

EDP Florida Competitive League Playoffs: RULES OF PLAY

General:

Teams must be duly registered with and in good standing with an appropriate governing body. Players must be instructed to compete in the spirit of the game and according to the laws of the game. Referees will be issued walkie talkies to communicate with Medical and HQ staff throughout the event.

SMOKING AND ALCOHOLIC BEVERAGES ARE NOT PERMITTED ON OR NEAR ANY PLAYING FIELD, ANY FOOD SERVICES OR ANY AREA WHERE THE PUBLIC CONGREGATES.

PETS ARE NOT ALLOWED ON OR NEAR ANY PLAYING FIELD OR EXTENDED AREAS DECREED BY LEAGUE PLAYOFF OFFICIALS. SERVICE ANIMALS MUST BE CLEARLY MARKED AS SUCH.

IT IS THE RESPONSIBILITY OF EACH COACH / MANAGER TO INFORM THEIR PLAYERS AND PARENTS OF THESE GUIDELINES.

1. General Rules of the Game

- a. All games shall be played under the laws set forth by IFAB implemented F.I.F.A., except as modified by these rules.

2. Registration and Eligibility

- a. League Playoff headquarters for the direction of all administrative matters prior to the event is EDP, 8 Cornwall Court, East Brunswick NJ 08816. 732-432-7200. The contact person is Faye Orme faye@edsoccer.com.
- b. All teams must Check-in online Thursday before the event unless otherwise specified by EDP
- c. All teams will need to have player passes on-site to ensure their players' identity can be verified. Before each game, referees will check player passes against the game card and perform on field verification for each player.
- d. All players must be registered youth soccer players in good standing with an appropriate governing body. Players must either be on a team's official roster or be an approved loan player or a guest player duly registered with a separate team. All players must have a medical release on an appropriate form
- e. Rosters submitted at registration for full-sided teams may contain up to twenty-two (22) players who will be deemed eligible to play for the team during the event. For 9v9 teams, eighteen (18) players can be made eligible. For 7v7 teams, sixteen (16) players can be made eligible.
- f. Up to eighteen (18) players may be in uniform and present on the team's sideline technical area for any single full-sided game at the event. Sixteen (16) players may be in uniform and present on the team's sideline technical area for any single small-sided 9v9 games. Fourteen (14) players may be in uniform and present on the team's sideline technical area for any single small-sided 7v7 games. The players eligible to participate in any given game can vary from game to game at the event, provided all the players used are listed on the roster submitted at registration. Any player ineligible for a given

game may not be in the vicinity of the team's technical area if wearing a game jersey or team warm-up.

- g. **Players may only play with a single team during the course of an event.** Should a player appear on more than one roster, the first team with which the player participates on the field shall be deemed the player's primary team for the event. Should a player participate with more than one team, the player can be barred from further participation at the event with any team. Teams that allowed such player to participate can also be sanctioned with a forfeit in any game where such ineligible player was used, and the League Playoff Committee may fashion such other remedies as are deemed appropriate under the circumstances.
- h. All players on the same team, rostered or guest, must use Player Passes from the same governing body.
- i. USA teams must present picture identification cards issued by the team's Federation Organization member (USYS, AYSO, US Club, etc.)
- j. Foreign team players must present a passport at registration or, if from a nation from which the United States does not require a passport, proof of entry into the United States in a form that is accepted by the United States. Teams must present player picture identification cards. Teams must have a completed form from its Provincial or National Federation approving the team's participation in the League Playoff.

3. Injuries:

In the event of an injury contact your Referee or the tournament HQ. A Trainer/EMT will be dispatched to assist you.

4. Player's Equipment and Field Regulations

- a. All soccer equipment must adhere to F.I.F.A. laws. A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry).
- b. **Shin guards are mandatory.**
- c. **Game Referee shall inspect all casts, braces and their protective coverings, and determine whether a player's participation presents an unreasonable risk to the player and/or the player's opponents.** Such determination is specific to the game for which the inspection is being conducted and is independent of inspection and participation in other games at the League Playoff.
- d. Players' numbers must coincide with numbers listed on the roster.
- e. 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.
- f. In the event that team colors are similar, the home team will change colors. The home team is the team listed first on the schedule, if not clearly designated as "home".
- g. 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 the technical area on their side.
- h. On the spectators' sideline, spectators are to remain behind the designated line. **No one will be allowed behind either goal line.**
- i. Player picture identification cards are required to be checked by the referee prior to each match.

