | |
|---------------|---------------------------|----|-----|
| POSITION | CLUB | GD | PTS |
| BYE R32 | Club América | 38 | 74 |
| 1 | CF Monterrey | 33 | 73 |
| 2 | FC Cincinnati | 18 | 69 |
| 3 | Orlando City | 16 | 63 |
| 4 | Chivas de Guadalajara | 10 | 61 |
| BYE R32 | Columbus Crew | 21 | 57 |
| 5 | St. Louis CITY SC | 17 | 56 |
| 6 | Club Tigres | 17 | 55 |
| 7 | Philadelphia Union | 16 | 55 |
| 8 | New England Revolution | 12 | 55 |
| 9 | Toluca FC | 19 | 53 |
| 10 | Club León | 11 | 53 |
| 11 | Seattle Sounders FC | 9 | 53 |
| 12 | Club Pachuca | -3 | 53 |
| 13 | Los Angeles Football Club | 15 | 52 |
| 14 | Houston Dynamo FC* | 13 | 51 |
| 15 | Atlanta United* | 13 | 51 |

| Tier 2 (16-30) | | | |
|----------------|------------------------|-----|-----|
| POSITION | CLUB | GD | PTS |
| 16 | Real Salt Lake | -2 | 50 |
| 17 | Nashville SC | 7 | 49 |
| 18 | Vancouver Whitecaps FC | 7 | 48 |
| 19 | FC Dallas | 4 | 46 |
| 20 | Pumas | 1 | 46 |
| 21 | Club Puebla | -7 | 45 |
| 22 | Sporting Kansas City | -3 | 44 |
| 23 | San Jose Earthquakes | -4 | 44 |
| 24 | New York Red Bulls | -3 | 43 |
| 25 | Charlotte FC | -7 | 43 |
| 26 | Portland Timbers | -12 | 43 |
| 27 | Atletico de San Luis | 0 | 42 |
| 28 | Club Santos Laguna | -17 | 42 |
| 29 | New York City FC | -4 | 41 |
| 30 | Minnesota United | -5 | 41 |

| Tier 3 (31-45) | | | |
|----------------|-----------------|-----|-----|
| POSITION | CLUB | GD | PTS |
| 31 | Cruz Azul | -9 | 41 |
| 32 | CF Montréal | -16 | 41 |
| 33 | D.C. United | -4 | 40 |
| 34 | Chicago Fire | -12 | 40 |
| 35 | Austin FC | -6 | 39 |
| 36 | Queretaro | -16 | 39 |
| 37 | Atlas FC | -5 | 38 |
| 38 | Club Tijuana | -13 | 36 |
| 39 | LA Galaxy | -16 | 36 |
| 40 | Inter Miami CF | -13 | 34 |
| 41 | FC Juárez | -18 | 33 |
| 42 | Club Necaxa | -17 | 29 |
| 43 | Mazatlán FC | -24 | 29 |
| 44 | Colorado Rapids | -28 | 27 |
| 45 | Toronto FC | -33 | 22 |

*Table positioning is according to MLS Supporter's Shield tie-breaking criteria



- ii. Regions. There will be two (2) geographic regions: East Region and West Region. From Tier 1, seven (7) Clubs will be assigned to the East Region and eight (8) Clubs will be assigned to the West Region.
 - a. MLS Clubs regions will be determined based on the Club's designated conference (e.g., eastern or western conference) for MLS regular season.
 - b. LIGA MX Club regions will be determined by the Organizing Committee in its sole discretion, considering geography and demographics.
- iii. Group Creation. The Organizing Committee will create the Group Stage groups based on the two (2) geographic regions and in accordance with the following:
 - a. The MLS Champion and LIGA MX Champion will automatically qualify for the Round of 32.
 - b. Fifteen (15) groups will be formed, comprised of one (1) Club from each tier.
 - c. Each group will have at least one (1) LIGA MX Club. For 2024, two (2) groups will have two (2) LIGA MX Clubs and all other groups will have one (1) LIGA MX Club.
 - d. The Organizing Committee will determine the groups by balancing certain factors, including previous regular season standings and geography to achieve competitive balance. For the avoidance of doubt, the Organizing Committee will have the right to determine the groups in its sole and absolute discretion.
- iv. Group Leaders.
 - a. Clubs that are in Tier 1 will be the leaders of their group.
 - b. MLS Clubs in Tier 1 will be the Host Club for their two Matches in the Group Stage.

- c. The three (3) highest ranked LIGA MX Clubs that are in Tier 1 will have “hub” hosting privileges in an effort to minimize such Club’s travel. Such LIGA MX Clubs with “hub” hosting rights will play in pre-determined Stadiums as the home team in the same geographic region. As further described in these Tournament Regulations, CF Monterrey will have hosting privileges through the Round of 16, Chivas de Guadalajara will have hosting privileges through Round of 32, and Club Tigres will have hosting privileges only throughout the Group Stage.
- d. The remaining LIGA MX Clubs in Tier 1 will not host any Matches and may be required to travel between Matches in the Group Stage.
- v. Second Member of Groups.
 - a. Clubs that are in Tier 2 will be the second member of their group.
 - b. MLS Clubs in Tier 2 will be the Host Club for one (1) Match.
 - c. LIGA MX Clubs in Tier 2 will not host any Matches and may be required to travel between Matches in the Group Stage.
- vi. Third Member of Groups.
 - a. Clubs placed in Tier 3 will be the third members of their group.
 - b. MLS Clubs in Tier 3 may, but are not guaranteed to, be the Host Club for one (1) Match.
 - c. LIGA MX Clubs in Tier 3 will not host any Matches and may be required to travel between Matches in the Group Stage.
- vii. The Groups for the 2024 edition of the Tournament are:



B. Group Stage.

- i. The Group Stage for the 2024 Tournament will be played from July 26, 2024 to August 25, 2024.
- ii. All Matches in the Group Stage will be held in Stadiums designated by the Organizing Committee and in accordance with the Stadium parameters in Section VII of these Tournament Regulations.
- iii. Each Team will be provided with a minimum of two (2) full rest days between each of its Matches unless the Organizing Committee determines otherwise in the best interest of the Tournament.
- iv. During the Group Stage, all Matches must have a winner. If the score at the end of Regular Time is tied, the Match winner will be determined in accordance with the Penalty Kick Procedure.
- v. Points will be awarded in the Group Stage as follows:
 - a. Regular Time Win. A Team that wins a Match in Regular Time will receive three (3) points for each win.
 - b. Regular Time Loss. A Team that loses a Match in Regular Time will receive zero (0) points for such loss.
 - c. Regular Time Tie. If the Match score is tied at the end of Regular Time, the Team that wins in Penalty Kicks will be awarded two (2) points and the losing Team will receive one (1) point.
- vi. The group table standings will be determined at the end of the Group Stage, and each group table standings will be organized by the sum of points accumulated by the Team, presented in descending order.
 - a. If Teams are tied in points, the Team positions in the group table standings will be determined solely in accordance with the following tie-breaking process (i.e., a tie breaker applies only when the previous tie-breaking method does not determine which Team advances):
 1. If two Teams are tied in points, then Team positions will be determined by direct head-to-head Match result between the tied Teams. For clarity, a win in penalty kicks is a win for purposes of this tiebreaker;
 2. If three or more Teams are tied in points, then the Team positions will be determined by:
 - I. Greater goal differential between goals scored and goals conceded by the Team;
 - II. Greater number of goals scored by the Team;
 - III. Fewer number of goals conceded by the Team;
 - IV. Fewer points in the Team's Fair Play Table as detailed below in Section B(vii)(e) or
 - V. A draw organized by the Organizing Committee.

- b. At no time will the previous criteria be returned to in the definition of the group positions, the order of the criteria will always be descending until reaching the draw if necessary.
- c. The Leagues Cup Ranking Table will not be used to determine group positions.
- d. In no event will the tie breaking process set forth herein determine the Leagues Cup Ranking Table positions.
- e. In the event of a tie as set out in Section 3(B)(vi) hereof, the Fair Play Table will be used to help determine Team positions. The Fair Play Table is a point-based system on which the number of yellow and red cards is counted for Players and members of Technical Staff, in accordance with the following:
 - 1. First yellow card: + 1 point
 - 2. Second yellow card (i.e., indirect red card): + 3 points (inclusive of the first yellow card)
 - 3. Direct red card or sporting suspension to Players or Technical Staff as determined by the Disciplinary Committee: + 4 points
 - A. The Fair Play Table will count sanctions applied by the Disciplinary Committee for violations to the Tournament Regulations not reported by the Match Referees or Match Officials during the Match (i.e. incidents that take place before or after the Match).
 - 4. Yellow card followed by a direct red card: + 5 points
- f. The Fair Play Table will be available on the official website of the Tournament.

5. **KNOCKOUT STAGE.**

- A. The Organizing Committee will, in its sole discretion, determine the dates and scheduled times for each Knockout Stage Match. The below listed dates are subject to change by the Organizing Committee. The Knockout Stage Matches will be played on the following dates:
 - i. The Round of 32 will be played from August 7, 2024 to August 9, 2024.
 - ii. The Round of 16 will be played from August 11, 2024 to August 13, 2024.
 - iii. The Quarterfinals will be played from August 15, 2024 to August 17, 2024.
 - iv. The Semifinals will be played from August 20, 2024 to August 21, 2024.
 - v. The Final and Third-Place Match will be played from August 24, 2024 to August 25, 2024.
- B. After the Group Stage, the first and second place of each of the fifteen (15) groups will qualify for the Knockout Stage, for a total of thirty (30) Clubs qualifying for the Round of 32.
- C. The Leagues Cup Ranking Table will be used to determine the Host Club for the Knockout Stage Matches, including the Final, as follows:
 - i. If an MLS Club plays another MLS Club, the higher seeded team in the Leagues Cup Ranking Table will be the Host Club.

- ii. If an MLS Club plays a LIGA MX Club, the MLS Club will be the Host Club, with the exception of the Tier 1 LIGA MX Clubs (i.e., Club América, CF Monterrey, and Chivas de Guadalajara) who will have “hub” hosting rights.
 - iii. If a LIGA MX Club plays another LIGA MX Club, the Organizing Committee will select the Stadium in its sole discretion.
- D. For the 2024 edition of the Tournament, Columbus Crew (as the MLS Champion) has the right to host until the Final even if their opposing team is ranked higher, and Club América (as the LIGA MX Champion) will advance directly to the Round of 32 and will have hub privileges until Semifinals.
- E. The Knockout Stage will be based on direct elimination. If the score is tied at the end of the Match regular time, the Match winner will be determined by the Penalty Kick Procedure.
- F. During the Round of 32, Round of 16 Quarterfinals and Semifinals, the Clubs will maintain the geographical areas in which they were placed during the Group Stage (e.g., West Region or East Region).
- G. The winners of the Semifinals will play each other in the Final. The Teams that did not win the Semifinals will play in the Third-Place Match.
- H. The Knockout Stage bracket for the 2024 edition of the Tournament is:



- I. MLS Clubs and LIGA MX Clubs that do not advance past the Quarterfinals will be able to resume regular season matches after the conclusion of the Quarterfinals.

III. ROSTER REGISTRATION, LINEUPS, AND SUBSTITUTIONS

1. **REGISTRATION.** Players and Technical Staff must be registered with the Organizing Committee to participate in the Tournament. Player and Technical Staff registration must be submitted and approved through the Competition System. Each Roster must also be submitted to the Organizing Committee during the Registration Period.

A. Player Registration.

i. Registration Period.

- a. Clubs must submit their Roster for registration during the Registration Period (i.e., July 11, 2024 – July 16, 2024, 11:59 p.m. (ET)). If for any reason the Club did not register a Player during the Registration Period, then such Player will not be eligible to participate in the Tournament, except as permitted by these Tournament Regulations (i.e., additional Player or substitutions).
- b. Following the Registration Period, a Club may substitute or add up to three (3) Players from its Roster if the substitution is due to injury, illness or new Player acquisition. Such substitutions or additions may be made between July 17, 2024 and August 14, 2024 at 11:59 p.m. (ET), but no later than the start of the Quarterfinals.
- c. If a registered Player is then transferred to another Club between July 17, 2024 and August 14, 2024, then such transferred Player may replace another Player on the new Club's Roster, so long as the replacement is completed before August 14, 2024, 11:59 p.m. (ET). Notwithstanding the foregoing, a Player that has participated in an edition of the Tournament with a Club may not participate in the same edition Tournament for another Club. Participation includes playing in a Match, being on the bench during a Match, or being included on the Lineup on Match Day (i.e., the twenty-three (23) Player list).

ii. Roster Rules. Each Club must register a list of Players and Technical Staff consisting of:

- a. At least twenty-six (26) Players;
- b. No more than thirty (30) Players;
- c. A minimum of three (3) goalkeepers; and
- d. Up to fifteen (15) Technical Staff members which must include a head coach, assistant coach, fitness coach and two (2) medical staff members (i.e., a doctor, medical assistant, physiotherapist, physicians or athletic trainer/therapist).
- e. In the event less than thirty (30) Players are registered, such Club will not be allowed to register additional Players after the Registration Period.

iii. Player Eligibility. To be eligible for registration, Players must be confirmed by their respective League, and comply with all registration requirements of their respective League. Players with a pending international transfer certificate may be submitted for registration, but these Players will only be eligible to compete in the Tournament once confirmed by their respective League.

iv. Rosters may be made public at the discretion of the Organizing Committee.

- v. As part of the registration process, Clubs must provide the following for each Player in order for such Player to be listed on the Roster:
 - a. Full legal name;
 - b. Preferred name;
 - c. Position;
 - d. Shirt number;
 - e. Nationality;
 - f. Date of birth;
 - g. Place of birth;
 - h. Age;
 - i. Photograph in jpeg format measuring 1000 x 1200 px (Players must be registered with the official uniform and all Goalkeepers in the same uniform color);
 - j. Passport number; and
 - k. Copy of current passport.

