

EDP League Cup 2/23/2023

- Application - Section 1
- Eligibility - Section 1.A
 - To be eligible for participation in the EDP League a team must be properly registered with their respective member State Association prior to acceptance into EDP League.
- Age Groups - Section 1.B
 - 10 and Under (11U) – for players born on January 1, 2013 or later
 - 11 and Under (11U) – for players born on January 1, 2012 or later
 - 12 and Under (12U) – for players born on January 1, 2011 or later
 - 13 and Under (13U) – for players born on January 1, 2010 or later
 - 14 and Under (14U) – for players born on January 1, 2009 or later
 - 15 and Under (15U) – for players born on January 1, 2008 or later
 - 16 and Under (16U) – for players born on January 1, 2007 or later
 - 17 and Under (17U) – for players born on January 1, 2006 or later
 - 18 and Under (18U) – for players born on January 1, 2005 or later
 - 19 and Under (19U) – for players born on January 1, 2004 or later
- Deadlines - Section 1.C
 - Deadline for 10U-19U- Oct 25th
 - Registration Fees - Section 1.D
 - The Team Entry Fee to participate in EDP League Cup for 10U-19U Age Groups is \$150. The Team Fee does not include Referee Fees, which will be paid in accordance with Section 12.A (Referees) of this document. The refund policy is outlined in Section 14.B
- Registration Software and Process - Section 1.E
 - GotSport shall be the official team application/registration system of EDP League Cup. Any eligible team must apply their team into the EDP League Cup using GotSport. No applications will be received or accepted in any other system. Eligible teams must have a GotSport account in order to apply. Team accounts must have accurate information regarding the coach and manager at the time of submission. In completing any application teams are required to submit accurate information on team accomplishments. Misrepresentation of team accomplishments may result in the team being disqualified from league participation.
- Application Agreement - Section 1.F
 - Any team applying to play in EDP League Cup agrees to accept, abide by, and comply with all policies, rules, and decisions of the League Management Staff and further agrees to pay all fees that are due to the League for participation in the League Cup by the applicable deadlines.
- Withdrawals - Section 1.E
 - All withdrawals must be through Email to the League Directors. The Refund policy for withdrawals is outline in Section 14.B
- Brackets and Schedule - Section 2
- Placement in Brackets - Section 2.A

- A game is terminated due to weather, darkness, lightning, unplayable field conditions, a broken goal, a field cancellation by the township governing body, etc.
 - If a game is terminated after the first half has been completed, the score result of the game will be final
 - If a game is terminated during the first half, the game will restart from 0-0 and be played over from the start in its entirety. The game will be played at a location determined by the original home team
 - A game is abandoned due to inappropriate actions by players, team personnel/coaches or the spectators.
 - If a game is abandoned due to the actions of the team losing, regardless of the time of the match – the score will stand.
 - If a game is abandoned due to the actions of the team winning or tied, regardless of the time of the match, the score will be recorded the same as a forfeit which is 1-0 for the opponent.
 - Referee and coach submission are acceptable and will be reviewed. Submissions from any other party will not be considered
- Weather Policies - Section 3
- Policy - Section 3.A
 - The Host Complex / Club is responsible for notifying the League Staff as soon as possible if matches on scheduled fields are unable to be played due to field closings or inclement weather. Notifications need to be sent to the EDP League Staff at League@edpsoccer.com.
 - Games may be canceled by the host club due to weather prior to 9:00 AM on game day due to weather-related unplayable field conditions. The referee may also cancel the game if they deem the field to be unplayable.
 - Host clubs must consider the travel of the opposing team when determining a cancellation. The league reserves the right to adjust the home team designation in the event that a team was found to have shown wanton disregard for their opponent's travel needs for a specific game.
 - Games that are canceled must be rescheduled by 5:00 PM on the following Friday.
 - If the game goes unscheduled, the teams may be assessed a forfeit.
- Gameday Procedures - Section 4
- Game Lengths - Section 4.A
 - 17U-19U - 45 Minute Halves
 - 15U-16U - 40 Minute Halves
 - 13U-14U - 35 Minute Halves
 - 11U-12U - 30 Minute Halves
- Ball Size - Section 4.B
 - 11U-12U - Size 4
 - 13U-19U - Size 5
- Substitutions - Section 4.C
 - Matches shall have unlimited substitutions.
- Team Uniforms and Player Equipment - Section 4.D

