NORTH ATLANTIC RULES

EFFECTIVE SEPTEMBER 2023

TEAM REGISTRATION

Season means the competitive season beginning August 1 of each year and ending July 31 of the following year.

Eligibility

To be eligible for participation a team must be properly registered with ENYYSA prior to acceptance.

Age Groups

Each team must enter the age group consistent with the calendar birth year of the oldest player on the roster.

Fall 2023 – Spring 2024

| **Birth Year** | **Age Group** |
| --- | --- |
| 2016 | U8 |
| 2015 | U9 |
| 2014 | U10 |
| 2013 | U11 |
| 2012 | U12 |
| 2011 | U13 |
| 2010 | U14 |
| 2009 | U15 |
| 2008 | U16 |
| 2007 | U17 |
| 2006 | U18 |
| 2005 | U19 |

Genders

EDP recognizes 2 types of team genders:

1. Teams with females only are girls’ teams.
2. All other teams are boys’ teams.

**Roster**

* All teams must be registered with EDP and have ENYYSA roster/passes and the official ENYYSA team photo roster.
* The master roster size for teams is 30. Master rosters are not frozen and may include any valid ENYYSA carded player within the Club if eligibility requirements are met.
* All rosters must be from the current seasonal year. All players participating in a game must be listed on the ENYYSA league official photo roster. Player’s names may not be handwritten on this roster. Game day photo roster must be issued from a single league (ex: CJSL/EDP or EHYSL or LIJSL…) and from the same club.
* A Player whose primary team is participating in the EDP National League conference cannot play on an EDP team, of the same event age, outside of the conference.
* A player whose primary team is participating in the EDP North Atlantic league is not permitted to play on a team that is more than ONE division lower than their primary team’s division level.
* A player may play up within two years on any age-eligible team within the club.
* For a player to play on multiple teams within a club, the player must be designated as a P on the player’s primary team. Player may then be added as a dual player on a second team within the club.
* In order to be added to any event roster (league, league cup), a player must first be designated as a P on a carding event roster.
* No player may participate if they are not on a photo roster.
* In order to participate, a coach must be on a photo roster or present his/her pass to the referee.

Guest Players

Guest players are NOT permitted in any EDP competition. Guest players are defined as players with ENYYSA passes from another club.

PLAYER REGISTRATION

Eligibility

Players must be registered with an ENYYSA league. Players are bound to play on only one Club in any EDP event.

Age Eligibility

Players are permitted to play on any age-appropriate team within their own Club.

Player Transfer

Teams must satisfy ENYYSA’s transfer requirements for EDP league play.

COACH REGISTRATION

Coach Presence at Games

The Club must have a coach from within the same club at all scheduled matches in which the team participates. A coach must be on the sidelines even if a trainer is present. The coach must be on the photo roster or in possession of a valid ENYYSA Adult Supervisor pass from the same club as the team. A Coach must be present throughout the entire match or the match will be terminated and forfeited to the opponent, 3-0. A maximum of three (3) coaches are permitted on the team sidelines per match.

The Clubs’ coaches are responsible to know and adhere to the rules, regulations and guidelines set forth by the league

Trainer Presence at Games

Those holding trainer passes are permitted to join the team’s sideline without being rostered.

RULES OF PLAY

Sanctioned competitions must be played in accordance with the most current FIFA laws of the Game and the modifications noted within these rules unless specifically accepted by authorization of the EDP Executive Board. It is the responsibility of all coaches and referees to be thoroughly familiar with and abide by the FIFA laws and these modifications.

Ball Size

* U8-U12 teams utilize ball size #4
* U13 and older teams all utilize ball size #5

Duration of the Game

| **Age Group** | **Duration of the Game** |
| --- | --- |
| U8 | 4 – 10 minute quarters |
| U9, U10, U11 | 2 – 30 minute halves |
| U12, U13, U14 | 2 – 35 minute halves |
| U15, U16 | 2 – 40 minute halves |
| U17, U19 | 2 – 45 minute halves |

* Rest periods are five (5) minutes for all ages
* There shall be no overtime periods in regular league competition.

