

# **EDP LEAGUE RULES & REGULATIONS**

## **EDP COMMITMENT**

### **COMMITMENT**

1. A team representative must attend the League Webinar
2. Teams will negotiate any schedule conflicts prior to the schedule lock date.
3. After the schedule lock date, all changes require league approval
4. Teams will be expected to comply with all EDP rules including scheduling, match day conduct, disciplinary action, etc.
5. Generally teams will play an EDP game each weekend. These games will be scheduled at the start of the season. The home club will make best efforts to accommodate the wishes of the away team about starting time, etc. but ultimately the home club will set the time and venue (on the weekend set by the league) and the away team must turn up and play.
6. Coaching conflicts, injuries, or the inability to field the minimum number of players are not valid reasons to cancel a game. (EDP rules allow use of other players carded with the same club, and clubs at this level are expected to complete the scheduled match).

## **EDP TEAM STANDARDS**

### **Game Management**

1. A three-man system should be used for all U13-U19 games.
2. A three-man system should be used for U11-U12 games when available.
3. A one-man system should be used for all U8-U10 games.
4. A minimum of 7 players on a team is needed for an 11v11 game.
5. A minimum of 6 players on a team is needed for a 9v9 game.
6. A minimum of 5 players on a team is needed for a 7v7 game.
7. All players must have a valid player pass to be eligible to participate.
8. Coach, Parent and Player conduct is respectful to all parties from both teams.
9. With minor exceptions follow best practices: 3 to 1 practice game ratio: avoid more than one game per day.

### **Roster Development**

1. Team rosters are formed through open and fair publicly announced tryouts.
2. Teams behave professionally in recruiting players and operating tryouts
3. In year player transfers between EDP clubs occur only with cooperation of both clubs.

4. Players can only play for ONE club. Teams can use Club Pass players who are carded with in their club. Teams cannot use any player who is carded to another Club.
5. Teams respect the integrity of programs in their local community of classic and premier programs, and seek to build positive relations with them.
6. 11v11 teams may have up to 26 players on their US Club roster, and can only dress up to 18 players at a game.
7. 9v9 teams may have up to 26 players on their US Club roster, and can only dress up to 18 players at a game.
8. 7v7 teams may have up to 26 players on their US Club roster, and can only dress up to 14 players at a game.
9. US Club rosters will not freeze during the EDP season.

## GAME SCHEDULING

### SCHEDULE AND RESULTS

1. Team will be placed in appropriate brackets by the leagues competition committee.
  2. The Default Day for EDP games is Sunday. Teams may indicate their preference to play on a Saturday on certain weekends in filling out their Scheduling Grid, and reasonable attempts will be made to match teams together with similar requests whenever possible. Nonetheless, teams must be available on a reasonable number of weekends during a season for scheduling, and that availability must include a reasonable number of Sunday dates. Pre approved clubs may use Saturday as their default.
  3. By mutual consent, teams can move a game from one day of the week to another; in the absence of mutual consent, the posted date must be honored.
  4. Teams playing a team in multiple competitions may have that one game counted for each competition.
  5. All games at a central site without a Host Team will be handled by the EDP Coordinator
- ❖ All fall games must be played by the 3<sup>rd</sup> weekend of November
  - ❖ All spring games must be played by the 3<sup>rd</sup> weekend of June

### Rescheduling

1. No game may be rescheduled with out submitting a game change form and receiving approval from the league.
2. Game change request forms must be submitted at least two weeks prior to the schedule date.

**Note:** Any requests submitted less than 7 days may be denied.

3. A game may be changed if it falls on the same day as a league accepted priority competition for conflict purposes. Such competitions will be acknowledged prior to the start of the season.
4. The host site has unplayable fields due to weather conditions. If the host team's fields are unplayable or unavailable for any reason other than the weather conditions, and the listed visiting team has fields available for the game date, teams must switch sites for the posted game.
5. Upon receiving the posted schedules, clubs are expected to promptly make arrangements for their scheduled games. All communication should be done via the GotSoccer Chat.
6. Teams should contact opponents promptly if there will be a request to change the game day or game week. If there is mutual consent, the EDP Administrator should be then informed by email with copies to both teams promptly. Disputed requests should be similarly submitted to the EDP Coordinator as soon as it is clear that the issue will need assistance to be resolved, but an absolute minimum of ten days prior to the scheduled game.
7. Host teams should confirm the date of the game, provide the time and place of the game and any travel directions as soon as possible, but at least ten days prior to the scheduled game.
8. Both scheduled clubs have an obligation to be proactive in the scheduling process. If a host team is not contacting the visiting team within a reasonable time with game details, or either team is not responding to attempts to contact the team, the EDP Coordinator should be advised promptly.

