



AYSO  
Southern California EXTRA  
Developmental Soccer League  
(SCEDSL) 2025-2026

Hosted By  
AYSO Sections 1, 10 & 11

*GUIDELINES*

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# **AYSO**

## **Southern California Extra Developmental Soccer League (SCEDSL)**

Effective April 7, 2025

Updated August 5, 2025

### **PROGRAM**

The Southern California EXTRA Developmental Soccer League, known as SCEDSL, serves as a gaming circuit specifically tailored to support the AYSO EXTRA Programs offered within AYSO Sections 1, 10, and 11.

The SCEDSL aims to establish optimized gaming circuits that prioritize delivering the best possible experience for teams, free from historical limitations associated with Section boundaries. These circuits may encompass age divisions ranging from 9U to 16U for both boys and girls. The SCEDSL will host a Fall regular season and a postseason tournament. During the Spring, a combined SCEDSL circuit is not available; however, each Section may host a gaming circuit (Section 1 and Section 11 have typically done so).

### **JURISDICTION**

The SCEDSL program guidelines solely pertain to matters concerning the Fall regular season gaming circuit and the postseason tournament. Matters outside the scope of gaming circuits should adhere to the EXTRA Program guidelines established by individual Sections. These matters may include:

- Participation fees at the Section, Area, or Region level.
- Eligibility criteria for forming an EXTRA team.
- Methodologies for team and player selection.
- Procedures for coach and referee selection.
- Guidelines for practice, training, and uniforms.
- Team sponsorship.
- Policies regarding misconduct and discipline.

The SCEDSL program operates as the primary program and, unless otherwise specified, complies with the following AYSO Governing Documents: National Rules and Regulations, EXTRA Rules and Regulations, National Bylaws, and National Policy Statement. Matches and program activities are to adhere to the current FIFA Laws of the Game (AYSO Edition) and the Program Guidelines provided herein.

The administration of the program falls under the responsibility of the Section 1, 10 & 11 EXTRA Program Administrators. They oversee general administrative functions and manage dispute resolution and discipline reviews with the support of Section Directors or their designees. The Program Administrators may appoint staff as needed to ensure the program's success.

Each Section Director verifies compliance with EXTRA Program requirements regarding player and coach eligibility, team formation, field allocations, and referee support within their Section for Regions participating in the SCEDSL Program. Compliance with AYSO Philosophies, Rules & Regulations, and By-Laws is essential for providing a consistent and positive experience for all involved.

Issues requiring special attention are handled by Section EXTRA Program Administrators, with the possibility of appointing a three-member committee of Area Directors or Section Staff Members to resolve them. Appeals regarding these matters are adjudicated by the Section Directors or their designees.

## DEFINITIONS

- **EXTRA** refers to AYSO's EXTRA program as defined in the AYSO National Rules & Regulations.
- **SCEDSL** stands for the Southern California EXTRA Developmental Soccer League, operating as an EXTRA Program gaming Circuit within the geographic footprint of AYSO Sections 1, 10, and 11.
- **Team(s)** are eligible EXTRA Teams participating in the SCEDSL with the approval of their respective Section Directors.
- **Player(s)** are individuals rostered on an eligible EXTRA Team participating in the SCEDSL, meeting all Player Eligibility requirements outlined in this document, and approved by their respective Section Directors to participate on the team.
- **Coach(es)** are individuals rostered on an eligible EXTRA Team participating in the SCEDSL, meeting all Coach eligibility requirements outlined in this document, and approved by their respective Section Directors to participate on the team.
- **Referee(s)** are officials overseeing matches played as part of the SCEDSL program.