Field Size and Age Group Format

The field of play shall conform to FIFA Law I, except as listed.

| **Age Group** | **Format** | **Approximate Field Size-Range (Yds)** | **Goal Size (Ft)** |
| --- | --- | --- | --- |
| U8 | 5v5 | 15/25 x 25/35 | Min:4×6 – Max: 6×10\* |
| U9-U10 | 7v7\*\* | 35/45 x 55/65 | Min:6×12 – Max:7×21 \* |
| U11, U12 | 9v9 | 45/55 x 70/80 | Min:6×12 – Max:7×21 \* |
| U13 and older | 11v11 | 60 x 110 | 8 x 24 |
| \* Both goals MUST be the same size; pop up goals may be used. All movable goals  must be secured to the ground. | | | |
| \*\* For 7v7 format, build out lines are required, equidistant between the penalty area and halfway line. Build Out Lines should be marked in a different color than the field markings, alternatively FLAT line markers or FLAT cones may be used. | | | |

Substitutions

Re-entry is unlimited for all league games with the consent of the Referee at any stoppage in play.

1. Change With The Goalkeeper: Any of the other players may change places with the goalkeeper provided that the Referee is informed before the change is made, and that the change is made during a stoppage in the game.
2. Substitution Procedure: When a goalkeeper or any other player is to be replaced by a substitute, the following conditions shall be observed:  
   1. The Referee shall be informed of the proposed substitution before it is made.
   2. The substitute shall not enter the field of play until the player he is replacing has left, and then only after having received a signal from the Referee.
   3. The substitute shall enter the field during a stoppage in the game and at the halfway line.

Other FIFA Exceptions

1. Heading Rule U11 and Younger: When a player deliberately heads the ball in a game, an indirect free kick (IFK) will be awarded to the opposing team from the spot of the offense. lf the deliberate header occurs within the goal area, the indirect free kick (IFK) should be taken on the goal area line parallel to the goal lines at the point nearest to the where the infringement occurred. Referees shall enforce this rule according to the age group of the team, they will not be assessing the age of individual players on the field.
2. Build Out Lines U9-U10 Only: Build Out lines are required for 7v7 play at the U9-U10 age groups.
   * When the GK has the ball, either during the play or from a goal kick, the opposing team must retreat behind the build out line.
   * GK can play the ball right away or once the opposing team is behind the build out line. GK can pass or throw/roll the ball to a teammate anywhere on the field **(NO PUNTING)**
   * After the ball is put into play by the GK by either leaving Goal Keepers hand or by a goal kick, the opposing team can cross the build out line and play resumes as normal
   * A restart from the GK’s hands or goal kick will take place if the opposition infringes inside the build out lines

Age Group Format #Players Dressed

Game format and maximum number of players dressed per game:

| **Age Group** | **Format** | **#Players Dressed (Maximum)** |
| --- | --- | --- |
| U9-U10 | 7v7 | 14 |
| U11-U12 | 9v9 | 18 |
| U13 and Older | 11v11 | 18 |

Number of Players

Teams will play a match with no more than the listed number of players per team on the field at one time, one of whom shall be the goalkeeper.

| **Age Group** | **Number of Players** |
| --- | --- |
| U9-U10 | 7 |
| U11-U12 | 9 |
| U13 and Older | 11 |

Minimum Number of Players

A minimum number of players are required for a scheduled match. Should a team not have at least the minimum number of players at the scheduled match time, it will forfeit the game 3-0 and will be responsible for the entire referee and associated assignor fees. The minimum number of players per age group is listed.

| **Age Group** | **Minimum Number of Players** |
| --- | --- |
| U9, U10 | 5 |
| U11. U12 | 6 |
| U13 and older | 7 |

PLAYERS EQUIPMENT

Uniforms

All players on a team must wear similar colored jerseys, shorts and soccer socks. A legible non-duplicated number on the back of each jersey is required. If necessary, tape may be used to alter a duplicated jersey number. Players and substitutes are not permitted to change numbers or remove their jerseys prior to the completion of the game without specific permission of the referee. The color of a team’s jerseys may be different than the color of the team’s shorts and or soccer socks. If both teams are wearing similar colored jerseys, the home team is required to change. Goalkeepers must change jerseys as the referee directs regardless of the home/visitor status. All players should have their jerseys tucked into their shorts. Teams may elect to display sponsorship on their team jerseys, but may only do so upon prior approval by the league. Decision of the league is final, without any permissible appeal.