5. Substitutions

- a. 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 by the League Playoff Committee in advance otherwise.
- b. 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.
- c. 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.

6. Game Duration, Ball Size & Age-Specific Rules

- a. Games are two (2) halves of thirty (30) minutes each for competition ages U11 and older. Games are two (2) halves of twenty-five (25) minutes each for competition ages U9 and U10.
- b. FIFA Inspected/Approved size 5 balls shall be used at ages U-13 through U-19, and FIFA Inspected/Approved size 4 balls shall be used at ages U-8 through U-12, to be supplied by the League Playoff.
- c. Heading Rules for U11 and Younger: Players are not allowed to head the ball intentionally. Restart with an IFK for opponent. Referee should not stop play if contact is deemed unintentional, unless a serious head injury is suspected.

7. Forfeit

- a. A five minute grace period will be allowed from scheduled kickoff time. Teams must be present and ready to play at the scheduled time or potentially forfeit the game. Nonetheless, the League Playoff Committee are mindful that unforeseen circumstances may occur, and will have the option to shorten, reschedule or otherwise create such circumstances as will allow a game to be played on the field rather than be won by forfeit.
 1. A minimum of seven (7) players is required for 11v11 match.
 2. A minimum of six (6) players is required for 9v9 match.
 3. A minimum of five (5) players is required for 7v7 match
- b. A forfeit will be recorded as a two to zero result.
- c. The League Playoff Committee will review abandoned games on a case-by-case basis.
- d. No team that forfeits a game will be eligible to win any championship awards at the event.
- e. **The determination of the League Playoff Committee is final.**
- f. **In the event that a forfeit is anticipated, teams will NOT release their players until the team manager has conferred with the League Playoff Director / Committee.**

8. Inclement Weather

- a. All teams and coaches must show up at the scheduled field and time regardless of weather conditions, unless otherwise notified by the League Playoff Committee. Failure to appear may result in a forfeit, which is scored as a two to zero loss, and may result in the rescheduling or loss of a team's future games at the League Playoff.
- b. In the event of stoppage of play due to severe weather conditions, teams should retreat to a safe location; teams should ensure in advance that there is a means to communicate with team members in the event of stoppage. Teams will be regularly contacted via email / phone / text / social with plans on how and when the event will resume.
- c. In the case of inclement weather, the League Playoff Committee has the authority to change, cancel or reschedule any game and / or its format.
- d. **The determination of the Committee is final.**

9. Discipline

- a. Coaches, players and spectators are required to conduct themselves within the Laws of the Game.
- b. All disciplinary measures imposed by the League Playoff Committee shall be limited to participation in the League Playoff.
- c. Notwithstanding section 8.b. above, cautions and ejections beyond the normal course of play (such as violent behavior, referee assault, outrageous conduct, racial, ethnic or sexual abuse) may be referred to, and in some cases are required to be referred to the appropriate league or governing body, which may pursue their own sanctions. This includes referral to the host league sponsoring the event.
- d. A player or coach receiving a red card in a game will normally be suspended for one game. A player or coach accumulating 2 yellow cards in one game will be suspended for one game. Violent behavior may subject a player or coach to multiple game suspensions or ejection from the League Playoff. A player or coach receiving a single yellow card in multiple games will not be subject to a yellow card accumulation penalty. Suspended players and coaches will not be with the team during the next match(es). They can be on the opposite side of the field and watch the game as spectators, unless notified otherwise.
- e. Spectators dismissed from the field must leave promptly, and failure to do so may result in forfeiture of the game in which their team is participating and / or resort to civil authorities.
- f. Additional penalties may be imposed, as deemed fit and necessary by the League Playoff Committee.
- g. Appeals and protests may be filed with the League Playoff Committee immediately after the incident in question, and in all events before the next game involving the team in question is played. Such notices shall be lodged at the HQ station designated at each venue. **The determination of the League Playoff Committee, should a review be granted, is final.**