## **STANDINGS**

3 points for a win

1 point for a tie

0 points for a loss

## **TIE BREAKERS**

1. Forfeit=lose tiebreaker
2. In the event of tie between two teams, head to head results determine placement.
3. In the further event of a tie, goal differential determines placement, with up to plus 4 or minus 4 units awarded per game.
4. In the further event of a tie, accumulated goals scored with a limit of 4 per game determines placement.
5. In the further event of a tie, accumulated goals against determines placement, favoring the teams that allowed the fewest goals.

## **REPORTING SCORES**

1. The home team should report all scores within 24 hours of the conclusion of the EDP Flight match. Directions for reporting scores can be found on the game card.
  2. Games not reported within 24 hours may be posted as a forfeit.
  3. Note that a forfeited match will be reported as a 1-0 score.
  4. Teams that default in their obligations, withdraw after the seasonal schedule has been posted or are sanctioned by removal from their remaining scheduled games may have their remaining games posted as 1-0 forfeit losses.
  5. In EDP / GotSoccer bracket games, in the event that a rescheduled game remains unplayable by the end of the seasonal year, and awarding a forfeit is inappropriate, the game may be recorded by a 0-0 score.
3. <https://www.gotsport.com/events/scoring/>

EVENT ID: 57134

EVENT PIN: 6655

## **GAMEDAY EXPERIENCE**

### **GAMEDAY PROCEDURES**

1. Game cards will be printed and presented before every game.
2. Each team's players and coaches shall take one side of the field, and all spectators shall take the opposite sideline. On the team's sideline, the home team has the choice of side with respect to the centerline, and coaches and players must stay within their side.
3. On the spectators' sideline, spectators are to remain behind the designated line. No one will be allowed behind either end line.
4. Prior to each match, the referee will check Player picture identification cards.

### **PLAYERS EQUIPMENTS**

1. All soccer equipment must adhere to Laws of the Game per IFAB. A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry).
2. Shin guards are mandatory.
3. Knee braces, if worn must be safe per referee's discretion. The referee has the final decision.
4. Hard casts must be wrapped by padded by cushioning material to permit play. Casts must be safe per referee's discretion. The referee has the final decision.
5. Players' numbers must coincide with numbers listed on the roster.
6. All teams must have two sets of jerseys in contrasting colors. All players must wear matching color team shorts and team socks; one set of each will be

acceptable for the team. Players can wear long sleeve undergarments, but all such gear must be the same color on a given team.

7. In the event that team colors are similar, the home team will change colors. The home team is the team listed first or above on the schedule, if not explicitly designated.

## **FIELD REGULATIONS**

1. Fields must be properly lined with corner flags
2. 11v11 Field Dimension (Recommended)
  - I. Minimum Length – 47 Yards Minimum Width – 30 Yards
  - II. Maximum Length – 65 Yards Maximum Width – 45 Yards
3. 9v9 Field Dimension (Recommended)
  - I. Minimum Length – 65 Yards Minimum Width – 45 Yards
  - II. Maximum Length – 80 Yards Maximum Width – 60 Yards
4. 7v7 Field Dimension (Recommended)
  - I. Minimum Length – 100 Yards Minimum Width – 60 Yards
  - II. Maximum Length – 120 Yards Maximum Width – 80 Yards
5. Fields must have regulation goals
6. 11v11 Goal Size - 8'x24'
7. 9v9 Goal Size – 6.5'x18.5'
8. 7v7 Goal Size – 6.5'x18.5'
9. Goals on both ends of the field must be equal in size
10. All goals must have nets.
11. Goals must be anchored into the ground or have sandbags.