Shin Guards

Shin guards are required equipment for all players and are to be worn at all practices and matches. Shin guards are to be covered entirely by the players’ socks. Shin guards are to be made of suitable-material, rubber or plastic, to provide a reasonable degree of protection.

Team Captain Identification

The captain(s) of a team shall wear a band for identification purposes, which is to be displayed only on the arm.

Foul Weather Gear

In the event of severe weather conditions, players will be permitted to wear a sweat suit, similar trousers and stockings, or other type of clothing under their team uniform. Sweat pants may not have a metallic buckle, snaps, buttons or other items that the referee considers dangerous.

Safe Equipment

Under FIFA Law V, the referee is granted the authority to determine the safety of a player’s equipment as defined in FIFA Law IV. The following shall not be permitted:

1. Hair control devices with any hard parts
2. Earrings or any other jewelry, regardless of covering

The following shall be permitted:

1. A soft splint, soft brace or a soft cast, provided that the match referee has determined that it is not a danger to himself or another player
2. Knee braces, if worn, must be safer per the referee’s discretion.
3. Sports Spectacles: Protective sports spectacles or plastic prescription frames sports spectacles with the lenses fully contained with the frame, and held on by an elastic strap are expressly permitted. Any eyewear containing glass, metal or any sharp edges are prohibited.
4. Headgear: Soft foam headgear for goalkeeper, Full 90 type headgear for player, provided that the referee has determined that it is not a danger to himself or another player

If the referee finds that a player is wearing articles not permitted by the Laws or this rule, the referee will order the player to remove them or the player will be removed from the match.

Coaching from the sidelines

Coaching from the sidelines is permitted as long as the coach is giving direction to one’s own team on points of strategy, tactics and position. The following conditions must be complied with:

1. No mechanical devices are used
2. The tone of voice is informative and sportsmanlike
3. Any coach, substitute or player must be within 20 yards from the mid-field line on their team’s sideline.

No club official, club member, team manager, player, or spectator may enter the field of play regardless of the circumstances, unless the referee has given them permission. If this is disregarded, they shall become subject to disciplinary action by the Disciplinary Committee.

Accidents or Unusual Incidents

The team coach or manager must report any accident or unusual incident to the league. An [injury report](https://newyorkclubsoccer.com/wp-content/uploads/2021/11/ENYYSA-Advanced-Notice-of-Injury-Claim-Form-Procedure.pdf) which may be found on the NYCS site, must be completed and submitted to the league that issued the player’s pass.

Suspensions

Suspended Player

A player who has been placed on suspension is not permitted to dress for any match during the time period of his/her suspension, nor be present at the site of a match or areas immediately adjacent. Player may participate in team practices.

Suspended Coach

Any coach who has been placed on suspension is not permitted to participate in any manner whatsoever in the activities of the League during the suspension. The suspended person is not permitted to be present at the site of a match or areas immediately adjacent.

GAME REGULATIONS

Standings

| WIN | 3 points |
| --- | --- |
| TIE | 1 point |
| LOSS | 0 points |

1. Standings Determined: Standings are kept for all U11 and older games and are determined by the above point system. Standings are not published for all U8, U9 and U10 games.
2. Team Forfeits: If a team forfeits a game, the team is ineligible to win the division and ineligible to qualify for any post-season competitions. If a team forfeits two (2) or more games during the season, they will be considered to have withdrawn from competition.
3. Tie Games: If a regularly scheduled game ends in a tie score at the end of regulation playing time, the game and score shall stand as official.
4. Team Withdraws from Competition: If a team withdraws or is removed from competition during the season of play, all records will be nullified and all games played or scheduled to be played shall be recorded as a 3-0 win for the opposing team.
5. Tiebreakers for First Place Division Winners and any Playoff Qualification: Should EDP hold a league ending event (ex: NY Champions Cup), determination of teams’ final placement, in the event of a tie, will be decided by the following tiebreakers in order listed.
   1. Head to Head (Does not apply if three (3) or more teams are tied.)
   2. Goal Differential: maximum of 5 goals per game
   3. Fewest Goals Allowed: maximum of 5 goals per game
   4. Number of Shutouts
   5. If two teams are tied after all of the tiebreakers above, a coin toss will determine which team is designated in the higher placement.