B. Technical Staff Registration.

- i. Clubs must submit their Technical Staff for registration during the Registration Period.
- ii. As part of the registration process, Clubs must provide the following for each Technical Staff member in order for such Technical Staff member to be registered for the Tournament:
 - a. Full legal name;
 - b. Preferred name;
 - c. Job Title;
 - d. Nationality;
 - e. Date of birth;
 - f. Place of birth;
 - g. Age;
 - h. Photograph in jpeg format measuring 1000 x 1200 px (i.e., Club polo, jacket, or business suit);
 - i. Passport number; and
 - j. Copy of current passport.
- iii. To be eligible for registration, Technical Staff must be confirmed by their respective League, and comply with all registration requirements of their respective League.

2. MATCH DAY LINEUPS.

- A. For each Match, Clubs must submit the Preliminary Lineups and Lineups to the Organizing Committee in two moments, on MD-1 and on MD. For clarity, only registered individuals from the Roster may be included in the Preliminary Lineups or Lineups.
- B. On MD-1, Clubs must submit the Preliminary Lineup in the Competition System by no later than 2:00 p.m. ET.
- C. On Match Day, Clubs must submit the Lineup at least ninety (90) minutes before the start of the Match. In addition, the Club must print and provide a copy of the Lineup, which must be signed by the Team head coach, to each of the Fourth Official, Match Commissioner, and the opposing Club during the equipment inspection.
- D. Lineup Composition.
 - i. The Lineups may consist of a minimum of eighteen (18) and maximum of twenty-three (23) Players, which must include three (3) goalkeepers and a maximum of nine (9) Technical Staff members. Clubs may, with prior written approval from the Organizing Committee, only include two (2) goalkeepers due to injury, illness, or an Emergency Event. Clubs must notify the Organizing Committee in writing (email to suffice) detailing the reason for the request and include any applicable supporting documentation at least forty-eight (48) hours before the applicable Match. If the Organizing Committee approves such request, then the Club may only have eleven (11) Players on the bench and cannot replace the position of the third goalkeeper with another Player that is not registered as a goalkeeper.
 - ii. If the head coach is serving a suspension, the Club must designate an assistant coach registered in the Tournament as primary coach for the Match.
 - iii. The Organizing Committee will appoint the Venue Medical Director for each Match and the VMD may not be included in the Lineup or considered a member of either Club's Technical Staff. For clarity, if the Club's doctor is appointed as the VMD, then such doctor must remain neutral (e.g., avoiding sitting on either Team's bench).
- E. Starting Lineup.
 - i. Clubs shall identify the starting Players on the Lineup in the Competition System. Only the Players identified as starting Players in the Lineup submitted to the Fourth Official and the Match Commissioner can start the Match. In the event of a discrepancy between the Players on the Field and the Players on the starting Lineup, then the Match Commissioner will determine the correct starting Lineup.
 - ii. If a Technical Staff member receives a Red Card from a Referee prior to the start of the Match, the Club will not be allowed to add another member of the Technical Staff to the Lineup.
 - iii. If any of the Players from the Lineup are unable to participate in the Match due to a sudden injury or illness, then the following will apply:
 - a. The unavailable Player may not be on the substitute bench or at Field level for the entirety of the Match.
 - b. Until fifteen (15) minutes before the start of the Match, the unavailable Player may be replaced by any of the eligible substitutes from the Roster as long as such change is

reported to and approved by the center Referee and Match Commissioner. Such change will not constitute as a substitution for purposes of the Club's five (5) substitutions or the three (3) Substitution Windows. The available place on the substitute bench may be occupied by one (1) Player from the Roster who had not been considered as part of the Lineup but was part of the Preliminary Lineup. Clubs may request this type of substitution up to fifteen (15) minutes before the start of the Match.

- c. The number of substitute Players for a given Match may not exceed twelve (12) Players.
- d. If such substitution request is made less than fifteen (15) minutes before the start of the Match, then no replacement Player can be included in the substitute bench and the Team will have a maximum of eleven (11) substitute Players available for the Match.
- e. Although no longer eligible to play as a substitute, the unavailable Player may still be subject to doping control selection and must observe the Match from the suite designated to the Club, provided that, the Club medical staff will be responsible for determining whether the unavailable Player can safely be in the suite or box (e.g., an ill Player that is considered contagious cannot be in the suite).

F. The numbers on the Players' jerseys must correspond to the numbers indicated in the Lineup.

G. Each Club is responsible for ensuring that members of the Lineup arrive at the Stadium no later than ninety (90) minutes before the start of the Match.

H. The Leagues' regular season rules regarding player lineups will not apply for the Tournament.

3. TECHNICAL AREA.

A. A maximum of twenty-one (21) people from the Club Delegation, including Technical Staff, Officials, and substitute Players, may sit in the technical area of each Club during a Match. The names of the Technical Staff in the technical area must be indicated on the "Employees in the Technical Area" form, which must be submitted by an Official to the Match Commissioner and the Referees prior to the Match. Any individuals from the Club Delegation (e.g., Player, Technical Staff, or Official) that is suspended or otherwise not eligible to participate in the Match may not sit in the technical area.

B. The use of technological devices such as communication devices, tablets and systems that are regulated under the Laws of the Game may be used by members in the Lineup within the technical area for the limited purposes of explaining plays graphically, making annotations and keeping a record of the Match. The use of such technological devices to contest officiating decisions or to object to a decision made by the Referee is not permitted.

IV. LAWS OF THE GAME

1. LAWS OF THE GAME.

- A. All Matches will be played in accordance with the Laws of the Game published by IFAB and as modified or supplemented by these Tournament Regulations. In the event of any discrepancy in the interpretation of the Laws of the Game, the English version of the Laws of the Game will prevail. In the event of any discrepancy between the Laws of the Game and these Tournament Regulations, these Tournament Regulations will prevail except with respect to the Penalty Kick Procedure.
- B. Each Match will consist of ninety (90) minutes, divided into two (2) halves of forty-five (45) minutes each and a half-time period of fifteen (15) minutes between each half plus any applicable stoppage time.
- C. Each Team will be allowed a maximum of five (5) substitutions, which must be made within three (3) Substitution Windows. The substitutions made at half-time will not be considered to be made during the foregoing Substitution Windows. For clarity, if each Team makes a substitution during the same Substitution Window, then a Substitution Window will be deducted from each Team.
 - i. If the Match is delayed or interrupted due to an Emergency Event, substitutions made during this time period will not be considered to be made during a Substitution Window; however, substitutions will each be counted as one (1) substitution.
 - ii. In the case of the need for concussion substitutions, Protocol B shall be followed in accordance with Section VI(12) of the Tournament Regulations.
- D. If a Match in either the Group Stage or the Knockout Stage ends in a tie at the end of the ninety (90) minutes, the winner shall be decided by Penalty Kicks. To clarify, no extra time will be played if the Match ends in a tie at the end of the ninety (90) minutes.

2. YELLOW CARDS AND RED CARDS.

- A. The center Referee will have the authority to issue Yellow Cards and Red Cards to Club Players and Technical Staff during a Match. Yellow Cards and Red Cards will be in effect upon issuance by the Referee.
- B. Yellow Cards.
 - i. Players who commit any of the offenses set out in the Laws of the Game may be issued a Yellow Card, including:
 - a. Delaying the restart of play;
 - b. Dissent by word or action;
 - c. Entering, re-entering or deliberately leaving the Field of Play without the Referee's permission;
 - d. Failing to respect the required distance when play is restarted with a dropped ball, corner kick, free kick or throw-in;

- e. Committing persistent offenses (no specific number or pattern of offenses constitutes persistent);
 - f. Displaying Unsportsmanlike Conduct;
 - g. Entering the referee review area; or
 - h. Excessively using the review (TV screen) signal.
- ii. Technical Staff who commit any of the offenses set out in the Laws of the Game may be issued a Yellow Card, including:
- a. Leaving the confines of their Team's technical area, including entering the technical area of the opposing Team (non-confrontational);
 - b. Delaying the restart of play by their Team;
 - c. Dissent by word or action from Referee or Match Official decisions, including throwing/kicking drinks bottles or other objects and/or other actions (e.g., sarcastic clapping);
 - d. Entering the Referee review area;
 - e. Gesturing for a Red Card or Yellow Card;
 - f. Showing the 'TV signal' for a VAR 'review';
 - g. Acting in a provocative or inflammatory manner;
 - h. Displaying unacceptable behavior (including repeated warning offenses and unsporting or inappropriate conduct);
 - i. Showing a lack of respect for the game;
 - j. Entering the Field of Play in a disrespectful/confrontational manner;
 - k. Failing to cooperate with a Referee (e.g., ignoring an instruction/request from an assistant Referee or the Fourth Official); or
 - l. Having a minor/low-level disagreement (by word or action) with a Referee or Match Official decision.
- iii. Yellow Card Accumulation.
- a. Yellow Cards are cumulative from the Group Stage through the Round of 16. A Player or member of the Technical Staff who receives three (3) Yellow Cards through the Round of 16 will be suspended from the Match following the Match during which the third Yellow Card was received. For example, if a Player obtained a third Yellow Card in the Round of 16, then the Player would be suspended from participating in the Quarterfinals.
 - b. Beginning with the Quarterfinals, all Yellow Card accumulations will be reset.
 - c. If a Player or member of the Technical Staff accumulates three (3) Yellow Cards and the Club is eliminated from the Tournament prior to serving the suspension, then the suspension will be fulfilled in the next edition of the Tournament (i.e., the individual will

be suspended from the Club's first Match in the subsequent edition of the Tournament).

- d. Yellow Cards during Penalty Kicks will apply in accordance with the Penalty Kick Procedure set forth below.

C. Red Cards.

- i. Players who commit any of the offenses set out in the Laws of the Game may be issued a Red Card, including:
 - a. Denying the opposing Team a goal or an obvious goal-scoring opportunity by a handball offense (except a goalkeeper within their penalty area): 1 Match suspension;
 - b. Denying the opposing Team a goal or an obvious goal-scoring opportunity through an overall movement that is reckless, using excessive force or otherwise determined by the Referee to be punishable by a free kick (unless as outlined below): 1 Match suspension;
 - c. Committing Serious Foul Play: 1 to 2 Match suspension;
 - d. Biting or spitting at someone: 6 or more Match suspension;
 - e. Engaging in Violent Conduct: 1 to 6 Match suspension;
 - f. Using offensive, insulting, or abusive language and/or action(s): 1 to 6 Match suspension;
 - g. Receiving two (2) Yellow Cards: 1 Match suspension;
 - h. Showing Disrespect (verbal or non-verbal) to the Referees and/or Match Officials: 1 Match suspension;
 - i. Verbally insulting the Referees and/or Match Officials: 1 to 3 Match suspension;
 - j. Entering the video operation room: 1 Match suspension
- ii. Technical Staff who commit any of the offenses set out in the Laws of the Game may be issued a Red Card, including:
 - a. Delaying the restart of play by the opposing Team (e.g., holding onto the ball, kicking the ball away, obstructing the movement of a Player): 1 Match suspension
 - b. Deliberately leaving the technical area to show dissent towards, or remonstrate with, a Referee, Match Official or act in a provocative or inflammatory manner: 1 Match suspension
 - c. Entering the opposing technical area in an aggressive or confrontational manner: 1 Match suspension
 - d. Deliberately throwing/kicking an object onto the Field of Play: 1 Match suspension
 - e. Entering the Field of Play to confront a Referee and/or Match Official (including at half-time and full-time) or to interfere with play, an opposing Player Referee and/or Match Official: 1 to 3 Match suspension
 - f. Entering the video operation room: 1 Match suspension

- g. Displaying physical or aggressive behavior (including spitting or biting) towards an opposing Player, Officials, Match Official, spectator or any other person (e.g., ball boy/girl, security, or competition official etc.): 6 or more Match suspension
 - h. Receiving a second caution in the same Match: 1 Match suspension
 - i. Using offensive, insulting, or abusive language and/or action(s): 1 to 3 Match suspension
 - j. Using unauthorized electronic or communication equipment and/or behaving in an inappropriate manner as a result of using electronic or communication equipment: 1 to 3 Match suspension
 - k. Engaging in Violent Conduct: 1 to 6 Match suspension
- iii. If a Player or Technical Staff member, other than medical staff members, receive a Red Card, such Player or Technical Staff member is immediately ejected from the Match and suspended from their Team's following Match. In the event the Team is eliminated from the Tournament before such Player or Technical Staff member can serve their suspension, such suspension shall carry over to the next iteration of the Tournament. For example, if a Player receives a Red Card in the Knockout Round and the Player's Team loses that Match, the Player will be suspended from the first Match of next year's Tournament regardless of whether the Player has moved to a different Club.
- iv. Medical Staff Sanctions. If a Club medical staff member receives a Red Card, then such medical staff member shall not leave the Field and shall continue to perform their duties in the Match, provided that such continued performance will not cause harm or damage to the Players or other persons at the Stadium. Such Red Card will be transferred to a member of the Club's Technical Staff who will leave the Field as determined by the applicable Club.

3. PENALTY KICK PROCEDURE.

- A. The Penalty Kick Procedure for the Tournament shall be in accordance with the Laws of the Game. In the event of a conflict between the Laws of the Game and this Penalty Kick Procedure, the relevant portion of the Laws of the Game shall control.
- B. The applicable Penalty Kick Procedure, as set out in the IFAB Laws of the Game, includes the following:

"In the event that a Match is tied at the end of regular time, then the Match winner will be determined by the Penalty Kick procedure set for herein. Penalty Kicks will be taken in accordance with the relevant Laws of the Game. A player who has been sent off during the match is not permitted to take part; warnings and cautions issued during the match are not carried forward into kicks from the penalty mark.

Each Team will take five (5) Penalty Kicks:

- i. *The Penalty Kicks are taken alternately by the Teams.*
- ii. *Each Penalty Kick is taken by a different Penalty Kicker, and all Penalty Kickers must take a Penalty Kick before any other Penalty Kicker can take a second Penalty Kick.*

- iii. *If before both Teams have taken five (5) Penalty Kicks, a Team has scored more goals than the other could score (i.e., even if the Team were to complete its five Penalty Kicks), then no more Penalty Kicks will be taken.*
- iv. *If the score is level after both Teams have taken five (5) Penalty Kicks, then the Penalty Kicks will continue until a Team has scored a goal more than the other from the same number of Penalty Kicks.*
- v. *The above principle continues for any subsequent sequence of kicks, and a Team may not change the order of kickers.*
- vi. *Penalty Kicks may not be delayed for a Penalty Kicker who leaves the Field. If the Penalty Kicker leaves the Field during the Penalty Kicks, then such Player's kick will be forfeited (i.e., not scored) if the Player does not return in time to take a Penalty Kick.*

Before Penalty Kicks.