## **GAME LENGTH AND SIZE OF BALL**

1. U15-U19: 90 Minute Game / Size 5 Ball
2. U13-U14: 80 Minute Game / Size 5 Ball
3. U11-U12: 70 Minute Game / Size 4 Ball
4. U9-U10: 60 Minute Game / Size 4 Ball
5. U8: 60 Minute Game / Size 3 Ball

## **SUBSTITUTIONS**

1. Unlimited substitutions are allowed, with the referee's permission, at every stoppage in play (for example, throw ins, goal kicks, corner kicks, after goals, upon stoppages for fouls, etc.). Free substitution is allowed for all age groups unless teams are advised in advance otherwise.
2. Players must be clearly standing and waiting AT THE MID FIELD LINE to be substituted (and not merely waiting "in the vicinity of mid field"), and the referee's assistant should be alerted, to the extent possible, of the request to substitute at the next stoppage of play.

3. Players standing at midfield should be substituted into the game at the next stoppage of play, unless they remove themselves from the mid field position prior to the stoppage of play.
4. Player(s) may enter the field of play only they have been acknowledged and beckoned on by the center official. Entering player shall wait until exiting player has fully exited the field before entering.

## **DISCIPLINE AND FINES**

### **DISCIPLINE**

1. While EDP games will adhere to normal standards of sanctions and discipline, it is stressed that we expect teams to be *self disciplined* and *self policing* as much as possible. The Program stresses that the primary concern should always be about player development, and not solely wins and losses. Teams are expected to monitor their own coaches, players and supporters as much as reasonably possible, and continual poor behavior, inappropriate language, harassment of officials, disrespect to opponents or attempts to circumvent rules and regulations are grounds for sanctions and even immediate removal from the balance of the league schedule.
2. A Red Card sanction in a game will normally result in a one game suspension of the player (or coach).
3. The competition committee will evaluate all red cards and appropriate action will be taken.
4. Players accumulating 3 yellow cards in one season will be suspended the games following the third yellow card
5. All suspensions will be served in the next following EDP match up with a regular season opponent, regardless of whether the match is a bracket or non-bracket game. This game must appear on the teams original schedule released by the league.
6. In reporting their scores, Team Managers are obligated to advise [jen@edpsoccer.com](mailto:jen@edpsoccer.com) (and copy their next opponent) of the Red Card received by their team, identifying both the player's full name and uniform number.
7. In return for self-policing the sit out of the player or coach, teams will be allowed to have their Player Passes returned to Team Managers at the conclusion of their match. (EDP recognizes that its teams participate in various other high level competitions where the Red Card sanction in league play does not carry over, and concerns for retrieving player passes in a timely fashion can be problematic.) Note that referee Game cards will be checked to verify that proper Red Card communications and subsequent sit outs were properly processed. The highest-level sanctions will be imposed if it is discovered that a team attempted to circumvent these procedures.
8. Nothing herein prevents a Referee from properly holding onto a Pass in egregious circumstances (referee assault, violent conduct, deliberate attempt

to injure, etc.), especially when the Referee will be recommending that more than a one game suspension is appropriate.

9. Once a match is set on the schedule the game must be played.

## **FINES**

1. A \$250 fine will be assessed upon 1st forfeit.
2. The club president MUST write a formal letter to EDP regarding the forfeit.
3. The club will pay the fine within 3 business days.
4. If the fine is not paid within the required time frame, then that team's succeeding week's match will NOT be played and the team will be issued a 3-0 loss.
5. Should a second forfeit occur within a Club in the same seasonal year, the matter will be sent to the EDP league office to determine sanctions.
6. If no score is reported 3 days following a completed game, the home team will be issued a \$50 fine.

## **WEATHER POLICY**

### **Weather Cancellation**

1. The referee or the club/facility may cancel the days matches prior to 9am. a. Keeping travel of the opposing team in mind when determining a cancellation. 2. Teams must notify the league that day if a game is canceled due to weather.
  1. Teams will notify John Pompeo, [John@edpsoccer.com](mailto:John@edpsoccer.com), of any unplayed game.
  2. Games that are canceled must be rescheduled by the following Friday at 5:00pm
  3. If the game goes unscheduled the home team will be assessed a forfeit

### **Game Terminated**

1. Once a game reaches half time, the result of the game will be final
2. If a game is terminated in the first half, the game will restart from 0-0 and be played over from the start in its entirety.
3. If a game is terminated in the first half, the game will be played at a location determined by the original home team

## **REFEREES**

### **REFEREE ASSIGNMENTS AND FEES**

1. EDP Flights will have an EDP Referee Administrator. The EDP Referee Administrator and contact information will be listed on the EDP Website Homepage.