League Ending Event (ex: NY Champions Cup)

Penalty shootouts (FIFA rules) will be used to produce winners at this stage if necessary.

Scheduling

Prior to the season’s start, clubs are to do their best to accommodate the visiting team’s requests when scheduling their home team games. When there is a conflict between the home team and visiting team requests, the home team request will prevail. For league matches, teams must be available to play on the league specified weekend dates posted on the site prior to the season’s start. If a team is unavailable, the game will be forfeited unless the available team is able to host on a mutually agreeable date in time to be scheduled prior to the season’s opening weekend. Games may not be scheduled to start before 10 am if a team is traveling from 1-2 hours away and they may not be scheduled to start before 12 pm if a team is traveling 140 miles or more (unless agreed to by visiting team).

SAT/ACT/PSAT Testing

On SAT/ACT testing dates, the games will begin at 3:00 pm or later for U17-U18/19 age groups

Confirmation of Time, Field, and Colors

The visiting team’s primary contact shall confirm the game time, field location, and uniform colors with the home team’s primary contact prior to the game date.

Start at the Scheduled Time

At the scheduled time for the match, the minimum number of players will constitute a team and the match will start at the scheduled time. There is no permissible period to wait for additional players to arrive.

unRescheduling Considerations

When both teams cannot agree on a re-schedule date, EDP will have the authority to review all facts and inter-team communications, preferably team chats, in order to determine whether the game should be forfeited or canceled permanently.

Change A Scheduled Match

Under no circumstances will a coach, team manager or any other club representative change a scheduled match or reschedule a match without permission from the league. Should this occur, both teams will forfeit the match and will be responsible for their share of the referee and associated assignor fees.

Change of Game Location

Should there be a last-minute change to a match site; the home team must station a person at the original site to escort the referee and the visiting team to the new site and notify the league.

Field Conditions/Game Day Rules

**Home Team Responsibility:**The home team is responsible for the condition of the playing area including the proper field markings and proper equipment – nets and corner flags are required. If the referee determines that the field is not playable due to improper conditions (unrelated to weather), then the home team will forfeit the match and be responsible for all referee and assignor fees.

**Neutral Playing Field:**If a neutral playing field is used, the designated home team must provide the field markings including placing the lines which represent the field of play, setting up the goal nets and corner flags. If the referee determines that the field is not playable due to improper conditions (unrelated to weather), then the home team will forfeit the match and be responsible for referee and assignor fees.

**Position of the Team and Spectators at the Game Site**: Spectators for each team will take a position on the opposite side of the field from the valid coaches and roster players. No spectators are permitted directly behind either goal. The home team shall have the choice of which side the spectators will be positioned.

**Delaying the Start of a Scheduled Match:**Any team delaying the start of a scheduled game more than fifteen (15) minutes without the sanction of the league shall forfeit the game by a score of 3-0. This condition is waived should the game be delayed by a preceding game. The fifteen (15) minute forfeit time will commence upon completion of the previous match on fields with multiple games.

**Incomplete Games:**In the event a game cannot be completed, the game counts if half the game was completed. If the match is suspended prior to the expiration of one half, the game will be repeated at a time agreed upon by the competing teams in consultation with the League Committee. Any team directly responsible for the termination of the game due to poor sportsmanship toward referee, opposing fans,  opposing players or opposing coaches will result in that team forfeiting the match. This may also lead to other penalties up to and including suspension to be determined by the league **disciplinary**committee.

**No-Shows/Forfeits:**A no-show occurs when a team willfully does not show up to a scheduled game. Penalties for no-shows are as follows:

* A forfeit to the opposing team: 0-3 loss
* See FINES for additional repercussions
* A team that has forfeited a game cannot win its division for that season.
* Removal from the league and/or all other competitions at the league’s discretion

A team unable to attend a scheduled game because of an accident, weather or act of God should immediately notify the opponent and the league office. Each situation shall be reviewed by the league committee, which render a decision.

**Unplayed Games/Standings:**Teams are required to complete all games on their schedule to qualify for first in their division and receive medals and to qualify for any post-season competition including, but not limited to, the Champions Cup. If a team completes its season with one (1) or more unplayed games, EDP will have the authority, at its sole discretion, to review all inter-team correspondence showing the intent to schedule and determine whether any unplayed games should be forfeited or canceled permanently.