## PLAYER ELIGIBILITY

- Each Regional Commissioner whose teams participate in the SCEDSL Program is responsible for ensuring their Region's compliance with established Player Eligibility requirements.
- Player Eligibility, as it pertains to age requirements to participate in a specific division, is outlined in the AYSO National Rules & Regulations.
- An individual team member is limited to one AYSO primary season team.
- Eligible players must be registered with AYSO in the membership year corresponding to the SCEDSL program year in which they are participating. The AYSO National Office player database is the sole source for determining all players' current registration status and for creating team rosters and ID cards.
- The SCEDSL Program operates as a "Side-by-Side" program. According to AYSO National regulations, a player involved in the SCEDSL Side-by-Side program cannot play on any other AYSO team during the same season, nor are they eligible for All-Star play.
- Players may “play up” a division if they receive approval from their Regional Commissioner and the Area Director prior to the beginning of the regular season and prior to the player being added to the roster.
  - If a player participates (“plays up”) in a higher division while a team is available within their appropriate age division, prior approval from the Section Director or Section Director’s designee, is required prior to the player being added to the roster.
- A player may not play up more than one division.
- Per National Guidelines, a player restricted by age from heading the ball shall not be allowed to play up in a division where heading the ball is allowed (e.g., an 11U player may not play up to 13U).
- Heading is ONLY allowed starting in the 13U division and up. There is no heading in the 12U division and down.
- Under no circumstances may a player play up into a 9U division.
- Under no circumstances may a player “play down” into a younger division.
- Players are expected to prioritize their teams as their main non-school activity. It is anticipated that every player attends each practice and game at the agreed-upon times.
  - To fulfill the player commitment requirement, players cannot be enrolled in or participate in other Club or non-AYSO soccer programs during the SCEDSL Program's

fall primary season. However, as long as compliant rosters are maintained for the SCEDSL postseason tournament, players transitioning to club programs in the spring will be allowed to participate in the postseason tournament, provided they meet all eligibility requirements during the fall primary season.

- o Players are strictly prohibited from practicing with, competing for, or serving in any capacity as a "guest player" for any other soccer club during the Fall SCEDSL regular season.

The participating Region and its coaches are responsible for ensuring adherence to the Player Eligibility rules. Even unintentional or inadvertent violations will result in the player being considered ineligible.

## INELIGIBLE PLAYERS

A team utilizing an ineligible player will forfeit all games in which the player participates while ineligible. It will be assumed that the ineligible player took part in all matches unless the team's coach can furnish conclusive evidence to the contrary.

Introducing or fielding an ineligible player on a team may result in the expulsion of the player, coach, and/or the entire team from the SCEDSL Program, or other disciplinary measures as warranted under the AYSO due process procedure.

## COACH ELIGIBILITY (Team Coach and Assistant Coach)

Each team shall have a team coach and an assistant coach.

All coaches must be registered as an AYSO volunteer in the program's membership year and stay up-to-date on all background checks and safety training required by AYSO. If a coach starts the season compliant but allows any aspect of their eligibility to expire before the conclusion of the SCEDSL program, they will be considered ineligible, which may lead to sanctions against the coach and/or team.

Coaches are advised against coaching multiple teams participating in the SCEDSL program. Doing so may lead to scheduling conflicts. A coach being "double-booked" is not considered a valid reason for rescheduling an SCEDSL match.

## REQUIRED COACHING CERTIFICATIONS

Coaches must have completed the minimum training levels below prior to the beginning of the Fall season:

Age Division	Certification Required
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9U/10U	U-10 Coach Certified
11U/12U	U-12 Coach Certified
13U/14U	Intermediate Coach Certified
15U/16U	Advanced Coach Certified

## REGIONAL SUPPORT (Officiating)

Participating Regions are responsible for providing appropriate referee coverage for each SCEDSL match hosted in their Region.

At a minimum, referees shall:

- Be registered as an AYSO volunteer in the program's membership year and up-to-date on all background checks and safety training mandated by AYSO.
- Be an AYSO-trained and certified referee.
- Be in good standing with the Region, Area, Section, and AYSO.
- Referees (including Assistant Referees) shall be a minimum of two years older than the oldest players in the division to which they have been assigned.
- Be approved by the Region Referee Administrator.

Referees covering a SCEDSL Match should, ideally, be one badge level higher than the minimum outlined below, with experience in positive sideline management (AYSO National 2:14). It is strongly recommended that a Referee have a minimum of two years of officiating experience. Badge certification level as follows:

- 9U/10U – Regional or higher
- 11U/12U/13U – Intermediate or higher.
- 14U to 18U – Advanced or National.

All SCEDSL Program games must adhere to the Diagonal System of Control, employing one Referee and two Assistant Referees. Club Linesmen are not preferred and should only be enlisted when an inadequate number of Assistant Referees are available.