- 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 herself or another player (including any kind of jewelry).
- Shin guards are mandatory.
- Knee braces, if worn, must be safe per referee's discretion. The referee has the final decision.
- Hard casts must be wrapped by padded cushioning material to allow for safe play. It is recommended that casts be covered with closed cell, slow recovery foam padding no less than 1/2'-inch thick. The padded casts covering must be deemed safe per referee discretion and the referee has the final decision on game day at the field.
- Players' numbers must match with numbers listed on the roster.
- All players must have a unique number on all jerseys.
- All teams should 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 undergarments should match the same color as the shirts or shorts of the given team.
- 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.
- Spectators and Team Benches - Section 4.E
 - Parents/Players on same sideline:
 - EDP is requesting, whenever possible, teams and spectators arrange themselves on the same side of the field. Team Bench and Spectator will be on the same side of the field. Team bench and personnel will be on one half of the field while parents and spectators will be on the other half of the field.
 - This league rule doesn't apply to games in Pennsylvania as State rules override the local league rule..
- Field Requirements - Section 4.F
 - Fields must be properly lined with corner flags
 - Goal Sizes
 - 11v11 Goal Size - 8'x24'
 - 9v9 Goal Size – 7'x21'*
 - Goals on both ends of the field must be equal in size
 - All goals must have nets.
 - Goals must be anchored into the ground or have sandbags
 - Recommended Field Sizes.

9v9	70-80 x 45-55 yards
11v1 1	80-120 x 55-75 yards

- Laws of the Game - Section 5
- IFAB - Section 5.A

- Maximum number of players dressed in technical area - Section 6.C
 - Only a maximum of eighteen (18) players may be checked in for a 13U-19U match
 - Only a maximum of sixteen (16) players may be checked in for a 11U-12U match.
 - Only a maximum of fourteen (14) players may be checked in for a 10U match.

- Minimum number of players to begin match - Section 6.D
 - Only a minimum of seven (7) players may be checked in for a 13U-19U match
 - Only a minimum of six (6) players may be checked in for a 11U-12U match.
- Players arriving after start of match - Section 6.E
 - Any player not present at the time of check-in may not enter the field of play until the Referee can properly check-in the player.
- Club pass players - Section 6.F
 - Players may only play for ONE club in the EDP League Cup
 - Players may NOT play for teams in more than one club in the EDP League Cup
- Secondary players - Section 6.G
 - No secondary players are allowed to play in the EDP League Cup
- Number of Coaches and Team Officials in Technical Area - Section 6.H
 - No more than four (4) coaches are allowed in the technical area.
- Requirements of Coaches and Team Officials - Section 6.I
 - All coaches and team officials in the Technical Area must have proper credentials issued by their State Association.
- Ineligible Players - Section 7
- Policy - Section 7.A
 - In accordance with Rules, a team that plays an ineligible player shall be subject to disciplinary action including but not limited to: (a) forfeiture of the match; and (b) suspension of the team's coach from League competition. Additional disciplinary action could include (a) expulsion of the team from the League; and/or (b) any further action(s) as determined by the League Competition Committee. Accusations from teams of an ineligible player must be extensively substantiated and is incumbent on the accuser to provide concrete evidence of ineligibility.
 - Players can only play for one club in EDP League
- Score Reporting - Section 8
- Policy - Section 8.A
 - Both teams should report all scores immediately following the conclusion of the match. Directions for reporting scores can be found on the game card.
 - Games not reported within 24 hours may be posted as a forfeit.
 - Forfeited matches will be reported as a 1-0 score.

Section 9 Determining the Outcome of a Match

This competition requires a winner for every game in the single game elimination format.

- If the game is tied at the end of regulation; two 5-minute overtime periods will be played in full.
- If the game is tied at the end of both overtime periods, Kicks from the Penalty Mark will be used to determine the winner
- Forfeits - Section 10
- Score for forfeited games - Section 9.A
 - A forfeited match will be scored as a 1-0 win for the opponent.
- Policy - Section 9.B
 - A team forfeiting any match may be dropped from the League at the discretion of the League Competition Committee following a review of the incident resulting in any Forfeits. Should a team be dropped, all scores for that team in the seasonal year schedule shall be recorded as a 1-0 win for the opponent. In addition, a team that forfeits one or more matches may be subject to further sanctioning including but not limited to a fine or become ineligible or be suspended from Leagues managed by EDP Soccer. The League Competition Committee shall determine any additional sanctioning.
- Referees - Section 12
- Payments to Referees - Section 12.A
 - Referee and Assistant Referees will be paid at the fields, prior to the start of each match. Each team involved in EDP League will be responsible for paying half of the total cost for the Referee and Assistant Referees. The Referee and Assistant Referees will be made in accordance with the totals in Section 12.C
- Number of Referees - Section 12.B
 - 13U-19U games should request a three (3) referee system
 - 10U-12U games should request a one (1) referee system
- Fees - Section 12.C
 - [Chart of Fees](#)
 - Should the home team request more referees than required by the league, the home team will be responsible for the additional fees.
 - Should the home team referee fee be higher than the standard league fee, the home team will be responsible for the additional fees.
- Cancellations and Late Change - Section 12.D
 - Any changes to scheduled games must be reported to the designated assignor (and to the opponent) by no later than 7:00 PM and five (5) days prior to the game in question.
 - Failure to do so may result in the imposition of referee fees and/or failure to properly assign referees for the scheduled game. The team canceling may be required to pay the total amount of the referee fee.
 - Communication should be by both email and by phone message.
- Assigning - Section 12.E
 - All EDP League games will be assigned through approved USSF referee assignors. Teams will use their local assignor unless otherwise directed by the league.
 - All games must be sent to assignors a minimum of ten (10) days prior to the match.
 - Information (Game number, date, time, age, gender, home team, away team, field name, field address and contact information for the home team) must be provided to the Assignor by the set amount of time before each game by the Host Team.