- i. *Unless there are other considerations (e.g., ground conditions, safety etc.), the Match Referee tosses a coin to decide the goal at which the kicks will be taken, which may only be changed for safety reasons or if the goal or playing surface becomes unusable.*
- ii. *The Match Referee tosses a coin again, and the team that wins the toss decides whether to take the first or second kick.*
- iii. *With the exception of a substitute for a goalkeeper who is unable to continue, only players who are on the field of play or are temporarily off the field of play (e.g., injury, adjusting equipment etc.) at the end of the match are eligible to take kicks.*
- iv. *Each team is responsible for selecting from the eligible players the order in which they will take the kicks. The Match Referee is not informed of the order.*
- v. *If at the end of the match and before or during the kicks one team has a greater number of players than its opponents, it must reduce its numbers to the same number as its opponents and the Match Referee must be informed of the name and number of each player excluded. Any excluded player is not eligible to take part in the kicks (except as outlined below).*
- vi. *A goalkeeper who is unable to continue before or during the kicks may be replaced by a player excluded to equalize the number of players or, if their team has not used its maximum permitted number of substitutes, a named substitute, but the replaced goalkeeper takes no further part and may not take a kick.*
- vii. *If the goalkeeper has already taken a kick, the replacement may not take a kick until the next round of kicks.*

During Penalty Kicks.

- i. *Only eligible players and Match Referees are permitted to remain on the field of play.*
- ii. *All eligible players, except the player taking the kick and the two goalkeepers, must remain within the center circle.*
- iii. *The goalkeeper of the kicker must remain on the field of play, outside the penalty area, on the goal line where it meets the penalty area boundary line.*

- iv. *An eligible player may change places with the goalkeeper.*
- v. *The kick is completed when the ball stops moving, goes out of play or the Match Referee stops play for any offense; the kicker may not play the ball a second time.*
- vi. *The Match Referee keeps a record of the kicks.*
- vii. *If the goalkeeper commits an offense and, as a result, the kick is retaken, the goalkeeper is warned for the first offense and cautioned for any subsequent offense(s).*
- viii. *If the kicker is penalized for an offense committed after the Match Referee has signaled for the kick to be taken, that kick is recorded as missed and the kicker is cautioned.*
- ix. *If both the goalkeeper and the kicker commit an offense at the same time, the kick is recorded as missed and the kicker is cautioned.*

Yellow and Red Cards

- i. *Members of the Club Delegation, including Players and Technical Staff, may receive a yellow or Red Card during the Penalty Kicks.*
- ii. *Yellow Cards for goalkeepers and Players incurred during the Match will reset at the start of Penalty Kicks. For example:*
 - a. *If the goalkeeper has one (1) Yellow Card at the end of the Match regular time, the goalkeeper will start at zero Yellow Cards for Penalty Kicks.*
 - b. *If the goalkeeper receives two (2) Yellow Cards during Penalty Kicks, they will receive a Red Card.*
 - c. *If a goalkeeper receives a Red Card during the Penalty Kicks, then the goalkeeper must be replaced by an eligible Player.*
- iii. *Only goalkeepers may be replaced. Any other Player who is unable to continue may not be replaced.*
- iv. *The Referee must not abandon the Match if a Team is reduced to fewer than seven Players.*
- v. *If a Player receives one (1) Yellow Card in Match regular time and two (2) Yellow Cards during the Penalty Kicks, then such Player will be suspended for the next Match and carries the Yellow Card received in regular time into the count of the next Match played.*
- vi. *If a Player receives one (1) Yellow Card in Match regular time and one (1) Yellow Card during Penalty Kicks, then such Player will not be suspended for the next Match. The two (2) Yellow Cards will count towards the Player's record of accumulated cards."*

V. REFEREES

1. The Referees for the Tournament will be appointed for each Match by the Concacaf Referee Committee. Concacaf will organize a working group of referees from Concacaf, FIFA International List of Match Officials, and each of the Leagues to participate in the Tournament.
2. Concacaf will make reasonable efforts to appoint Referees that are Neutral; provided, however, Neutrality may not be possible for VAR and AVAR appointments due to an insufficient number of Referees that are Neutral.
3. If the center Referee is unable to participate in the Match, then such Referee shall be replaced by the Fourth Official. If one of the assistant Referees is unable to participate in the Match, then such Referee shall be replaced by the assistant reserve Referee.
4. The Organizing Committee will provide the Referees with the official refereeing kit and equipment for each Match, which must be used for the Matches.
5. On MD-1, the Referees may use the training facilities located at the Stadium or otherwise located in the Match city, as agreed to by the Organizing Committee.
6. Match Report.
 - A. The center Referee will submit the Match Report to the Competition System no later than sixty (60) minutes after the end of the Match. In the Match Report, the Referee will note, together with the result of the Match, all incidents that occurred before, during and after the Match, including:
 - i. Misconduct of the Players, Technical Staff members and/or Officials, which resulted in a caution or expulsion;
 - ii. Unsportsmanlike Conduct of any Match Delegation and/or Officials in a Match;
 - iii. Unsportsmanlike Conduct of any Match spectator; and
 - iv. Any other incident.
 - B. The incidents described in the Referee's Match report are presumed to be true, unless proven otherwise.
7. **VIDEO ASSISTANT REFEREE.**
 - A. During Matches, video review technology will be used, in accordance with the VAR protocol established by FIFA and IFAB, and in accordance with Concacaf regulations applicable to Concacaf sanctioned tournaments. VAR and an AVAR will handle all aspects of video review.
 - B. Concacaf will designate the VAR and AVARs for each Match.
 - C. A Match will not be invalidated due to:
 - i. VAR technology failure(s) (e.g., goal-line technology);
 - ii. Incorrect VAR decisions;
 - iii. VAR Decisions not to review a Match incident; and/or
 - iv. Reviews of a non-reviewable Match incident.

D. The Organizing Committee will provide the video review technology in accordance with the current FIFA and Concacaf regulations.

VI. MEDICAL AND DOPING CONTROL

1. The Medical and Doping Protocols are developed and agreed to by the medical departments of MLS and LIGA MX for use during the Tournament. Detailed protocols and procedures are distributed to each Club as part of the Tournament Regulations.
2. Prior to the start of the Tournament, all participating Players are required to have approved entrance medical examinations as part of their respective League's rules and regulations. This includes baseline concussion testing inclusive of the Sport Concussion Assessment Tool (SCAT).
3. Each Club is required to have a duly licensed medical professional (e.g., physician, athletic trainer/therapist) as part of its Club Delegation. Such medical professional must be fully integrated and familiar with all medical aspects of the Club Delegation and must remain with the Club Delegation throughout the Tournament. Additionally, each Team must travel with basic medical supplies, including an Automatic External Defibrillator (AED).
4. VMDs appointed by the Organizing Committee will be present at every Match and are responsible for the care and well-being of both Teams, Referees and Match Officials during the Match. VMDs will have the final decision on medical emergencies that occur during the Match, including cardiovascular and head injuries. VMDs must be familiar with the relevant Stadium's EAP. VMDs will be in communication with dedicated Tournament Spotters who will monitor every Match through the MSR system, to assist with identifying potential head injuries.
5. Additionally, the VMD will be the primary point of contact and act as the liaison to the visiting Team while they are in the Match market and be the main point of contact for the Organizing Committee in the event of a medical issue.
6. Any Player who is diagnosed with a concussion must be withheld from Match play for a minimum of five (5) days (120 hours). All Players will follow RTP guidelines as outlined in the appropriate Leagues Cup policy.
7. Doping is strictly prohibited. The FIFA Anti-Doping Regulations, the FIFA Disciplinary Code and all other relevant FIFA and Concacaf regulations, circulars and directives shall apply to the Tournament. In addition, reference is made to the list of prohibited substances and methods per WADA. A Therapeutic Use Exemption application will be filed by the Club doctor if necessary.
8. All Players are subject to testing at any time during the Tournament; provided, however, if a Player suffers an injury or illness and taken to the hospital or is otherwise required to leave the Stadium during a Match, that Player will not be required to return to the Stadium for testing.
9. The Organizing Committee shall not be held liable for any injury sustained by any participating Player or Team official. Equally, the Organizing Committee shall not be held liable for any incident (including death) linked to any injury or illness of any participating Player or official.
10. As stated in these Tournament Regulations, each Club shall be responsible throughout the Tournament for providing health, travel, and accident insurance coverage for all the members of its Club Delegation throughout the Tournament. In addition, and in accordance with the FIFA regulations on the status and transfer of Players, the Club with which any participating Player is registered shall be responsible for the Player's insurance coverage against illness and accident during the entire period of the Player's release.

11. The Organizing Committee will provide medical services before, during and after the Match for the care of Teams, Match Officials, and spectators, including:
 - A. VMD;
 - B. Two (2) ALS ambulances;
 - C. Stretcher with support staff (four (4) stretcher-bearers); and
 - D. An equipped ambulance during visiting Team training sessions.

12. **PROTOCOL B, CONCUSSION SUBSTITUTIONS OF THE LAWS OF THE GAME.**

- A. In addition to the five (5) “normal” substitutions in three (3) Substitution Windows as described in Section IV(1)(c) of these Tournament Regulations, each Team will have up to two (2) additional “concussion substitutions” when there is a suspected/possible concussion.
- B. These two (2) “concussion substitutions” are allowed regardless of how many substitutions or Substitution Windows have been used.
- C. A “concussion substitution” may be done:
 - i. Immediately after the concussion occurs or is suspected.
 - ii. After an evaluation in the Field, and/or after an evaluation off the Field; or
 - iii. At any other time, a concussion occurs or is suspected, including when a Player has been previously evaluated and has returned to the Match.
- D. When a “concussion substitution” is used, the opposing Team will have the chance to make an “additional” substitution as well as an additional Substitution Window for any reason. For example, if both Teams have used all of their allotted substitutions and one Team must use a “concussion substitution,” the other Team will also receive an “additional” substitution. Said substitution and Substitution Window may or may not be used at the same time as the “concussion substitution” used by the opposing Team.
- E. The “additional” substitution may only be used after the Team has already used all their available “normal” substitutions or Substitution Windows.
- F. At the time of the “additional” substitution, only the “additional” substitute may enter the game. If the Team has already used their three (3) Substitution Windows, but not their five (5) “normal” substitutions, the Team will not be able to use any “normal” substitutes in the same window as the “additional” substitution.
- G. If a Team makes a non-concussion substitution in the same window in which a “concussion substitution” is being made, that Team will have used one (1) “normal” substitution.

VII. STADIUMS

1. **STADIUMS.** All Host Clubs must ensure that their Stadium meets the standards set forth by the Organizing Committee, including standards for hosting international matches. The Stadium, including Field, facilities, and accessory equipment, must be in optimal condition and must comply with the regulations stipulated in the Laws of the Game, FIFA Stadium Regulations and other Leagues Cup Policies. The Organizing Committee will conduct pre-Tournament inspections to ensure that Stadiums are prepared to meet Tournament requirements and may conduct additional pre-Match inspections as required by the Organizing Committee.
2. **STADIUM SELECTION.**
 - A. The Organizing Committee will determine the Stadiums, times, and dates for the Matches.
 - B. Stadiums will be determined in accordance with the following guidelines and principles:
 - i. Match between MLS Club and MLS Club: the stadium of the higher seeded MLS Club in the Leagues Cup Ranking Table;
 - ii. Match between MLS Club and LIGA MX Club: the MLS Club's stadium, except for the LIGA MX Clubs with hosting privileges (i.e., Club América, CF Monterrey, Chivas de Guadalajara, and Club Tigres) who will play in neutral Stadiums selected by the Organizing Committee; and
 - iii. Match between LIGA MX Club and LIGA MX Club: the Organizing Committee will select a neutral Stadium, which will be in the same region as the LIGA MX Clubs. .
 - C. Neutral Stadiums for Matches may include the following for the 2024 edition of the Tournament: America First Field (Salt Lake City, UT), Audi Field (Washington, D.C.), BMO Stadium (Los Angeles, CA), DICK'S Sporting Goods Park (Commerce City, CO), Dignity Health Sports Park (Carson, CA), Levi's Stadium (Santa Clara, CA), NRG Stadium (Houston, Texas), PayPal Park (San Jose, CA), Q2 Stadium (Austin, TX), Red Bull Arena (Harrison, NJ), Shell Energy Stadium (Houston, TX), Snapdragon Stadium (San Diego, CA), Subaru Park (Chester, PA), TQL Stadium (Cincinnati, OH), GEODIS Park (Nashville, TN), or Toyota Stadium (Frisco, TX)
 - D. Notwithstanding anything to the contrary, the Organizing Committee may, in its sole discretion, select any Stadium for any Match.
3. **HOST CLUB**
 - A. The Host Club will be determined in accordance with the following guidelines and principles:
 - i. Match between MLS Club and MLS Club: the Host Club shall be the MLS Club with the higher seeding in the Leagues Cup Ranking Table
 - ii. Match between MLS Club and LIGA MX Club: the Host Club shall be the participating MLS Club;
 - iii. Match between LIGA MX Club and LIGA MX Club:
 - a. If the Match is held at an MLS Club's Stadium, then the Host Club shall be the MLS Club whose stadium is used for the Match.

- b. If the Match is held at a non-MLS Club Stadium, then the Host Club shall be the Organizing Committee who will consult with the Stadium operator.