Matches that do not have a Referee assigned by Thursday at 5:00 PM before that weekend's play are open to the home and away team referees to officiate. The referees must officially sign-up for the match in MatchTrak to avoid a possible forfeit by the home team (or hosting Region).

Matches that do not have a Referee assigned by Friday at 12:00 PM before that weekend's play are subject to forfeit by the home team.

Regions failing to provide appropriate referee coverage will be referred to their Section Director, who may suspend the Region's eligibility to participate in the EXTRA program for the current or following year.

## REGIONAL SUPPORT (Fields)

Fields and equipment need to be age-appropriate. Participating Regions are responsible for properly preparing all fields used. The hosting region is responsible for field set-up and take-down.

Per AYSO National Rules and Regulations, the dimensions and markings of the field of play and goals shall be at the discretion of the Region and, whenever possible, conform to the IFAB Laws of the Game for 13U and older or to AYSO/US Soccer Player Development Initiative small-sided match requirements as follows:

	<b>9U, 10U</b>	<b>11U, 12U</b>	<b>13U, 14U</b>	<b>15U, 16U</b>
Length (Yards)	55 to 65	70 to 80	100 to 130	100 to 130
Width (Yards)	35 to 45	45 to 55	50 to 100	50 to 100
Center Circle Radius (Yards)	8	8	10	
Goal Area Length/Width (Yards)	4 x 8	5 x 16	6 x 20	
Penalty Area Length/Width (Yards)	12 x 24	14 x 36	18 x 44	
Goal Line to Penalty Spot (Yards)	10	10	12	
Max Goal Size Height/Width (Feet)	6.5 x 18.5	7 x 21	8 x 24	
Recommended Goal Size (Feet)	6.5 x 12	6.5 x 18.5	8 x 24	

## TEAM, PLAYER, AND COACH IDENTIFICATION REQUIREMENTS

- At every match, coaches must possess a team roster generated by the AYSO registration



system (Sports Connect) and signed by the Regional Commissioner or their delegate. These rosters contain sensitive personal information and may not be requested by or shown to the referee or the opposing team's coaching staff. The Official Roster with Photos, if laminated, from Sports Connect (e.g., SportsAffinity platform and choosing "Print Official Photo Roster") can be used in lieu of Player ID Cards.

- An AYSO registration system (Sports Connect) generated team lineup card should be presented to the Referee at check-in. The players should be listed in jersey-number order with no handwritten alterations except for the jersey number. This document holds the same importance as player ID cards. The match should be played if a team does not provide the official team lineup card and has the appropriate signed roster (or laminated Official Roster with Photos) and coach/player ID cards. Teams failing to provide this lineup card may forfeit the match, pending review by the SCEDSL Program Administrators, Section Directors, or their delegates. Any Region that cannot print team lineup cards from Sports Connect shall receive approval from SCEDSL Program Administrators to print the alternative lineup (game) card. Players not listed on this lineup card are ineligible to participate in the match.
- Coaches must also have player and coach ID cards at all matches. These items must be presented to the referee at check-in. Players or coaches without valid IDs will not be permitted to participate in the match. The Official Roster with Photos, if laminated, from Sports Connect (e.g., SportsAffinity platform and choosing "Print Official Photo Roster") can be used in lieu of Player ID Cards. **If the Official Roster with Photos is utilized, Coaches must still have Coach ID cards.**
- Player ID cards must display the player's name, AYSO ID number, expiration date of the current Membership Year, date of birth, recent photo, Region number, and the signature of the Regional Commissioner or designee. All player ID cards must be laminated paper cards or hard plastic printed cards.
- Coach ID cards should include the coach's name, AYSO ID number, expiration date of the current Membership Year, volunteer position, recent photo, Region number, and the signature of the Regional Commissioner or designee. All coach ID cards must be laminated paper cards or hard plastic printed cards.
- Coaches are required to wear their ID cards visibly on their person during check-in and throughout the match.
- Additionally, coaches must have AYSO Player Medical Release Forms (MRF) for each participating player at all matches. These forms contain sensitive personal information and may not be requested by or shown to the referee or opposing team's coaching staff. Nonetheless, MRFs must be on hand at all events (games, practices, scrimmages, parties, etc.) in which the team participates.

Teams failing to provide the required documentation to participate in the match may forfeit the match, pending review by the SCEDSL Program Administrators, Section Directors, or their delegates.