- Referee Grace Period - Section 12.E
 - The referee is permitted a 30-minute grace period.
 - If the referee arrives later than 30 minutes from the start time of originally scheduled game start time, the referee will lose the game assignment (and game fee) if game has already been started.
- Referee No-Show Policy - Section 12.F
 - The League will allow the use of a designated referee given the Individual designated to referee is approved by both teams.
 - If teams decide to play the game as a friendly, both teams must send email notification to the league prior to kickoff.
 - The default position of the league is that if the game is played, the result will stand.
 - If the game is not played, it will be rescheduled and the home team will travel to the opposing team.
 - The league will contact the local assignor and host club regarding the situation.
- Discipline - Section 13
- Player Suspensions - Section 13.A
 - Any player sent off will be suspended for the next EDP League Cup match.. Players may not participate in a game with another team in their club until they have sat out their suspension.
 - All red cards must be reported to Colin_Hope@edpsoccer.com
 - All red cards are an automatic one game suspension.
 - Red cards received for violent conduct, abusive language, or anything of that nature will be reviewed by the Incident Review committee and sanctioned accordingly. The Incident Review Committee may issue suspensions for a length of time or additional number of games
 - Red Cards received for fighting or striking an opponent will be an automatic three game suspension.
 - Red Cards given to the coaching staff for abusive language directed at an official may result in a season long suspension.
 - Red Card Appeals must be submitted within 48 hours of the game conclusion to allow ample time for review prior to the next league game.
 - Appeals will not be reviewed if they are critical of the referee's subjective decisions.
- While EDP League Cup 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 league 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.
- Team Personnel Suspension - Section 13.B

- Any Team Personnel sent off will be suspended for the next EDP League Cup match. The suspension is for the team in which the coach was coaching and must appear on the teams original schedule released by the league. The individual may not participate in a game with the team until they have sat out their suspension.
 - Any Team Personnel sent off or dismissed is prohibited from communicating with his/her team while the team is at the field for the remainder of the match and during their suspension, including but not limited to cell phone use, texting, tweeting, or other means of communication. Violation of this rule may result in further disciplinary action against the individual and/or team.
 - All suspensions must be reported to League@edpsoccer.com
 - All suspensions will be reviewed by the Incident Review Committee and sanctioned accordingly. The League Incident Review may issue longer suspensions, and may suspend the individual from all club activities in the league for a length of time or additional number of games.
- Fines and Suspensions - Section 13.B
 - The Incident Review Committee will have the authority impose suspensions and/or fines on any incident it deems to be egregious.
 - The Incident Review Committee will have the authority to impose suspensions and/or fines on any club or team that has been consistently found to violate league rules and policies.
- Protests and Appeals - Section 14
- Definition of a Protest - Section 14.A
 - A protest is a formal written objection of any violation of established policies, rules, or procedures related to a specific match and can only be filed by a Club Director of the Club that the team is a member. Only those teams involved are permitted to protest a match result. Third parties, i.e., coaches from other teams, state administrators, cannot file protests on a specific match. Protests must be based upon a violation of the published rules of the USYS, U.S. Soccer, EDP League, or IFAB Laws of the Game.
- Protests of Match Played - Section 14.B
 - To be valid and eligible for consideration, a protest must be lodged by a club official no later than three (3) business days after match completion in accordance with the Filing Procedures listed in Section 14.F
- Hearing of Protest - Section 14.C
 - The League Management Group shall hear all protests by no later than five business (5) days following the protest.
- Definition of an Appeal - Section 14.D
 - An Appeal is a request to transfer the matter from one jurisdiction to another for re-examination of the decision made by the lower body. Appeals arise as the result of an adverse decision from an administrative action or disciplinary action at a lower level. Only those parties to the original action, who are adversely impacted by such decisions, shall be allowed to appeal. An Appeal may only be filed by a Director of the Club that the team is a member. An appeal must be filed in accordance with Section 14.F within five (5) days after a decision is rendered by the League Management Group.
- Appeals Committee - Section 14.E