4. FIELD.

- A. The Field must consist of:
 - i. Natural grass in accordance with FIFA quality standards, including an efficient irrigation system for all weather; or
 - ii. Artificial turf in accordance with FIFA quality standards, including a valid FIFA certificate issued within the preceding two years of the start of the Tournament.
- B. The Host Club must maintain the Field and any surrounding warm-up area in excellent condition and in accordance with the Laws of the Game, including providing a Field between 100 and 110 meters long and between 64 and 74 meters wide. The Field height of grass may not exceed 30 millimeters. In addition, to the extent available, the Stadium must provide a larger green area near the Field to ensure space for Players to warm-up during the Match.
- C. The Host Club will ensure that the Field is watered as follows:
 - i. Watered between 120 – 60 minutes before the start of a Match;
 - ii. Watered between 15-10 minutes before the start of a Match (i.e., after the Teams finish their pre-Match warm-up);
 - iii. Watered at half time of the Match for no more than 5 minutes, respecting the warm-up of the Teams;
 - iv. Watering must be uniform across the Field (i.e., watering should not only occur in one area of the Field);
 - v. Watered as requested by the Match Commissioner (e.g., to adjust for weather conditions, etc.).

5. DRESSING ROOMS.

- A. Host Club shall ensure that a minimum of three (3) separate Dressing Rooms are available for use by the Teams and the Referees. Each Team's Dressing Room will accommodate a minimum capacity of thirty-five (35) people. Each Dressing Room will be equipped with an adequate number of sanitary facilities and showers, hot and cold water, lockers, and WIFI.
- B. On Match Days, Host Club will ensure that the Dressing Rooms have hydration service and an ice and fruit bar in accordance with the Drink Protocol.
- C. In the Referee Dressing Rooms, the Host Club will ensure that laptop, printer and WIFI connection are available for use, including for the administration of Match Reports.

6. OTHER AREAS OF STADIUM.

- A. Host Club shall ensure the following are provided at the Stadium:
 - i. Medical Service Area;
 - ii. A portable AED, independent of AEDs maintained by ambulances and the Clubs;
 - iii. Doping control area;

- iv. A CCTV system and designated location that concentrates the CCTV screens, preferably overlooking the Field;
 - v. WIFI available on the Field and grandstand (e.g., to permit the press to perform its functions);
 - vi. Compliance with the Americans with Disabilities Act, including compliant ramps, access, seats, and areas;
 - vii. Public bathrooms, with running water and cleanliness before, during and after the Match;
 - viii. A press box, press conference room, photographer work room and mixed zone for media use;
 - ix. Two (2) electronic substitution boards;
 - x. A clock that shows the Match playing time. The clock must stop at minute 45 of the first half and 90 of the second half; and
 - xi. An office with WIFI, electricity, and furniture for the exclusive use of the administrative and operational staff of the Tournament.
- B. In Stadiums where there are video boards, the following will apply with respect to such boards:
- i. Clubs may not manipulate video board replays in any manner (e.g., slow-motion, freeze frame, zoom, etc.). For the avoidance of doubt, the manipulation of a replay by external broadcast is not considered a violation.
 - ii. Clubs may not show a single video board replay angle, including Close Call Replays, more than one (1) time. Close Call Replays may include, but are not limited to:
 - a. A potential Red Card decision, including for foul play, violent conduct, or the denial of a goal-scoring opportunity, regardless of whether a Red Card, Yellow Card or no card is shown by the Referee;
 - b. Any Referee decision in the penalty area that results in the awarding or the non-awarding of a Penalty Kick;
 - c. Any goal that enters into a VAR as signaled by the Referee; and
 - d. Any play not described above, which may reasonable result in hostilities between each Club Delegation, Match Officials, and/or Match spectators.
 - iii. Clubs may not air footage on the video board, either live or on tape, of any fan misconduct (e.g., running on or across the Field, fighting, smoke devices, and/or flares), including conduct that may disrupt Match play or violate the Stadium regulations. During such misconduct, the video boards should display off-the-Field shots until the misconduct is addressed and the Match resumes.

7. LIGHTING.

- A. Host Club will ensure that its Stadium meets the minimum lighting requirements as communicated by the Organizing Committee, which include an average of one thousand five

hundred (1,500) lux throughout the Field of Play. Stadiums, including the Field of Play, must be fully lit no later than seventy-five (75) minutes before sunset.

- B. Host Club will ensure that its Stadium is equipped with an emergency power generator or power plant in the event of a power interruption and to ensure that the minimum required lighting, including in accesses, corridors, grandstands, Dressing Rooms and common areas, is restored for the duration of the Match.
- C. Host Club will ensure that its Stadium parking areas are lit to permit the safe flow of people to the Stadium before, during, and after the Match.

8. SECURITY.

- A. Host Clubs will be responsible for developing a security plan that provides security inside and outside the Stadium, during and until the end of the Match. Such security plan will be subject to the approval of the Organizing Committee.
- B. On Match Day -1, the Security Lead will hold the security meeting where the security plan for the Match will be detailed. Host Club will ensure that representatives from following attend the security meeting: Stadium security, Host Club security, local and/or state police, fire department, medical staff, Stadium operations, the Security Lead and other parties reasonably designated by the Stadium security.

9. TRAINING SESSIONS.

- A. Host Club shall ensure all visiting Teams have access to first-class training facilities for training, as requested by the Organizing Committee.
- B. On MD-1, if the weather conditions permit, each Team may conduct a training session at the Stadium in accordance with the following:
 - i. Training sessions may be conducted for up to ninety (90) minutes for each Team. If the Field consists of artificial turf, the training sessions may be up to two (2) hours;
 - ii. During the training sessions, all goalkeeper training sessions and Penalty Kick rehearsals must be outside of the goal area. The Host Club must provide mobile goals with the same dimensions as Match goals;
 - iii. Each Team will have the right to use the Dressing Room during its training session;
 - iv. During the training sessions, the media shall have the right to record the training for up to fifteen (15) minutes and may host media conferences at the Stadium. Media activity will be coordinated between each Club's press officer and the Tournament's media officer; and
 - v. If a training session may not be conducted due to weather conditions, the visiting Team may hold the training session at an alternate training facility, which will be provided by the Organizing Committee and will consist of conditions comparable to the Field. In addition, the visiting Team may conduct a walking session with sneakers in the Stadium, including the Field, if permitted by the Match Commissioner.
- C. The Organizing Committee, in consultation with each Club, will determine the training schedule. Preference will be given to the visiting Team training schedule. If there is a Match

between two LIGA MX Clubs, the LIGA MX Club ranked higher on the Leagues Cup Ranking Table will be given the training schedule preference.

- D. Referees may also conduct an official training session at the Stadium on MD-1, which may not exceed one (1) hour.

VIII. MATCH OPERATIONS

1. **OVERVIEW.** Clubs will be responsible for providing Match operations for Tournament activities, including Matches and training sessions, hosted at such Club's stadium.
2. **MATCH COMMISSIONERS.**
 - A. The Organizing Committee shall appoint a Match Commissioner for each Match.
 - B. The Match Commissioner will be responsible for overseeing the organization, safety, operation, and development of the Match, in accordance with the Tournament Regulations and other Tournament policies set forth by the Organizing Committee. Match Commissioner responsibilities include:
 - i. Arriving at the Stadium at least 4.5 hours before the Match;
 - ii. Conducting a Stadium Inspection;
 - iii. Organizing the Match Coordination Meeting with Referees and each Team at least two (2) hours prior to the Match;
 - iv. Coordinating Referees and Team arrival to the Stadium;
 - v. Coordinating the pre-Match countdown with each Club in accordance with the guidelines established by the Organizing Committee.
 - vi. Monitoring, together with the Fourth Referee, the use of the Stadium local sound and TV screens during the development of the Match;
 - vii. Supervising the security measures established by the local police, state police, and local fire department in coordination with the Stadium and Host Club security teams for the Matches;
 - viii. Monitoring the anti-doping tests and attest to the test results;
 - ix. Completing the Match Commissioner Report;
 - a. The Match Commissioner will write the Match Commissioner Report, in consultation with the Security Lead.
 - b. If applicable, the Match Commissioner Report must detail any incidents at the Stadium in violation of the Tournament Regulations or other Tournament policies set forth by the Organizing Committee that occurred before, during, and after the Match. The Match Commissioner Report will be submitted to the Organizing Committee via the Competition System no later than twelve (12) hours after the Match;
 - x. Arranging and conducting training sessions in the days leading up to the Match including any training sessions at the Stadium;
 - xi. Arranging hotels for the Teams and Referees;
 - xii. Arranging transportation of the Teams including transportation between markets, Matches, trainings, and press conferences;
 - xiii. Confirm the Clubs' receipt of Tournament Balls and hydration; and

xiv. Ensuring Club compliance with the press conference and official pre-Match and post-Match interviews.

3. MATCH COORDINATION MEETING.

- A. Clubs must participate in the Match Coordination Meeting. The Match Coordination Meeting may be conducted in person or virtual, as determined by the Organizing Committee.
- B. Three (3) representatives from each Club must be present at the Match Coordination Meeting, including a representative of each Club's medical staff.
- C. Any Player that serves as one of the Club representatives for a Match Coordination Meeting must attend the meeting with their playing uniforms and jackets.

4. TOURNAMENT BALLS AND BALL STANDS.

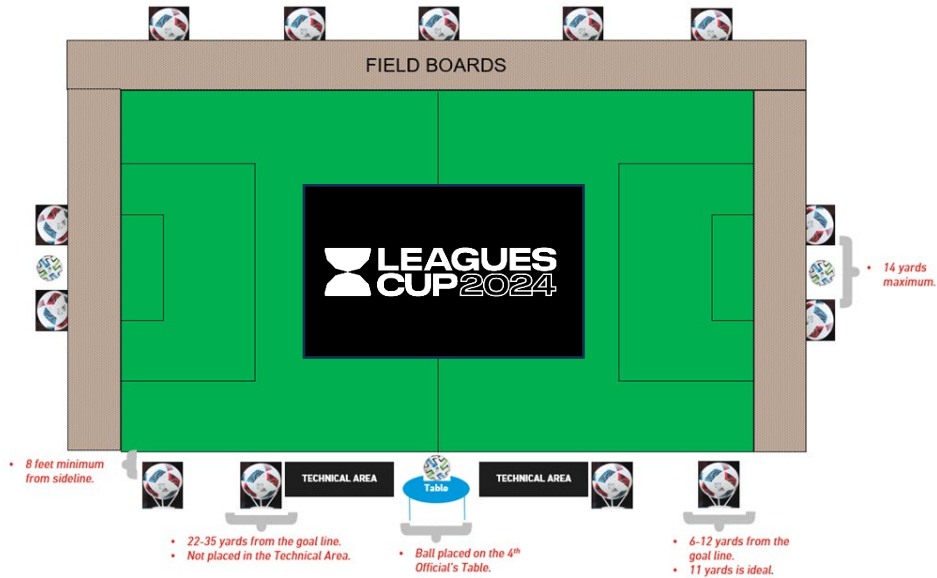
A. Tournament Balls.

- i. The Organizing Committee will provide each Club with thirty (30) official Tournament Balls for use during training sessions. During the Tournament, Teams may only use the Tournament Balls, including during training sessions whether or not at the Stadiums. Each Club shall be responsible for transporting the Tournament Balls to the Stadium and training sessions.
- ii. The Organizing Committee shall provide the Host Club with a minimum of seventeen (17) Tournament Balls (which may be Tournament Balls used in previous Matches) for all Matches at its Stadium. The seventeen (17) Tournament Balls to be used for Matches shall be in addition to the thirty (30) Tournament Balls provided to be used for trainings. During the Match, the Host Club must use the Tournament Balls as follows:
 - a. One (1) in Match play;
 - b. One (1) on the Fourth Official's table or on a Ball Stand in the Fourth Official's area;
 - c. A minimum of thirteen (13) placed in the Ball Stands (as shown in Section VIII(4)(B); and
 - d. One (1) behind the AdTrac and LED Field boards of each goal on the ground and within reach for the Ball Kids.
- iii. When inflated, each Tournament Ball may not exceed fourteen (14) ounces/psi and not be less than twelve (12) ounces/psi. The Host Club must provide all of the Tournament Balls for the Match to the Referee at least ninety (90) minutes prior to the start of the Match for inspection. If any replacement Tournament Balls are needed during the Match (e.g., Tournament Ball deflates), then the Host Club must provide such replacement Tournament Balls to the Fourth Official for review and approval before used in the Match. The Referees will return the Tournament Balls to the Host Club following each Match.

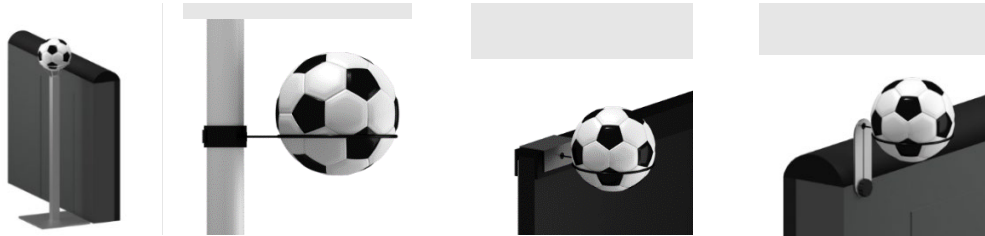
B. Ball Stands And Ball Kids.

- i. Host Club must maintain Ball Stands at the Stadium for each Match as set forth below. For clarity, a minimum of thirteen (13) and maximum of fourteen (14) Ball Stands must be maintained in the following locations within the Field of Play: five (5) on the sideline and

opposite of the Team benches; two (2) on each goal line, positioned on each side of the goal; two (2) next to each Club's technical area (i.e., four (4) on the bench sideline); and one (1) at the Match Official's table.



- ii. Host Clubs must provide the Ball Stands for use in the Stadium in accordance with one of the following, as approved by the Organizing Committee:



- iii. Host Club will ensure that one (1) additional Ball Stand is stored and available for use in the Stadium, which may be used at the Fourth Official's table.
- iv. Ball Stands behind a single goal must be the same version as each other unless two (2) different versions are necessary to accommodate Stadium configurations, subject to Organizing Committee approval. Ball Stands on the opposite end of the Field are not required to be the same version as one another. The Match Commissioner will ensure that Ball Stands and each respective Tournament Ball on the Ball Stand is secure from any interference (e.g., nothing is nearby the Ball Stand that could knock it over during the Match).
- v. Ball Kid.
 - a. The Host Club will be responsible for providing and having a minimum of four (4) Ball Kids in matching jerseys provided by the Organizing Committee. The Host Club is responsible for ensuring uniform distribution of Ball Kids around the Field so that one end and/or sideline of the Field is not disadvantaged, and that the procedure for returning balls to the Ball Stands (as determined by the Host Club) is equal for each Team.