## ROSTER SIZE AND FORMAT OF PLAY

Age Division	Minimum/Maximum Roster Size	Match Format	Match Durations
9U	8/10	7v7	25 Minute Halves
10U	8/10	7v7	25 Minute Halves
11U	10/12	9v9	30 Minute Halves
12U	10/12	9v9	30 Minute Halves
13U	12/15	11v11	35 Minute Halves
14U	12/15	11v11	35 Minute Halves
15U	12/18	11v11	40 Minute Halves
16U	12/18	11v11	40 Minute Halves

## PLAYER PARTICIPATION REQUIREMENT

Coaches are responsible for ensuring that all eligible team players present at a game play at least half of the match, unless they are prohibited by injury.

## GAMES – SCHEDULING AND RESCHEDULING

The teams in each division may be separated into distinct flights, as determined by the Section EXTRA Program Administrators.

- The match schedules, results, and standings will be posted (or linked) at [www.AYSOSCEDSL.org](http://www.AYSOSCEDSL.org).
- A match may be scheduled for Saturday or Sunday. Some weekends, a match may be scheduled on both Saturday and Sunday (e.g., a double-header weekend).
- A “Blackout Date” is when a Region cannot host a home game. A team cannot request a specific bye weekend and is expected to be available for a match on each regular season weekend, unless an exception is approved by Section at the Area-level (e.g. for a Religious holiday).
- Inter-Area matches (i.e., those involving two teams from different Areas) may not be

scheduled to kick off prior to 9:00 AM.

- A weeknight match or two matches in one day may only be scheduled with the approval of the impacted teams.
- Rescheduled matches more than 14 days in advance do not require approval from the opponent, so long as they are not for a second match on the same day or a weeknight match.
- All matches shall be played as scheduled, with no exceptions. Under no circumstances should coaches attempt to contact one another to discuss rescheduling a match. **Teams participating in unapproved reschedules will receive a “double forfeit,” be sanctioned, and may be deemed ineligible for postseason play.**
  - NOTE: There are very few valid reasons for rescheduling a match outside of field closure or AYSO Region-wide events. Aside from city/school-directed field closures (typically due to weather) or AYSO Region-wide events, all requests for reschedules must be approved by the SCEDSL Program Administrators.
- MatchTrak is the only valid source of match information (date, time, venue, field open/closed). Local “mud lines” are not to be relied upon for field status determination. Unless and until MatchTrak indicates that a match is postponed, teams can presume the match will be played as scheduled.

If games are postponed due to adverse weather conditions and field closure, the Regional Commissioner of the home team shall, within 96 hours, submit a request to reschedule the game to the SCEDSL administrators via MatchTrak. Agreement from both teams is required (before submitting a change request) for short-notice rescheduling (less than 14 days), playing two games on the same day, or scheduling weekday games. These would all be acceptable, provided both teams/Regions agree. Agreement from the away team is not required if rescheduled more than 14 days in advance, though a Region may do so as a courtesy. The SCEDSL Program Administrators have the authority to reschedule games or declare a forfeit should there be an unfair advantage by not rescheduling a game.

## GAMES – SCORE REPORTING

- Coaches are responsible for reporting match scores to the designated schedule/standings system as soon as reasonably possible and no later than 24 hours after the match's completion. The home team is assigned reporting responsibility.
- In the case of an incorrect score report, coaches should contact their Area's SCEDSL Program Administrator.