10. Standings and Championships

- a. All game scores are recorded and will be posted on the League Playoff web site, as well as the League Playoff webpage. Any concerns about posted scores should be brought to the attention of the scorekeepers at HQ as soon as possible, and certainly before the start of any subsequent game.
- b. Game cards will be used by the referee to record game results and disciplinary actions. A team coach or team manager should approach the game referee following the game, verify the score and initial the gamecard. (Referees are not expected to seek out team officials following games, as often recovery time between games is limited.)
- c. Where brackets are created for championship play, the following rules apply to League Playoff Finals:
 1. In a **six-team** bracket, Wildcard #1 first will play Wildcard #2 in a Final.
- d. Where brackets are created for championship play, the following rules apply to Group Play:
- e. In Group Play, team standings are based on won-lost record.
- f. Wins count for three points, ties for one point.
- g. Forfeits are recorded as a 2-0 score.
- h. In the event of tie between two teams, head-to-head results determine placement.
 1. In the further event of a tie, goal differential determines placement, with up to plus-4 or minus-4 units awarded per game.
 2. In the further event of a tie, accumulated goals scored with a limit of 4 per game determines placement.
 3. In the further event of a tie, accumulated goals against determines placement, favoring the teams that allowed the fewest goals.
 4. Finally, teams will conduct a Penalty Spot Shootout. Should a team fail to show up for the scheduled shootout, the tiebreaker will be awarded to the team prepared to participate.

1. Each team will designate eleven players to take shots including one goalkeeper.
 2. 5 initial shots per team, in an ABABABABAB pattern, until a decisive result is reached.
 3. If still tied, single alternating penalty kicks, in an AB/AB pattern, until a decisive result is achieved.
- i. Shootouts may be assigned to a designated goal, separate from the field the game was played on, if necessary for League Playoff schedule purposes.

11. Communications

- a. The official League Playoff website is found at “www.edpsoccer.com/Florida”.
- b. Teams are responsible for accessing the website for schedules and other relevant information. Note that upon accessing a frequently updated webpage, individuals should click Refresh on their web Browsers to ensure that the information being accessed is the most current.
- c. Teams must leave a cell phone number at the registration desk at the start of each weekend event, at check-in, as well as the name of their hotel if requested, to assist in communications in the event of weather-related issues. The Team Contact’s cell phone must be in operation over the course of the event.
- d. Event officials will attempt to update the website, email and text team members and call cell phone numbers to provide necessary information but are not responsible for any failure to reach any given team or its members, during the course of an event. Alerts during an event may also be sent via Twitter, for those signed into @EDPSoccer

12. General Information

- a. Coaches, players and their fans are expected to conduct themselves within the Spirit of the game. In this regard the League Playoff Committee reserves the right to take disciplinary action as necessary.
- b. Under no circumstances will the League Playoff Committee or staff be responsible for any part of any other expenses, incurred by any team due to, but not limited to, part or whole cancellation of the Showcase due to circumstances beyond the Committee’s control (e.g., weather, facility operations, road closings).
- c. The League Playoff Committee reserves the right to decide on any/all matters and its interpretation of these rules shall be final. No protests will be entertained. No team or team official shall claim that the League Playoff Committee approved a divergence from the posted Rules and Regulations unless they can provide documentation of such approval in writing.
- d. **Final Referee decisions may not be protested or disputed.**
- e. The League Playoff Committee may photograph and / or video participants and spectators at the event, on the playing fields, in areas adjacent to the fields, at the medal stand and in food and event courts adjoining the event. Such images may be posted on websites and in social media, and used in connection with providing information about, and coverage of the event. No individuals will be identified by name in connection with such images, without their consent.
- f. Teams, by participating in this event, acknowledge that all players, coaches, managers, parents and affiliated parties have been advised of the contents of the following items, and will abide by the provisions and requirements stated therein:
 1. EDP LEAGUE PLAYOFF RULES & REGULATIONS (Above, and as accessed from the Event Homepage)
 2. EDP PHOTO/VIDEO/AUDIO POLICY (www.edpsoccer.com/photovideopolicy)