- b. Host Club must provide a Ball Kids Supervisor who will be responsible for the training and instruction of the Ball Kids on their responsibilities, including instruction on not to exhibit favoritism for either Team. In the event of a perceived attempt by a Ball Kid to exhibit favoritism toward either Team (e.g., the method or speed that a Tournament Ball is returned to Ball Stands), then Match Commissioner or Match Official will take appropriate action, which may include reporting the infraction to the Ball Kids Supervisor and/or replacing the Ball Kid.
- c. The Ball Kids will be responsible for replacing the Tournament Ball on the Ball Stand, and then immediately retrieving the Tournament Ball that was out of bounds. In no event may a Ball Kid or any other individual, deliver a Tournament Ball or a Tournament Ball on the Ball Stand directly to a Player.
- vi. When the Tournament Ball is out of bounds, the Players will be responsible for retrieving the Tournament Ball from the Ball Stand to restart play. A Player who removes a Tournament Ball from a Ball Stand when the Player's Team is not in possession and/or for any other inappropriate reason will be deemed have engaged in Unsportsmanlike Conduct.

5. UNIFORMS.

A. Uniform Registration.

- i. All Clubs must register at least two (2) outfield Player uniforms (i.e., shirt, shorts, and socks) which must contrast in color (i.e., one light and dark color) on the Competition System. In addition, all Clubs must register at least three (3) goalkeeper uniforms, which must contrast in color with the outfield Player uniforms.
- ii. Clubs must register their uniforms for the Tournament by 11:59 p.m. ET on July 4, 2024 for the 2024 edition of the Tournament.
- iii. The Organizing Committee, in consultation with the Referees, will determine the Team and Referee uniforms for each Match taking into consideration the preference of the Team ranked higher on the Leagues Cup Ranking Table. The Organizing Committee will upload the uniform determination to the Competition System at least three (3) days before each Match. Uniform and jacket colors will be reviewed by the Organizing Committee during the Match Coordination Meeting, including to confirm there are no color conflicts.
- iv. Notwithstanding anything to the contrary, the uniform selection is subject to the approval of the Organizing Committee in its sole discretion.

B. Match Day.

- i. Clubs must use and have all registered uniforms available for use on the Match Day. In addition, Clubs must have jerseys without numbers available on the bench for each Player and in different sizes.
- ii. Teams shall be free to use training jerseys and Match jerseys as assigned on the Competition System, which shall contrast the color of the opposing Team uniforms.

- iii. Before the kick-off, Teams may enter the Field of Play wearing a jacket or windbreaker, provided that such clothing is free of advertising and is worn by each Club Delegation member. For clarity, only the Club name and logo may be visible on the jacket or windbreaker.
- iv. Uniform Numbers.
 - a. Players must use the Player's name and number on the back of the Match jersey. The Match Player's number must also appear on the front of the shorts. The Match Player numbers may consist of two (2) or three (3) digits and the color of such number must contrast with the uniform color.
 - b. All Players must use the same number with which they are registered in their respective Leagues and may not change their number for the Tournament.
 - c. Notwithstanding anything to the contrary, the Organizing Committee shall retain the right to resolve any numbering conflict.
- v. Each Team captain must wear the captain's armband provided by the Organizing Committee. If the Organizing Committee does not provide the captain's armbands within three (3) days prior to the relevant Match or at the Match Coordination Meeting, each Team shall use the captain's armband of its respective League.
- vi. If a Player chooses to wear additional clothing under the uniform (e.g., thermal jersey or lycra) and such clothing protrude from the edges of the uniform, then the color of such clothing must be the same as the color of the part of the uniform from which its protrudes.
- C. Prior to a Match, the Referee may determine, in consultation with the Match Commissioner, that the uniform colors should be changed (e.g., colors may cause confusion between the Teams). In the event of a requested color change, the Host Club will change its uniform color, as requested by the Referee.
- D. All Clubs must comply with the uniform guidelines, policies, procedures and regulations of their respective Leagues and in accordance with the FIFA Equipment Regulations, including regarding sponsorship, branding, political, religious, and personal messages in any language or form.

6. DRINK BREAK PROTOCOL.

- i. The Organizing Committee requires the implementation of "drink breaks" if the temperature is eighty-two (82) degrees Fahrenheit (27.7 degrees Celsius) or higher. Each drink break may be between ninety (90) and one hundred and eighty (180) seconds.
- ii. Before the Match, Host Club's staff will be responsible for taking the temperature 90 minutes prior the kickoff time and will inform the Match Referees and the Match Commissioner of the temperature.
- iii. Drink breaks will be managed by the Match Referee. The Match Referee may, at the Referee's discretion, implement a drink break not to exceed 180 seconds in the interest of Player safety. Any questions regarding the drink break must be directed to the Match Referee. Drink breaks will be managed as follows:

- i. Two (2) TGBH (device that measure the temperature in the environment) readings will be taken during the Match by Host Club;
- ii. The first TGBH reading will take place prior to the start of the Match immediately after the end of the warm-up;
 - a. If the TGBH reading reaches or exceeds 82 degrees Fahrenheit (27.7 degrees Celsius), there will be a mandatory drink break around the 30th minute of the Match;
 - b. If the TGBH reading does not reach or exceed 82 degrees Fahrenheit (27.7 degrees Celsius), there will not be a mandatory drink break;
- iii. The second TGBH reading will take place immediately after the first half;
 - a. If the TGBH reading reaches or exceeds 82 degrees Fahrenheit (27.7 degrees Celsius), there will be a mandatory drink break around the 75th minute of the Match;
 - b. If the TGBH reading does not reach or exceed 82 degrees Fahrenheit (27.7 degrees Celsius), there will not be a mandatory drink break;
- iv. If the TGBH drops at least ten (10) degrees Fahrenheit between readings, the Fourth Official will be responsible for reading the temperature around the 35th or 75th minute.
- iv. The ball must not be in play for the drink break to begin. The Match Referee will signal the start of the break and will inform both Teams and other Referees. The Match clock shall continue to run during the drink break, and all the time allocated to the drink break shall be added in the compensation time.
- v. During the drink break, (i) Teams must proceed to their respective benches; (ii) Players must remain inside the Field; (ii) Technical Staff members cannot leave their respective technical areas; and (iii) bench personnel may not enter the Field (except medical personnel).

7. MATCH SUSPENSIONS AND CANCELLATIONS.

- A. Teams must play Matches in accordance with the schedule set forth by the Organizing Committee.
- B. In the event that a Club cancels its participation in a Match without the approval of the Organizing Committee, then the Disciplinary Committee will determine the sanction, if any.
- C. If a Match is interrupted due to an Emergency Event or other reasons as determined by the Organizing Committee, then the Organizing Committee will determine whether to postpone, reschedule, or cancel the Match, with the objective to complete the Matches.
- D. Match Suspension.
 - i. In the event that a Match is suspended, then Clubs may contact the Tournament Operation Center for instructions on next steps.
 - ii. Suspension Before a Match. If a Match cannot begin at the scheduled time due to an Emergency Event or other reasons as determined by the Organizing Committee, the Referee and Match Commissioner will follow the following procedure:
 - a. The Teams must remain in the Stadium until the Match has resumed or is suspended;

- b. The Match may be delayed for a maximum of forty-five (45) minutes after the scheduled time and resume as determined by the Referee and Match Commissioner;
 - c. If the reason for the delay continues after forty-five (45) minutes, then the Referee and Match Commissioner may further delay the Match for an amount of time to be determined by the Referee and Match Commissioner;
 - d. If the reason for delay continues after the preceding extended delay, then the Referee and Match Commissioner may determine that the Match is suspended;
 - e. If the Match is suspended, then the Organizing Committee will determine the rescheduled date and time for the Match, which will occur within twenty-four (24) to forty-eight (48) hours of the originally scheduled time; and
 - f. If the Match cannot be rescheduled, the Organizing Committee may determine to cancel the Match and determine the final result of the canceled Match.
- iii. Suspension During Match Play. If a Match has begun and is paused due to an Emergency Event or other reasons as determined by the Organizing Committee, the Referee and Match Commissioner will follow the following procedure:
- a. The Teams must remain in the Stadium until the Match has resumed or is suspended;
 - b. If the Referee and Match Commissioner determine that the delay will be fewer than fifteen (15) minutes, then the Teams must remain on the Field of Play. Following the delay, and before resuming play, the Referee will provide the Teams with at least five (5) minutes to warm-up.
 - c. If the Referee and Match Commissioner determine that the delay will be between fifteen (15) to thirty (30) minutes, then the Teams may enter the Dressing Room and then return to the Field of Play. Following the delay, and before resuming play, the Referee will provide the Teams with at least ten (10) minutes to warm-up.
 - d. If the Referee and Match Commissioner determine that delay will be greater than thirty (30) minutes, then the Teams may enter Dressing Room and then return to the Field of Play. Following the delay, and before resuming play, the Referee will provide the Teams with at least fifteen (15) minutes to warm up.
 - e. The Referee and Match Commissioner may determine that the Match is suspended;
 - f. If the Match is suspended, then the Organizing Committee will determine the rescheduled date and time for the Match, which will occur within twenty-four (24) to forty-eight (48) hours of the originally scheduled time and the following will apply to the rescheduled Match:
 1. The Match will resume at the same minute, score, Players on the Field, substitutes Players, Yellow Cards, Red Cards, and number of substitutions per Team in place at the time of interruption. Players that received a Red Card may not participate and cannot be replaced with a substitute;
 2. Additional substitute Players may not be added for the Match;

3. If a Team has used all substitutions and a Player is unavailable to play the rescheduled Match due to injury (e.g., concussion) or illness, then the Team may replace the Player, provided that, the Organizing Committee will have the right to independently confirm the Player's unavailability. Such substitution will be deemed as substitution window and will provide the opposing Team with an additional substitution and substitution window; and
 - g. If the Match cannot be rescheduled, the Organizing Committee may determine to cancel the Match and determine the final result of the canceled Match.
- iv. Suspension Due to Racist or Discriminatory Chants. If racist or discriminatory chants occur during a Match the Referee, Match Commissioner, and Security Lead must follow the Racist / Discriminatory Protocol set forth by the Organizing Committee, including the following procedure set forth by FIFA:
 - a. Step 1: Stop the Match. If the proactive and reactive announcements are not effective in stopping the widespread racist or discriminatory behavior, the Match should be stopped by the Referee.
 - b. Step 2: Suspend the Match. If the discriminatory behavior continues and is widespread once the Match has restarted, the Match shall be suspended for a reasonable time, as determined by the Referee and Match Commissioner. The Referee shall require the Teams to return to the Dressing Rooms and a public announcement shall be made informing of the suspension.
 - c. Step 3: Abandon the Match. If suspending the Match proves ineffective in controlling the undesired behavior because (1) the discriminatory behavior does not cease once the Match has restarted, or (2) the Match was not able to be restarted, the Match may be abandoned. The decision to abandon the Match will be at the discretion of the Referees, Match Commissioner, Security Lead, and the Organizing Committee, taking into account security factors and overall public safety. If a Match is abandoned, the Organizing Committee shall determine whether to reschedule or cancel (and, if cancelled, a determination of the final result of) the Match.
8. **CRISIS MANAGEMENT PROCEDURE.** A Match may be interrupted by the Match Commissioner, the Security Lead, and/or the Referees in accordance with the following:
 - A. Match Commissioner and Security Lead identify the interruption;
 - B. Match Commissioner and Security Lead call a meeting of the Crisis Management Group;
 - C. Match Commissioner and Security Lead inform the Organizing Committee of the Crisis Management Group's recommendations to resolve the interruption;
 - D. Organizing Committee determines the resolution to the interruption, and then the Match Commissioner and Security Lead will inform the Teams, Referees and others (i.e., broadcasters, medical doctors, operations staff) involved in the Match;
 - E. Organizing Committee will notify the Clubs of the resolution to the interruption; and

- F. If the Match is rescheduled to another date or the Organizing Committee otherwise determines a press release necessary, an official press release will be made public through the official platforms.

IX. TICKETING

1. Each Club must comply with the terms of this Ticketing Policy and other the ticketing policies set forth by the Organizing Committee.
2. MLS Clubs must comply with the MLS regular season visitor allocation rules and guidelines.
3. MLS Clubs must make best efforts to provide Liga MX Clubs with additional inventory for visiting supporters, as requested by the Organizing Committee.
4. In addition to the tickets allocated to visiting Clubs pursuant to ticketing policies set forth by the Organizing Committee, visiting Clubs shall each receive: (i) one (1) suite, which will be allocated to visiting Club owners, general managers, VIPs, or additional Players that are otherwise not permitted to sit on the Team bench; (ii) one hundred (100) Category A tickets (i.e., lower bowl midfield/premium sideline); and (iii) two (2) parking passes.
5. To facilitate an equitable playing environment for LIGA MX Teams at the Stadiums, the Organizing Committee will provide LIGA MX Clubs with a set number of tickets for its fans to purchase, as determined by the Organizing Committee. If such tickets have not been purchased by the LIGA MX Team fans within forty-eight (48) hours prior to the start of a Match, the tickets will be returned to the Organizing Committee (e.g., tickets may be sold to general fans).