## GAMES – GAMEDAY REQUIREMENTS

- Sideline assignments of players, coaches, and spectators shall be solely determined by the hosting Region's regulations.
- Both teams shall be present and ready for pre-game check-in no later than 15 minutes prior to the scheduled kick-off time. If either of the teams is not ready to play at the scheduled kick-off time, the referee shall allow a grace period of 10 minutes before abandoning the match. In any case, the referee may, at their sole discretion, shorten both halves of the match to accommodate a late start.
- The referee may terminate or suspend a match for safety reasons (including unsafe field conditions, bad weather, or darkness), for any serious infringement of the Laws, or because of spectator interference.
- The referee is to report all match suspensions or terminations due to field closures and any other area of concern, including unsafe conditions, in MatchTrak's Referee Match Reporting System within 24 hours of the game.
- In the case a match is abandoned prior to Full Time, the SCEDSL Program Administrators, or their delegates, have the authority to declare a winner, a forfeit, or a replay of the match in its entirety as follows:
  - If a team does not have enough players ready to play at the scheduled time (after a 10-minute grace period), their opponent will be awarded a 1-0 forfeit victory. Minimum number of players is outlined below under Games - Gameday Minimum Number of Players.
  - If an entire team fails to appear for a scheduled match, the SCEDSL Program Administrators will investigate the cause of the no-show. If warranted, the coach of the "no-show" team may be charged with coach misconduct (failure to conduct themselves responsibly before the match) and be subject to all the consequences of coach misconduct, including a loss of 1 point in the league standings.
  - If the match termination is due to the actions of both teams, the game shall be deemed a "double forfeit" (loss by both teams) and will count in the computation of average points per game in determining the standings.
  - If less than one-half of the regulation match time had been played at the time of the game suspension, the match will be rescheduled and played in its entirety at a later date and time. If the match cannot be rescheduled, it will be considered a "match not played" for standings purposes.

If a match is terminated prior to completion for any reason, the match score may stand as recorded by the Referee, provided one-half or more of the regulation match time had been played at the time of suspension. In these cases, the Section Directors have the authority to determine a “match not played” (and may be rescheduled) in cases where coach, player, or spectator misconduct directly led to the termination.

## FORFEIT

If a team does not have enough players or is otherwise unable to play a scheduled match, except in the case of field closure, the Region of the team forfeiting the match should have their Region Program Admins submit the forfeit through MatchTrak so both coaches are immediately notified.

## GAMES – GAMEDAY MINIMUM NUMBER OF PLAYERS

Games may proceed with a minimum number of players as specified by the division. If a team is unable to field the required minimum number of players, the opposing team will be awarded a 1-0 forfeit victory.

Age Division	Minimum Number of Players
9U/10U	5 players (including goalie)
11U/12U	6 players (including goalie)
13U/14U	7 players (including goalie)
15U/16U	7 players (including goalie)

## GAME SCORING & STANDINGS

- A maximum of three (3) points shall be awarded to a team in any one game as follows:
  - Win - 3 points
  - Draw - 1 point
  - Loss - 0 points
  - A one-point deduction for each red card (send-off) received by a player, team coach, or assistant coach (before, during, or after the match).
  - A one-point deduction for using an ineligible player in a match (in addition to the forfeit).

- Forfeits will be recorded as a 1-0 score in favor of the non-forfeiting team.
- Standings will be determined by average points per game (total points earned divided by the number of games played).
- Tie breakers for season standings shall be as follows:
  - Head-to-Head Play (outcome of the game(s) involving the tied teams).
  - Goal Differential: goals scored less goals allowed, maximum differential of three (3) goals per game.
  - The team with the highest number of goals scored, maximum of five (5) goals per game.
  - Lowest point deductions for misconducts and send-offs.
  - Random draw (coin toss)

## Divisional Flights

During registration, coaches and teams can choose which flight they prefer to participate in. Flights are organized based on competition level and geographic location.

Teams seeking the most competitive experience should opt for Flight 1.

The 9U division will be structured geographically and will not feature a competitive flight system.

- **Flight 1**
  - This is the top tier of competition, offering the most challenging matches
  - Teams selecting this flight acknowledge that travel distances may exceed the average.
- **Flight 2**
  - Not as competitive as Flight 1
  - Teams in Flight 2 will be grouped based on the Region's location
  - The primary objective of this flight is to minimize travel times for participating teams.
  - Teams previously assigned to Flight 3 will now be integrated into Flight 2.
- **Flight 3** (deprecated for 2025)
  - This flight will now be integrated into Flight 2

## MISCONDUCT

The Referee is responsible for submitting a written MatchTrak Match Report within 24 hours after the game's conclusion in which a coach or player caution or send-off occurred. The referee must also submit a Match Report when a spectator is expelled for failure to conduct themselves in a responsible manner (before, during, or after the game).

There is **no** mandatory “cooling off” period for cautioned players (also defined by FIFA as “sin bins”). It is recommended that, at the coach’s request and with the Referee’s permission, a cautioned player, or any player having difficulty controlling their emotions, may be substituted at the earliest opportunity.