2. All EDP games will be assigned through approved USSF referee assignors. Teams will use their local assignor unless otherwise directed by the league.
3. All clubs at registration are required to identify Assignors in their area who work with their club, for consideration and approval by the EDP Referee Administrator
4. The EDP Referee Administrator may distribute additional directives regarding procedures for the assignment and coverage of EDP games, which must be timely followed.
5. Information (teams, date, time, location, directions and contact information for both teams) for upcoming games must be provided to the Head Assignor or the designated Sub Assignor at least eight days before each game by the Host Team.
6. Any changes to the scheduled game must be reported to the designated Assignor (and to the opponent) by no later than 7:00 PM of the Monday before the game in question. Failure to do so may result in the imposition of referee costs and/or failure to properly assign referees for the scheduled game. Communication should be by both email and by phone message, if confirmation of the change by all concerned has not occurred before the Monday before the game.
7. An EDP Administrator will assign games at central sites without a Host Team.
8. Fees will be based on game length, and should be posted on the Game cards and/or on the EDP Homepage.
9. A three-man system should be requested for all U13-U19 EDP Flight games.
10. A three-man system should be used for U11-U12 games when available.
11. A one-man system will be used for U8-U10 games.
12. Fees are split between the two participating teams at all EDP games.

U15 - U18: \$90 Center; \$45 ARs

U13 - U14: \$80 Center; \$40 ARs

U11 - U12: \$70 Center; \$35 ARs

U8 - U10: \$60 Center

5. Fees should be paid in advance of the match.
6. Posted EDP Fees are the "default" fees. Occasionally, the prevailing rate in a specific game's region is greater than the posted EDP rate.
  - A. Visiting teams should be informed of such rate in advance, and are expected to honor it if the fees are being split for the match.
  - B. If the home team requests an additional number of referees then mandated by the league, the home team will be responsible for the additional fees.
7. Teams must accept that not all Referees possess the same skill set and experience, and that occasionally teams may differ with Referee rulings and the conduct of a game. All EDP participants (and their supporters) are expected to treat all Referees with respect and decorum, and recognize that player development on either sideline is not abetted by continually pursuing distracting hostilities with game officials. Conclude game activities with

civility on the field; if there is a belief that further feedback would be constructive, please do communicate your comments to Referee Administrator Scott Ashcroft at [scotta@edpsoccer.com](mailto:scotta@edpsoccer.com), and feel free to copy EDP Coordinator Jen Marcella at [jen@edpsoccer.com](mailto:jen@edpsoccer.com). These individuals will forward any comments where appropriate. Bear in mind that positive feedback is always welcome as well.

8. No show policy for referees
  - A. Play with a designated ref or parent.
    - I. Individual used for refereeing must be approved by both teams.
    - II. If teams decide to play the game as a friendly, both teams must send notification to the league prior to kickoff.
    - III. The default position of the league is if the game is played the result stands.
    - IV. If the game is not played it will be rescheduled and the home team will travel to the opposing team.
    - V. League will contact the local assignor/team regarding situation.
    - VI. League/DOC meeting to resolve.

## HEAT POLICY

[http://assets.ngin.com/attachments/document/0091/8905/2015\\_US\\_Soccer\\_Heat\\_Guidelines.pdf](http://assets.ngin.com/attachments/document/0091/8905/2015_US_Soccer_Heat_Guidelines.pdf)

## CONCUSSION POLICY

<http://www.ussoccer.com/about/recognize-to-recover/concussion-guidelines>

## REFUND POLICY

If your team withdraws before they are entered into a bracket, you will be assessed a \$50 administrative fee. Once the team is entered into a bracket, you will be assessed a \$100 administrative fee if the team withdraws. Once the schedule has been released, **NO REFUND** will be issued.