X. PRESS CONFERENCE AND AVAILABILITY WITH MEDIA

1. On MD-1, each Club must comply with the following media responsibilities:
 - A. Ensure that the Players and/or head coach attend and participate in the official Tournament press conference prior to or after the official MD-1 training;
 - B. Ensure that the Team head coach and at minimum one (1) Player will attend the official Tournament press conference. Such press conference will have a maximum duration of thirty (30) minutes;
 - C. Open the Team's MD-1 training for a minimum of fifteen (15) minutes and allow media to b-roll capture;
 - D. Ensure that Player(s) are available for one-on-one interviews with Rights Holders and official Tournament channels, as pre-determined between the Club, the Organizing Committee, and Rights Holders. Such one-on-one interviews may be accomplished prior to MD-1, in coordination with the Organizing Committee and Rights Holders; and
 - E. Ensure that at least two (2) Players are available in a media mixed-zone for interviews either immediately before or after MD-1 training session. Such mixed-zone interviews will have a maximum duration of five (5) minutes for each participating Player.
2. On Match Day, each Club must comply with the following media responsibilities:
 - A. Ensure that Player(s) are available for pre-game interviews off the bus, as pre-determined between the Club, the Organizing Committee, and Rights Holders;
 - B. Ensure that the Team head coach participates in the post-Match press conference;
 - C. Ensure that Players are available in a media mixed zone for interviews following the Match in accordance with the Leagues Cup Policies. Such mixed-zone interviews will have a maximum duration of five (5) minutes for each participating Player; and
 - D. Post-game flash interviews by Players.
3. Following a Match, the Organizing Committee will select a Player as the "Man of the Match". The Man of the Match will be announced on the Stadium video board and if the Man of the Match is a player of the Club, then such Club will ensure that the Player is available to take a photo and/or conduct an interview with MLS Season Pass talent, as determined by the Organizing Committee, in front of sponsored backdrop placed at/by the Field.
4. If a Player receives a Red Card during the Match or otherwise left the Match due to injury, illness or medical emergency, the Player cannot participate in any post-Match media mixed zone and flash interview. If the Team coach received a Red Card during the Match, the coach cannot participate in any post-Match press conference, and the Club assistant coach must participate in such mixed zone and flash interviews.

XI. FRIENDLY MATCH POLICY

1. **MLS Clubs.** MLS Clubs are subject to the restrictions and scheduling principles outlined in the MLS Exhibition Games Policy of the MLS Club Commercial Rules.
2. **LIGA MX Clubs.**
 - A. **Friendly Matches in Mexico.** LIGA MX Clubs may not play friendly matches in Mexico from July 25, 2024 until their elimination from the Tournament.
 - B. **Friendly Matches in the United States and Canada.**
 - i. LIGA MX Clubs may play friendly matches in the United States or Canada from January 1, 2024 until June 29, 2024 as long as (1) the LIGA MX Club provides written notice to the Organizing Committee at least thirty (30) days prior to the public announcement of such match and (2) the match is at least 100 miles from (i) any Stadium where the LIGA MX Club is scheduled to play a Match in the Group Stage and (ii) any Stadium that is pre-selected by the Organizing Committee to host a Knockout Stage Match.
 - ii. LIGA MX Clubs may not play friendly matches against MLS Clubs or any other friendly matches in the United States or Canada from June 30, 2024 until September 2, 2024.
3. **Champions.** Notwithstanding the foregoing, the MLS Champion and LIGA MX Champion may play friendly matches in Mexico, the United States or Canada until three (3) days prior to the Round of 32.

XII.AWARD CEREMONY PROTOCOL

1. **OVERVIEW.** The Organizing Committee will be responsible for the organization of Tournament awards ceremonies. The Organizing Committee retains the right to commercialize any awards in connection with the Tournament (i.e., [sponsor] Man of the Match).
2. **AWARDS.**
 - A. The Team that wins the Final will be deemed “Leagues Cup Champion.”
 - B. The Team that wins the Final will receive fifty (50) first place medals.
 - C. The second place Team will be awarded fifty (50) second place medals.
 - D. The Referees that participated in the Final will receive an award to be determined by the Organizing Committee (i.e., medals).
 - E. Awards will be given for the Best Player, Best Goalkeeper, and Top Scorer of the Tournament.
 - i. For the Top Scorer award, if there is a tie between two (2) or more Players, the Player who scored the goals in fewer minutes of participation will be deemed the winner;
 - ii. If there is still a tie, the Player with more goal assists will be deemed the winner; and
 - iii. If there is still a tie, it will be determined that each Player involved will receive a trophy.
3. **AWARD CEREMONY PROTOCOL.**
 - A. All Players who receive an award must receive their medal while wearing the official Team uniform. Players may not wear commemorative jerseys or flags of their countries.
 - B. Only authorized members of the Technical Staff (i.e., those that were registered as part of the Technical Staff in the Competition System) may receive a medal. Children, family members or any other person not part of the Club Delegation may not receive a medal.
 - C. During the award ceremony, only Teams, Club Delegation, Referees, Tournament personnel, Organizing Committee members, and Rights Holders may be present in the Field of Play. For clarity, all media, photographers, and other television channels must remain outside of the Field of Play. The Players’ families may enter the Field of Play once the award ceremony is complete.
4. **LEAGUES CUP TROPHY.** During the award ceremony, the Leagues Cup Trophy will be presented to the Club of the Team that wins the Final. The Club must return the Leagues Cup Trophy to the Organizing Committee. The Organizing Committee will provide the winning Club with a replica of the Leagues Cup Trophy to keep permanently after the Tournament.

XIII. ENFORCEMENT POLICY

1. **SUMMARY.** This Enforcement Policy sets forth the policy on which the Organizing Committee will review and sanction infractions and/or violations of the Tournament Regulations and other rules and guidelines set forth by the Organizing Committee. The Organizing Committee reserves the right to take enforcement action outside the scope of this Enforcement Policy, including for egregious violations of Tournament Regulations or patterns of misconduct or non-compliance with these Tournament Regulations.
2. **DISCIPLINARY COMMITTEE.**
 - A. The Disciplinary Committee will apply, interpret, and enforce the Tournament Regulations. The Disciplinary Committee may:
 - i. Review potential instances of a clear and obvious error relating to an on-Field disciplinary decision by the Referees, including Red Cards;
 - ii. Review actions of the Club Delegation that are in violation of the Tournament Regulations;
 - iii. Determine the severity of any violation of Tournament Regulations and determine the applicable sanction. For clarity, Disciplinary Committee review will not be limited to conduct that occurs during a Match and will not be limited to whether a Referee or Match Commissioner penalized a violation before, during, and/or after a Match;
 - iv. As determined by the Disciplinary Committee, apply the following non-exhaustive list sanctions: cautions, warnings, economic sanctions, deduction of points in the Group Stage, elimination in the Knockout Stage, suspension, and/or disqualification from the Tournament;
 - v. Notify the applicable Club of any summons, notifications and decisions made by the Disciplinary Committee, which will be effective as of the date of such notification.
 - B. Disciplinary Committee Claims.
 - i. Organizing Committee Claims. The Organizing Committee may report any incident to the Discipline Committee without limitation.
 - ii. Club Claims.
 - a. Only an Official from a Club may submit a claim to the Disciplinary Committee.
 - b. Claims submitted to the Disciplinary Committee must be submitted:
 1. In writing to disciplinary@leaguescup.com;
 2. with evidentiary support for the claim, including the alleged infringement, a statement of the facts, evidence, and a list of the proposed witnesses with a summary of the reasonably foreseeable witness testimony;
 3. A payment of five thousand U.S. Dollars (\$5,000), which may be deducted from the submitting Club's participation fees; and

- 4. No later than twenty-four (24) hours after the conclusion of a Match. Any submission received after the foregoing deadline will not be accepted unless otherwise permitted by the Disciplinary Committee in its sole discretion.
- c. The Disciplinary Committee will only review claims related to the Referees' decisions related to a Match that were penalized or reported by the Referees. All other Referee decisions are final with the exception of the clear and obvious case of error decision by the Referee set out in Section XIII Section 2(A)(ii)(a).
- d. Failure to comply with any of the aforementioned requirements may result in the denial by the Disciplinary Committee to review a claim.
- iii. Once a claim is submitted, the Club may not submit any further documentation or evidence unless otherwise requested by the Disciplinary Committee. When reviewing a claim, the Disciplinary Committee may consider, among other sources, Referee, Match Commissioner, and/or Security Lead reports, statements of the parties involved in any incident (e.g., witnesses), expert opinions, recordings, videos, and digital or graphic elements.
- iv. The decisions of the Disciplinary Committee may only be appealed to the Appeals Committee in accordance with this Enforcement Policy.
- C. Disciplinary Committee Sessions.
 - i. The Disciplinary Committee will meet to review submitted claims following each round of the Group Stage and Knockout Stage. The Disciplinary Committee may meet in person, by telephone, videoconference and/or any other electronic means.
 - ii. Disciplinary Committee decisions will be made by a simple majority of the Disciplinary Committee members.
 - iii. The decision reports of the Disciplinary Committee will be delivered to the applicable Clubs and may be published on the official website of the Tournament, as determined by the Organizing Committee. The Organizing Committee retains the right to redact any published decision reports in its sole discretion.]

3. APPEALS COMMITTEE.

- A. The Appeals Committee will apply, interpret, and enforce appeal claims submitted by an Appellant in response to decisions issued by the Disciplinary Committee.
 - i. The Appeals Committee may confirm, revoke, or modify decisions issued by the Disciplinary Committee, provided that, the appealed decision cannot be modified to the detriment of Appellant beyond the original decision of the Disciplinary Committee.
 - ii. The Appeals Committee will apply and interpret the Tournament Regulations in reviewing appeals.
- B. Appeals.
 - i. Organizing Committee Appeals. The Organizing Committee may report any incident to the Appeals Committee without limitation.
 - ii. Club Appeals.

- a. Only an Official from the appealing Club may submit an appeal to the Appeals Committee.
 - b. Appeals submitted to the Appeals Committee must be submitted:
 - 1. In writing to appeals@leaguescup.com, with copy to Disciplinary Committee disciplinary@leaguescup.com;
 - 2. with evidentiary support for the appeal, including the alleged infringement, a statement of the facts, evidence, and a list of the proposed witnesses with a summary of the reasonably foreseeable witness testimony;
 - 3. A payment of five thousand U.S. Dollars (\$5,000), which may be deducted from the submitting Club's participation fees. If the appeal is successful, the foregoing amount will be returned to the Club.
 - 4. No later than twenty-four (24) hours after an Appellant receives a decision notice from the Disciplinary Committee.
 - c. The Appeals Committee will not review appeals related to: (i) Yellow Cards; (ii) a one (1) Match suspension, except in the case of a clear and obvious case of error by the Referee as determined by the Disciplinary Committee; and (iii) incidents that have not been previously decided by the Disciplinary Committee.
 - d. Once an appeal is submitted, the Appellant may not submit any further documentation or evidence unless otherwise requested by the Appeals Committee.
 - e. Failure to comply with any of the aforementioned requirements may result in the denial by the Appeals Committee to review an appeal.
- iii. The decision issued by the Appeals Committee will only be appealable before the Court for Arbitration for Sport (CAS), based in Lausanne, Switzerland, within a period of twenty-one (21) calendar days after notification of the appealed decision. CAS does not review matters regarding violations of the Laws of the Game or for suspensions of less than four (4) games or three (3) months.
- C. Appeals Committee Sessions.
 - i. The Appeals Committee will meet twenty-four (24) hours after receiving the appeal.
 - ii. The Appeals Committee may meet in person, by telephone, videoconference and/or any other electronic means.
 - iii. Appeals Committee decisions will be made by a simple majority of the Appeals Committee members.
 - iv. The decisions of the Appeals Committee will be delivered to the applicable Club and may be published on the official website of the Tournament, as determined by the Organizing Committee. The contents of any published decision are solely determined by the Organizing Committee.

4. SANCTIONS.

- A. The Organizing Committee may, without limitation, issue, interpret, and enforce sanctions, which may be appealed in accordance with these Tournament Regulations.
- B. Club Sanctions.
 - i. Clubs are responsible for the improper conduct of their Club Delegation and other personnel, whether or not they are accredited during a Match.
 - ii. Clubs who commit the following may be subject to sanctions:
 - a. Failure to maintain a neutral stance on political and/or religious issues;
 - b. Conduct that is detrimental to Fair Play, the sport, and federated soccer in general;
 - c. Those who do not address with respect, prudence, honesty, or those who do not provide clear and truthful information to the media and/or social networks;
 - d. Any Player, member of the Technical Staff, Club Delegation member and/or Official or Club who, through the media and/or social networks, criticizes or makes negative comments about the Tournament, refereeing and/or VAR will be subject to a fine of up to fifty thousand U.S. Dollars (\$50,000);
 - e. Failure to make adequate use of the video board;
 - f. Failure to submit its Roster of Players and Technical Staff on the stipulated dates and times;
 - g. Failure to present Team uniforms (Players and goalkeepers) on the established dates;
 - h. Failure to cause Team to arrive at the Stadium ninety (90) ninety minutes before the start of the Match;
 - i. Failure to present the Lineup to the Referee ninety (90) minutes before the start of the Match in accordance with Tournament Regulations;
 - j. Delay to the start of the first half or second half of the Match for any reason;
 - k. Club Delegation entering the Field of Play, Field and/or Dressing Rooms to assault or consummate aggression to the Referee, Match Commissioner, Players, Technical Staff, or other Match Officials;
 - l. Club Delegation remaining on the Field of Play when requested to move by the Referees and/or Match Officials;
 - m. Club Delegation smoking or vape on the Field of Play, tunnels, corridors and/or technical area;
 - n. Failure to use the official Tournament Balls in accordance with Tournament Regulations;
 - o. Failure to make good faith efforts to promote the Tournament as requested by the Organizing Committee, including through tentpole events, social media, regular season matches, community programs, or content; and
 - p. Failure to comply with the Tournament Regulations, and other protocols, guidelines, and directives applicable to the Tournament.

- q. Failure to comply with the media operations plan (e.g., player and coach participation in a pre-Match press conferences, content production, and press events) or the marketing plan;
- r. Failure to provide use of the Club's Stadium or an alternative, suitable venue, as requested by the Organizing Committee;
- s. Failure to comply with the Exhibition Game Policy; and
- t. Failure to provide a competitively equal environment to visiting Clubs (e.g., failure to provide the training facility or Stadium accommodations equivalent to MLS regular season matches or failure to abide by locker room timing protocols during Matches).

iii. Clubs may be subject to the following sanctions:

- a. Warning;
- b. Cautions;
- c. Fine or economic sanctions;
- d. Prize cancellation;
- e. Play behind closed doors (e.g., no fans);
- f. Match with a limited number of spectators;
- g. Play on neutral ground;
- h. Veto notice;
- i. Stadium veto;
- j. Forfeiture;
- k. Annulment of the result of a Match;
- l. Exclusion from ongoing or future competitions; and/or
- m. Financial sanctions from one thousand U.S. Dollars (\$1,000) up to fifty thousand U.S. Dollars (\$50,000).