EDP LEAGUE PLAYOFFS - KEY PROCEDURES SHEET

<p>CHAMPIONSHIP PLAY (when applicable)</p> <ul style="list-style-type: none"> • Team standings based on won-lost record. <ul style="list-style-type: none"> • Wins count for three points, ties for one point. • Forfeits are recorded as a 2-0 score. • In the event of a 2-way tie only, head-to-head is determinative, if applicable. • In the further event of a tie, goal differential is determinative, with up to plus-4 or minus-4 units awarded per game. • In the further event of a tie, goals for (max 4/per game) followed by goals against will be used to determine the winner. • Finally, shots from the Penalty Spot shall be used. • Final Games ending in a tie score at the end of regulation time shall proceed directly to a Penalty Spot Shootout. <p>PENALTY SPOT SHOOTOUT PROCEDURE</p> <ul style="list-style-type: none"> • 5 initial shots per team, in an ABABABABAB pattern, until a decisive result is reached. • If still tied, single alternating penalty kicks, in an AB/AB pattern, until a decisive result is achieved. • Only players on the field at the end of the game can kick. • All players must kick before any can kick a second time. • Shootouts may be moved to a designated area. 	<p>WEATHER ISSUES; GAME STOPPAGE / RESUMPTION</p> <ul style="list-style-type: none"> • If weather concerns exist just prior to the event, the online Schedule Homepage will provide updates the evening before the first day, and updates as warranted. • TWITTER will also be used to send updates. Follow @EDPSoccer. • Teams should have a pre-determined communications procedure as their Team Contact is informed of determinations about weather delays, League Playoffs, etc. • During play, games may be interrupted by the referee or field marshal for lightning or severe downpour. • Twenty minutes after game interruption, the Team Contact must report to HQ, for announcement of game resumption, game cancellation or postponement of final decision until a subsequent check-in time. Decisions as to new time slots and game lengths may also be announced. • Generally, games that have reached halftime will not be resumed, and their result will be final.
---	---

<p>CONDUCT FOR PLAYERS, STAFF AND FANS</p> <ul style="list-style-type: none"> • Obey all traffic directives and speed limits. Park in designated spaces only. No parking on grass. • No smoking on or near playing fields. • No alcoholic beverages on premises. • Use only designated sanitary facilities. • No pets on grounds. • Use trash receptacles & clean up after your team. <p>ONSITE CONTACT CELL PHONE NUMBER</p> <ul style="list-style-type: none"> • HQ has a printout of the mobile numbers entered for the Team Contact on the online Registration. Each team should ensure that its Contact's mobile phone number has been correctly provided and that it is in operation during the event. • If possible, the Committee will attempt to contact that number in the event of schedule or field changes, shootouts needed to determine group winners, inquiries about game results, etc. 	<p>APPEALS; SIGNING GAMECARDS</p> <ul style="list-style-type: none"> • Coaches should ensure that they sign off on Gamecards in the possession of the game Referee upon the conclusion of each game. Scores should be checked to ensure they were recorded and totaled correctly, and teams identified properly. • In the event of a dispute, signed Gamecards will usually be deemed dispositive. • In certain cases, appropriate appeals will be considered only upon the concurrence of both team's coaches. • Appeals and scoring concerns should be reported to the field HQ as soon as possible. • Timely appeals will be considered by the League Playoff Committee, and its decision will be final. At that point, no further protest will be tolerated. • Untimely appeals (such as after the start of a League Playoff game or after an event has concluded) will not be heard.
--	--

<p>SUBSTITUTIONS</p> <ul style="list-style-type: none"> • Unlimited substitution with the referee's permission, at every stoppage in play (e.g., throw-ins by either team, free kicks, corners, etc.). Free substitution is allowed for all age groups, unless notice is provided in advance. • 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"). • The referee's assistant should be alerted, to the extent possible, of the request to substitute at the next stoppage of play. • Players standing at midfield should be substituted into the game at the next stoppage of play, unless they step away from the mid-field position prior to stoppage of play. 	<p>IN ANTICIPATION OF A FORFEIT</p> <ul style="list-style-type: none"> • In the event that a forfeit is anticipated, teams will NOT release their players until the team manager has conferred with the League Playoff Director / Committee. Teams must recognize that the cancellation of a competitive game is disrespectful to teams that travel significant distances to attend the League Playoff. • The League Playoff Committee will consider numerous possibilities for allowing game play, including the availability of guest players, mutual agreements to play 10v10, 9v9 or 8v8, or declaring a forfeit but then scrimmaging with guest players supplied by the opponent.
--	--