Should someone refuse to immediately leave the field when requested to do so by the Referee, the game shall be suspended until the situation has been resolved. If it is not resolved within what the Referee considers a reasonable amount of time, the match shall be abandoned, and the Referee must submit a Match Report.

A player sent off must leave the field in the company of their parent(s) or guardian(s). Otherwise, the player may remain in the proximity of the field under adult supervision.

Send-Off’s (Red Cards), Cautions (Yellow Cards), and spectator expulsions or reports of irresponsible behavior issued in games **are not subject to appeal**.

**Coach Expulsions:** If the authorized coach, assistant coach, or any other person acting as the authorized coach is expelled during a game, the referee shall immediately abandon the match. The disposition of the match will be determined by the SCEDSL administration. In most cases, the game will be recorded as a forfeit by the offending teams. In addition to the mandatory one-game suspension, a coach or assistant coach who is expelled may be subject to additional disciplinary action as deemed appropriate by the SCEDSL Administration.

Suspensions do carry over from the regular season to the postseason tournament.

## SUSPENSIONS

- The penalty for a player, coach, or spectator send-off shall be a minimum one-game suspension.
- Referees shall not retain any Player ID Cards from players who have been sent off.
- Disciplinary Review shall be conducted by the team’s home Section in cases of send-offs related to abusive language, serious foul play, violent conduct, and any reported coach or spectator expulsions.
- The length of any suspension may be increased, and other disciplinary measures may be

applied if deemed warranted in accordance with the AYSO due process procedure.

- Suspensions shall be served in the first regular season or postseason game (not scrimmage) that is played following the game of the incident.
- A player serving a suspension may attend the team's next scheduled game as a spectator and not in uniform, but may not participate in any manner.
- A coach or spectator serving a suspension may not attend the game (including pre- and post-game activities) or participate in any manner.

## POSTSEASON TOURNAMENT

The SCEDSL Fall season will culminate with the SCEDSL State Cup Tournament postseason tournament.

Details regarding the SCEDSL State Cup Tournament will be published in a separate guidelines document.

## PROGRAM MODIFICATIONS & EXCEPTIONS

While these guidelines serve as the primary governing document for the SCEDSL program, the program administrators reserve the right to modify or make exceptions to these guidelines at any time. Any such modifications or exceptions require prior approval from the involved Section Directors.

## PROGRAM CALENDAR

Date	Event
April 7, 2025	Application for Participation Opens for Fall 2025
May 31, 2025	Deadline For Regions To Submit Initial Team Counts
July 1, 2025	Application for Participation Deadline
July 27, 2025	Initial Schedule Submitted
July 27, 2025	Team Rosters Due (Official Rosters only will be accepted)
August 1, 2025	Teams/Divisions Locked
August 13, 2025	Mandatory Coach Meeting (Via Zoom) at 8:00 PM



August 10, 2025	Schedule Published for Regions to Schedule OPTIONAL Region Program Admin MatchTrak Overview (via Zoom)
September 6, 2025	Regular Season Begins (11 weeks)
September 30, 2025	Last Day for Roster Changes
October 27, 2025	SCEDSL State Cup Registration Deadline
November 16, 2025	Regular Season Ends
November 22-23, 2025	Makeup games
December 6 -7, 2025	Postseason Pool Play Round
December 13 - 14, 2025	Postseason Single Elimination Rounds (Quarter/Semi/Finals)

## PARTICIPATION FEES

### Team Fees:

- **Fall Season:**
  - 9U & 10U - \$150 per team.
  - 11U & 12U - \$175 per team.
  - 13U To 16U - \$200 per team.
- **SCEDSL State Cup:**
  - \$400 per team.

**END OF DOCUMENT**

## CHANGE LOG

VERSION	DATE	DESCRIPTION OF CHANGE	WHO UPDATED
v01	4/7/2025	Original Guidelines for 2025-2026 SCEDSL Season	
v02	5/7/2025	Clause added for players playing up. Requires Section Director Approval. See Section Player Eligibility	Jake Hudson via Audrey Castreje
v03	8/5/2025	Updated calendar for rescheduled coaches meeting	Jake Hudson
v04	8/24/2025	Clause added for no heading in 12U and down	Jake Hudson