C. Club Delegation Sanctions.

i. Club Delegation members may be subject to the following sanctions:

- a. Warning;
- b. Fine or economic sanctions;
- c. Time suspension;
- d. Match suspension;
- e. Temporary suspension;
- f. Prohibition of access to the Field, the Dressing Rooms, or to sit on the substitute bench;
- g. Prohibition of access to Stadiums; and/or

- h. Prohibition of exercising any activity in the Tournament.
 - ii. If Club Delegation members from the Finalist Team, including Players, Technical Staff, and Officials, do not comply with award ceremony protocols set forth by the Organizing Committee, then Disciplinary Committee will fine the Club one hundred thousand U.S. Dollars (\$100,000).
- D. Player Sanctions.
 - i. Players who commit any of the following may be subject to additional sanctions, regardless of whether the Players were warned or sanctioned by the Referees or Match Officials:
 - a. Threaten the Referees and/or Match Officials on the Field, entrances, corridors, Dressing Rooms or any place inside the Stadium, before, during and/or after the Match: 1 to 3 Match suspension;
 - b. Breach the principles of sportsmanship and Fair Play, through actions and/or mockery towards Referees and/or Match Officials, Players, Clubs, spectators, or Tournament staff: 1 to 3 Match suspension;
 - c. Enter the Field to insult Players, Referees and/or Match Officials: 1 to 3 Match suspension;
 - d. Incite, provoke, disrespect or insult any Player or Technical Staff, including persons from the same Club: 1 to 3 Match suspension;
 - e. Insult to a person authorized by the Organizing Committee to enter the Field, regardless of the function performed, before, during and/or after the Match: 1 to 3 Match suspension;
 - f. Disrupt a Match by any means, even if the Player has been ejected from the Match: 1 to 3 Match suspension;
 - g. Failure to diligently abide by the provisions of the Referees and/or Match Officials: 1 to 2 Match suspension;
 - h. Incite the public to carry out inappropriate, aggressive or vandal acts against any person: 1 to 4 Match suspension;
 - i. Start or participate in a mass confrontation: 1 to 6 Match suspension; or
 - j. Failure to comply with Tournament Regulations: 1 to 3 Match suspension.
 - ii. Players may also be subject to financial sanctions, which may range from two hundred U.S. Dollars (\$200) to fifty thousand U.S. Dollars (\$50,000).
 - iii. Notwithstanding anything to the contrary, the Disciplinary Committee reserves the right to replace any Match suspension with any of the following sanctions:
 - a. Warning;
 - b. Fine or economic sanctions;
 - c. Time suspension;

- d. Prohibition of access to the Field or the Dressing Rooms;
 - e. Prohibition of access to Stadiums; and/or
 - f. Prohibition of exercising any activity in the Tournament.
- E. Technical Staff Sanctions.
- i. When a member of the Technical Staff commits an infraction, but the offender cannot be identified, the Team's head coach will be responsible for fulfilling the sanction.
 - ii. Technical Staff who commit any of the following may be subject to sanctions, regardless of whether the Players were warned or sanctioned by the Referees or Match Officials:
 - a. Threatening Referees and/or Match Officials on the Field, entrances, corridors, Dressing Rooms or any place inside the Stadium, before, during and/or after the Match: 1 to 3 Matches;
 - b. Breaching the principles of sportsmanship and Fair Play, through actions and/or mockery towards Referees, Match Officials, Players, Clubs, spectators, and/or Leagues Cup: 1 to 4 Matches;
 - c. Conducting excessive goals celebration: 1 to 2 Matches;
 - d. Smoking / vaping on the Field, benches, technical area, and Dressing Rooms before, during and/or after the Match: 1 Match;
 - e. Entering the Field of Play to insult Players, Referees and/or Match Official: 1 to 6 Matches;
 - f. Insulting a person authorized by the Organizing Committee to enter the Field, regardless of the function performed, before, during and/or after the Match: 1 to 3 Matches;
 - g. Disrupting a Match by any means, even if the individual has been ejected from the Match: 1 to 5 Matches;
 - h. Engaging in persistent unacceptable behavior (including repeated warning offenses): 1 to 2 Matches;
 - i. Delaying in any way the start or restart of the Match or ordering the Technical Staff or substitute Players to enter the Field of Play with the purpose of deliberately delaying the start or restart of the Match: 1 to 3 Matches;
 - j. Faking aggressions from the spectators: 1 to 3 Matches;
 - k. Inciting the public against the Referees, Match Officials or Leagues Cup: 1 to 5 Matches;
 - l. Inciting the public to carry out inappropriate, aggressive or vandal acts against any person: 1 to 4 Matches;
 - m. Starting or participating in a mass confrontation: 1 to 6 Matches; or
 - n. Failing to comply with Tournament Regulations: 1 to 3 Matches.

- iii. Technical Staff may also be subject to financial sanctions, which may range from two hundred U.S. Dollars (\$200) to fifty thousand U.S. Dollars (\$50,000).
 - iv. Notwithstanding anything to the contrary, the Disciplinary Committee reserves the right to replace any Match suspensions with any of the following sanctions:
 - a. Warning;
 - b. Fine or economic sanctions;
 - c. Time suspension;
 - d. Prohibition of access to the Field or the Dressing Rooms, or to sit on the substitute bench;
 - e. Prohibition of access to Stadiums; and/or
 - f. Prohibition of exercising any activity in the Tournament.
- F. Yellow Card and Red Card Sanctions. Yellow Card or Red Card sanctions may be increased to fines or sporting sanctions, on a case-by-case basis. For clarity, Yellow Card and Red Card decisions may not be appealed until after the Disciplinary Committee has notified the applicable parties of its decision.
- G. Misalignment.
- i. Misalignment shall include any of the following situations:
 - a. When a Player who is not registered in the Lineup enters the game during the Match, either as a starter or a substitute;
 - b. When a Player or Technical Staff member is registered in the Lineup at the same time that they are, for any reason whatsoever, suspended by the Disciplinary Committee, MLS, LIGA MX, Concacaf, FIFA and/or CAS;
 - c. When there is an attempt to impersonate Players or Technical Staff members; and
 - d. When there is a violation of the substitution rules set forth in the Tournament Regulations.
 - ii. Clubs may be subject to sanctions due to committing a Misalignment.
 - iii. It may not be considered a Misalignment when a Player or member of the Technical Staff appears on the bench . Such instances may be referred to the Disciplinary Committee to determine corresponding sanctions, if deemed necessary by the Organizing Committee.
 - iv. Clubs that commit a Misalignment will forfeit the Match, awarding the opposing Team with the three (3) points for the Match or advancement to the next Knockout Stage Match.
 - a. In the event that the score of a Match was tied 0-0, the final score will be 1-0 in favor of the Team that did not commit a Misalignment.
 - b. In the event that the score of a Match was tied 1-1 or higher (e.g., 2-2), the goals scored by the Team that did not commit a Misalignment will be awarded. The goals scored by the Team that committed a Misalignment will be zero (0).

- c. For purposes of the Top Scorer Table, the goals scored by the Players of the Team that committed a Misalignment will not be awarded.
- v. If both Teams commit a Misalignment, then neither Team shall receive points or goals for such Match. During the Knockout Stage, both Teams that commit a Misalignment will be deemed to have lost such Match and the next opposing Team will automatically move on to the next round automatically (in the case of this happening during the Knockout Stage). For example, if both Teams commit a Misalignment during the Round of 32 and the winner of such Match would have played Team A, Team A will automatically move on to the Round of 8.
- vi. In addition, the Club that committed a Misalignment may be subject to economic sanctions of twenty-five thousand U.S. Dollars (\$25,000).

H. Match Suspensions.

- i. Match suspensions must be fulfilled as set forth by the Disciplinary Committee. Unless otherwise determined by the Disciplinary Committee, must be served immediately. For clarity, a person who has been suspended will be prevented from carrying out all activities of a sporting nature.
- ii. The suspensions imposed on Players and Technical Staff members must be fulfilled in Matches and may not be fulfilled via other competitions, except to the extent approved by the Organizing Committee and the governing body of such other competition.
- iii. As a general rule, in the Tournament, serious cases may result in a sanction of 5 or more suspended Matches.
- iv. Club Delegation members may only remain in locker rooms or Club suites following receipt of a Red Card. Such suspended Club Delegation member will not make protests, claims to Referees and/or Match Officials, or otherwise insult any person, including after the Match has ended.
- v. Club Delegation members who have received a suspension, including Players and Technical Staff, may not enter the Field of Play, Field, or locker rooms before, on the Match Day in which the suspension is being fulfilled, and may only remain in their locker room or Team suite.
- vi. Players and/or Technical Staff who are suspended from a Match may watch the Match from a box club suite in the Stadium or in an area isolated from spectators, as approved by the Organizing Committee.
- vii. Head coaches who receive a Red Card during a Match or are serving a suspension may not attend press conferences for the applicable Match and the assistant coach will be responsible for attending such press conferences.
- viii. Players and Technical Staff of Clubs who do not continue in the Tournament that have pending sanctions must comply with all discipline in the next edition of the Tournament.
- ix. Pending sanctions from each League's respective regular seasons may not be carried over to fulfill in the Tournament.

- x. Club Delegation, including Players and Technical Staff who, do not comply with this Section of the Tournament Regulations will receive an additional one (1) Match suspension.
- I. Economic Sanction Principles.
 - i. Economic sanctions (e.g., fines) will be paid by the Club in accordance with the following:
 - g. A Club is responsible for the economic sanctions imposed on its Club Delegation, including Players; and
 - h. Such economic sanctions may be deducted from a Club's participation fees.
 - ii. The amounts collected from disciplinary procedures, appeals and economic sanctions herein will be allocated to a social responsibility initiative determined by the Organizing Committee.
 - iii. The Organizing Committee retains the discretion to modify the economic sanctions set forth in these Tournament Regulations.
 - iv. Economic Sanctions will be calculated in United States Dollars (USD).

**Exhibit A
Definitions**

| Term | Definition |
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| "Accreditation" | The Organizing Committee's approval to receive a Credential. |
| "AED" | Automatic external defibrillator. |
| "ALS" | Advanced life support. |
| "Appeals Committee" | The Tournament committee with the authority to review appeals asserted in response to infractions and/or violations of the Tournament Regulations or Leagues Cup Policies. |
| "Appellant" | The person or entity that appeals a decision of the Disciplinary Committee to the Appeals Committee. |
| "AVAR" | Assistant video assistant referee. |
| "Ball Kid" | A person between the ages of 14 and 18 selected to assist with ball distribution and replacement at Ball Stands during a Match. |
| "Ball Kids Supervisor" | The person designated by the Host Club to be responsible for the training and management of the Ball Kids for a Match. |
| "Ball Stand" | The specific stands located around the Field at a Match to hold Tournament Balls. |
| "Best Goalkeeper" | Distinction given to the best goalkeeper of the Tournament as determined by the Organizing Committee. |
| "Best Player" | Distinction given to the best Player of the Tournament as determined by the Organizing Committee. |
| "Brutality" | Actions with excessive force with the purpose of causing harm to another person regardless of whether done through clumsiness or negligence. |
| "Category A" | The lower bowl midfield/preferred sideline section of a Stadium. |
| "CCTV" | Closed circuit television or similar surveillance camera platforms at a Stadium. |
| "Close Call Replays" | Replays of game play during critical Match situations where Referee decisions may be extremely close or difficult to determine. |
| "Club Delegation" | Players, Technical Staff, medical personal, officers, employees, representatives, contractors, agents, and any other persons performing functions on behalf of the Club. |

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| “Club” | A LIGA MX club or MLS club participating in the Tournament. |
| “Competition Committee” | The Tournament committee with the authority to structure all competition matters and related subcommittees for the Tournament. |
| “Competition System” | The software provided by the Organizing Committee for Clubs to provide the Players and Technical Staff participant lists, Rosters, and other related information. |
| “Concacaf” | The Confederation of North America, Central America, and Caribbean Association Football. |
| “Concacaf Referee Committee” | A Concacaf committee that appoints and oversees refereeing matters for all Concacaf-sanctioned tournaments, including Leagues Cup. |
| “Credential” | A device issued by the Organizing Committee that grants varying levels of access to Matches for individuals who will be performing an official working duty. |
| “Crisis Management Group” | A group comprised of the following representatives, where applicable: Match Commissioner, Security Lead, Stadium authorities, private security manager, municipal and/or state public security manager, Venue Medical Director, Venue Media Officer, Referee, and members of the Tournament Operations Center, that provides recommendations to Stadiums regarding Match interruption or postponement due to an Emergency Event or other incidents. |
| “Disciplinary Committee” | The Tournament committee designated by the Organizing Committee with the authority to review and enforce violations of the Tournament Regulations, Leagues Cup Policies, and other rules set forth by the Organizing Committee. |
| “Disrespect” | To use derogatory language, to complain, to contravene, to disapprove of decisions, or to show Unsportsmanlike Conduct. |
| “Dressing Rooms” | Physical space at the Stadium for the exclusive use of Players, Officials, Referees, Match Officials, and Technical Staff. |
| “Emergency Action Plan” or “EAP” | A document to facilitate and organize employer, employee and guests or fan actions during stadium emergencies. |
| “East Region” | The following collection of Clubs in the eastern portion of the United States: FC Cincinnati; New York City FC; Club Queretaro; Orlando City; Atletico de San Luis; CF Montreal; Club Tigres; Club Puebla; Inter Miami CF; Philadelphia Union; Charlotte FC; Cruz Azul; New England Revolution; Nashville SC; Mazatlan FC; Club Pachuca; New York Red Bulls; Toronto FC; |

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| | Atlanta United; Club Santos Laguna; D.C. United; Club America; and Columbus Crew. |
| “Emergency Event” | Any circumstance beyond a person’s reasonable control and without contribution of fault of such person, including, but not limited to, fire, flood, storm, accident, riots, acts of God, interference by civil or military authorities, orders, regulations or direction by public authority, labor disputes including strikes, management lockouts or other work stoppage, or pandemics or epidemics. |
| “Excessive Force” | Actions with advantage that are improper, unlawful, unreasonable and/or put the physical integrity of the adversary at risk. |
| “Fair Play Table” | A point-based system on which the number of Yellow Cards and Red Cards are counted for Players and Technical Staff in accordance with the following: <ol style="list-style-type: none"> 1. First Yellow Card: 1 point; 2. Second Yellow Card (i.e., indirect Red Card): 3 points (inclusive of the first Yellow Card); 3. Direct Red Card or other sporting suspensions determined by the Disciplinary Committee: 3 points; and 4. Yellow Card followed by a direct Red Card: 4 points. |
| “Fair Play” | A concept that embodies fundamental values integral to the sport of soccer such as fair competition, respect, team spirit, equality, integrity, and solidarity. |
| “Field of Play” | Collectively, (i) the entire playing surface up to and including the field board signage; (ii) all equipment on the Field (i.e., goals, benches, bench shields, corner flags, hydration equipment, etc.); and (iii) the open areas, concert stages, temporary or permanent hospitality areas, plaza areas, stadium retaining/concourse walls, railings, seating bowl, etc. extending thirty feet (30’) up and out from the field boards when set in the standard MLS field board position. In the event that any portion of the field retaining wall is further than thirty feet (30’) from the standard MLS field board position, then Field of Play means the area from the field boards up to and including the field retaining wall. |
| “Field” | A field consistent with the Laws of the Game as promulgated by IFAB (e.g., a field will be at minimum 110 yards long by 70 yards wide or when available, 115 yards long by 74 yards wide). |
| “FIFA” | The Fédération Internationale de Football Association. |

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| "FIFA Anti-Doping Regulations" | The rules set out by FIFA regarding the ability of soccer players to use certain controlled substances. |
| "FIFA International List of Match Officials" | FIFA's list of referees worldwide that are qualified to officiate international soccer matches. |
| "Final" | The Tournament's final Match. |
| "Finalist Teams" | Teams that are participating in the Final. |
| "FMF" | Federación Mexicana de Fútbol Asociación, A.C. |
| "Fourth Official" | A referee that assists the Referee and assistant Referees off the Field by assisting with administrative functions, managing the Player substitutions, monitoring Team benches, and conducting uniform and equipment checks. |
| "Group Stage" | The initial stage of Leagues Cup Matches taking place from July 26 through August 5, 2024 in which all forty-seven (47) Clubs will participate. |
| "Host Club" | An MLS Club that hosts a Match at the stadium where it plays its MLS regular season home matches at or another Stadium as determined by the Organizing Committee; provided that (i) in the event of a LIGA MX vs LIGA MX Match at a non-MLS Stadium, the Host Club shall be the Organizing Committee in consultation with the Stadium operator and (ii) in the event of a LIGA MX vs LIGA MX Match at an MLS Stadium, the MLS Club that plays its MLS regular season home matches shall be the Host Club. |
| "IFAB" | International Football Association Board |
| "Knockout Stage" | The Round of 32, Round of 16, Quarterfinals, Semifinals, Third-Place Match and Final. |
| "Laws of the Game" | IFAB Laws of the Game. |
| "League" | MLS or LIGA MX. |
| "Leagues Cup Committees" | The Organizing Committee, the Competition Committee, the Disciplinary Committee, and the Appeals Committee. |
| "Leagues Cup Policies" | The protocols, guidelines, and directives established by the Leagues Cup Committees. |
| "Leagues Cup Ranking Table" | The collective ranking of the MLS and LIGA MX Clubs, excluding the MLS Champion and LIGA MX Champion, based on their most recent thirty-four (34) regular season matches (i.e., for MLS Clubs, the MLS Supporters Shield and for LIGA MX Clubs, the LIGA MX standings from the Clausura and Apertura |

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| | tournaments), subject to MLS Supporter’s Shield tie-breaking criteria. |
| “Leagues Cup” | The annual bracket tournament featuring MLS Teams and LIGA MX Teams. |
| “LIGA MX Champion” | The LIGA MX Club with the most points accumulated in the most recent Clausura and Apertura tournaments. |
| “LIGA MX Club” | A Club that is a member of LIGA MX. |
| “LIGA MX Security” | LIGA MX security from the LIGA MX office. |
| “LIGA MX” | The tier 1 professional soccer league organized and promoted in Mexico by FMF. |
| “Lineup” | The definitive list of names of twenty-three (23) Players and ten (10) Technical Staff from the Roster who will participate in a Match as submitted on the Competition System. |
| “Match Commissioner Report” | Report submitted by the Match Commissioner after a Match to the Disciplinary Committee. |
| “Match Commissioner” | A person designated by the Organizing Committee who is responsible for overseeing the planning and delivery of a Match. |
| “Match Coordination Meeting” | Meeting held by the Organizing Committee on MD-1, or as otherwise determined by the Organizing Committee, to organize various competition and operations matters including the uniforms for each Club. |
| “Match Day” or “MD” | The day on which a Match is held. |
| “Match Day-1” or “MD-1” | The day before a Match. |
| “Match Officials” | Lead Operations personnel, Match Commissioners, Technical Study Groups, Venue Medical Directors, Venue Media Officer, Security Leads and other personnel deemed necessary for the operation of the Match by the Organizing Committee. |
| “Match Report” | The report a Referee submits on the Competition System after each Match which includes all incidents related to such Match. |
| “Match” | Any match played as part of the Tournament. |
| “Medical Service Area” | An area in a Stadium where Players, coaches, and Match Officials may receive medical assistance and/or services. |
| “Medical Sideline Review” or “MSR” | The review procedure between the medical supervisor and Tournament Spotter with the Venue Medical Director allowing for near instant review of potential head injuries using video replay and audio. |

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| “Misalignment” | Any of the following situations: (i) a Player who is not registered in the Lineup enters the game during the Match, either as a starter or a substitute; (ii) a Player or Technical Staff is registered in the Lineup while suspended by the Disciplinary Committee, MLS, LIGA MX, Concacaf, FIFA and/or CAS; (iii) an attempt to impersonate Players or Technical Staff; and (iv) a violation of the substitution rules set forth in the Tournament Regulations. |
| “MLS” | The tier 1 professional soccer league organized and promoted in the United States by Major League Soccer, L.L.C. |
| “MLS Club” | A Club that is a member of MLS. |
| “MLS Champion” | The MLS Club that won the most recent MLS Cup. |
| “MLS Security” | Security personnel from the MLS office. |
| “Neutral” | Referees that are not affiliated with MLS, LIGA MX, the United States, or Mexico. |
| “Official” | Any person exercising a function within a Club, irrespective of his/her title or the nature of their function (i.e., administrative, sporting, etc.). For the purposes of this definition, Players and Technical Staff are excluded. |
| “Organizing Committee” | The Leagues Cup committee composed of representatives from LIGA MX and MLS to organize, structure, lead and control the Tournament and to develop all regulations, guidelines and protocols related to the Tournament. |
| “Penalty Kick Procedure” | The IFAB Laws of the Game procedure to be followed if a Penalty Kick shootout is needed to determine the winner of a Match at the end of regular time. |
| “Penalty Kick” | A free kick at the goal from the penalty spot when only the goalkeeper is allowed to defend. |
| “Penalty Kicker” | A Player who is eligible to take a Penalty Kick. |
| “Player” | A soccer player on a Team, as determined by the respective Club and registered in the Competition System. |
| “Preliminary Lineup” | The preliminary list of names of the twenty-six (26) Players and ten (10) members of the Technical Staff from the Roster who will participate in a Match as submitted on the Competition System on MD-1. |
| “Quarterfinals” | The fourth stage of Leagues Cup Matches taking place from August 16 through August 17, 2024 in which only eight (8) Teams participate. |

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| "Red Card" | A punishment where a Player is ejected from the Match and suspended from their Team's following Match, which is given by a Referee to a Player as a result of such Player's serious misconduct as determined by the Referee in accordance with the Tournament Regulations, including as a result of two Yellow Cards in the same Match. |
| "Referee" | A Match official who watches the Match to ensure that the rules are adhered to including assistants, Fourth Officials, VAR, AVAR, and reserve assistants. |
| "Registration Period" | The period of time beginning July 11, 2024 and ending July 16, 2024 at 11:59pm (Eastern Standard Time) in which Clubs must submit the list of Club Players and Technical Staff that will be participating in the Tournament to the Organizing Committee via the Competition System. |
| "Regular Time" | Ninety (90) minutes of a Match plus any applicable stoppage time. |
| "Return to Participation" or "RTP" | The decision-making process of returning an injured or ill Player to practice or competition, which ultimately leads to medical clearance of a Player for full participation. |
| "Rights Holders" | Media organizations who own the media rights to produce, broadcast and distribute Tournament content, photographs, and footage on a live and/or delayed basis. |
| "Roster" | The official rosters of up to thirty (30) eligible Players submitted to the Organizing Committee by a Club via the Competition System. |
| "Round of 16" | The third stage of Leagues Cup Matches taking place from August 11 through August 13, 2024 in which sixteen (16) Teams will participate. |
| "Round of 32" | The second stage of Leagues Cup Matches taking place from August 7 through August 9, 2024 in which thirty-two (32) Teams will participate. |
| "SCAT" | Sport concussion assessment tool. |
| "Security Lead" | A person designated by Tournament Security who is responsible to oversee the planning and delivery of safety and security for a Match. |
| "Semifinals" | The fifth stage of Leagues Cup Matches taking place on August 21, 2024 in which four (4) Teams will participate. |
| "Serious Foul Play" | A Player who uses Brutality against another Player when contesting a ball in play (i.e., ball in action during a Match), including (i) a tackle that endangers a Player; and (ii) a lunge at |

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| | a Player in the contest for the ball from the front, the side or behind using one or both legs with excessive force and endangering the physical integrity of the Player. |
| "Stadium Inspection" | An inspection to verify the condition of the Stadium and inform the Host Club of the identified faults in order to make the corrections, including the condition of the Field, Field marking, substitute benches, corner pennants, electronic substitution board, billboards, positions of the television cameras in the area surrounding the Field, press area, entrance access to the Field upon Accreditation, Dressing Rooms, doping control room, medical services, portable AED of both the local and the visiting Club, security, access in general, location, arrival and equipment of the ambulance(s), suites assigned to the visiting Club, closed circuit television, Unified Command operations center, and sponsorship material. |
| "Stadium" | Any venue at which a Match is played. |
| "Substitute Window" | A substitution opportunity during game play. |
| "SUM" | Soccer United Marketing, LLC. |
| "Team" | A professional soccer team associated with a Club. |
| "Technical Staff" | The head coach, assistant coaches, technical director, technical assistant, doctor, kinesiologist, medical assistant and/or physiotherapist, physician or athletic trainer/therapist, neurologists, goalkeeper trainer, and other related personnel of a Club. |
| "Technical Study Group" | Groups to analyze technical, tactical and physical actions and trends of a Match. |
| "Third-Place Match" | The stage of Leagues Cup Matches taking place on August 25, 2024 in which two (2) Teams will participate. |
| "Top Scorer Table" | Table maintained by the Organizing Committee where goals scored by the Players are accumulated during the Tournament. |
| "Top Scorer" | Distinction to the Player who scored the most goals during the entire Tournament, including Group Stage and Knockout Stage. |
| "Tournament" | Leagues Cup. |
| "Tournament Ball" | Official ball selected by the Organizing Committee. |
| "Tournament Operations Center" or "TOC" | The collective group of representatives that are designated by the Organizing Committee from the following: competition, team services, security, media, and operations. |

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| "Tournament Regulations" | The Tournament competition rules established by the Leagues Cup Committees. |
| "Tournament Security" | The representatives designated by the Organizing Committee, including from MLS Security and LIGA MX Security, who will work to ensure the delivery of the security standards. |
| "Tournament Spotter" | Medical professionals assigned to each Match by the Organizing Committee who are trained to identify observable signs and mechanisms of suspected head injury and the use of the Medical Sideline Review technology to communicate with Venue Medical Directors during Matches. |
| "Trophy" | The trophy awarded to the Team that wins the Final. |
| "Unified Command" | A unified command model used to manage security resources and communication for the planning and delivery of the Tournament. |
| "Unsportsmanlike Conduct" | Any behavior that is disrespectful to the Match such as not complying with the Referee's orders; Threatening, taunting, or provoking with words, actions, or gestures to another; constant protesting, lifting, or removing the shirt; deliberately touching the ball with the hand to interrupt its course to another Player; making marks on the Field of Play, disrespecting the Referees; or other similar behavior as determined by the Organizing Committee. |
| "Venue Medical Director" "VMD" | Sports medicine physicians designated by the Host Club to be the medical authority during Matches for all medical emergencies, including potential head injuries. |
| "Video Assistant Referee" or "VAR" | A Match Official who assists the Referee by reviewing decisions using video footage and providing advice to the Referee based on those reviews. |
| "Violent Conduct" | A Player is guilty of violent conduct when using Excessive Force or Brutality against another Player a spectator, the Referee, or any other person on or off the Field of Play and whether or not the ball is in play. |
| "WADA" | World Anti-Doping Agency. |
| "West Region" | The following collection of Clubs in the western portion of the United States: CF Monterrey; Pumas; Austin FC; Chivas de Guadalajara; San Jose Earthquakes; LA Galaxy; St. Louis City SC; FC Dallas; FC Juarez; Toluca FC; Sporting Kansas City; Chicago Fire; Club Leon; Portland Timbers; Colorado Rapids; Seattle Sounders FC; Minnesota United; Club Necaxa; Los |

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| | Angeles Football Club; Vancouver Whitecaps FC; Club Tijuana; Houston Dynamo FC; Real Salt Lake; and Atlas FC. |
| "Yellow Card" | A punishment given by a Referee to a Player as a caution based on the Player's actions in accordance with the Tournament Regulations. |