**If a Team Fails to Appear**– The team that does appear must complete the Game Roster Form, line up, and kick off. The Referee will then terminate the match and file a referee’s report. Team that fails to appear will be responsible for the entire referee and associated assignor fees.

**If Both Teams Fail to Appear:**In the event *both*teams do not appear for a scheduled match both teams will be assessed a forfeit and be responsible for their share of referee fees and associated fines. No game score will be recorded and the game will not be permitted to be rescheduled.

**Team Uses Illegal Player**: An Illegal player is defined as any player who is not on the ENYYSA official photo roster for the participating club presented to the referee and who is not age appropriate. Team using an illegal player will be assessed a 3-0 forfeit, will be responsible for the full referee fees and cannot win the division for that season. EDP will determine additional sanctions, up to and including player and/or coach suspension, fines up to $1000, possible expulsion from the league and will be reported to ENYYSA.

**Fines**: $100 fine will be assessed upon team’s first forfeit. In addition, team will be responsible for full referee fees. Should a second forfeit occur by the same team, then the team will be removed from the competition.

**If the Referee Fails to Appear:**The no-show policy for referees favors getting games played. Therefore, the league will allow the use of a designated referee or parent.

1. The Individual designated to referee must be approved by both teams.
2. If teams decide to play the game as a friendly, both teams must send email notification to the league prior to kickoff.
3. The default position of the league is that if the game is played, the result will stand.
4. If the game is not played, it will be rescheduled and the home team will travel to the opposing team.

**Ejection from a Match**: In instances where the designated coach has been ejected from a game, or has failed to control the activities at the match site to the detriment of the game, the referee will file a supplemental report online. The league’s disciplinary committee, at its discretion, will implement any disciplinary action recommended.

Score Reporting

**Reporting the Score**: All scores must be reported no later than two (2) hours following the game’s completion, by using the enter game score button on the game reminder email. It is the responsibility of the home team to report the score and the responsibility of the away team to report any erroneously reported scores no later than 48 hrs. after they are posted.

**Published Scores**: Actual scores are required to be reported for U11-19 age groups. Actual scores are required for U9-U10 age groups, yet standings and scores are not published. Scores are not kept for U8.

Bad Weather and/or Poor Field Conditions

**Inspection of Playing Site**: In the event of bad weather, the home team’s club official, after inspection of the field, must notify the league no later than 2 hours prior to the scheduled starting time of the match that field conditions require postponement. If the visiting team is traveling 140 miles or more, the required notification period is four (4) hours. ONLY a club official may cancel a match. If a match is canceled, then the home team’s coach or administrator MUST notify the AWAY TEAM and center REFEREE by phone/text and email and the league by email. Failure to do so may result in a forfeit as well as full referee payment.

**Both Teams Must Appear**: Should any part of the two (2) hour notification period lapse, regardless of weather and/or field conditions, coaches and their teams must appear at the match site ready to play at the scheduled time or forfeit. Once any part of the two (2) notification period has lapsed, only the referee is authorized to cancel the match. In the event that weather and/or field conditions are questionable for playing the match and the referee fails to appear, the decision to play or cancel is granted to the home team. A four (4) hour notification period will apply for teams traveling 140 miles or further.

**Game Terminated by the Referee:**Should the match be terminated by the referee prior to the time specified in the rules (refer to Incomplete Games section), for reasons of bad weather, poor field conditions, or darkness, the *entire*game must be replayed. (FIFA Law VII).

**Availability of Home Field**: Should a home team find itself without a match site, they must notify by phone/text, the visiting team and referee and the league by email no later than two (2) hours prior to the scheduled match start time. If this is within the two hour period, the home team must station a person at the original site to notify the referee and the visiting team. If the circumstances are within the control of the home team and/or club, including but not limited to site double-booking, field being inaccessible, early termination or lack of field lighting (within the permit) the home team will be responsible for the full referee fees and the match may be rescheduled at the visiting team’s site with their consent or it will result in a forfeit.

Referees

a) Player Verification

1. *Game Roster Form*Both teams are required to provide two (2) copies of the ENYYSA Official Photo Roster, one (1) for the referee and one (1) for the opposing coach. **NO player’s names may be handwritten on this roster**.  Any player not on the team’s printed roster may not play in that match. Any player not present for pre-match check-in must be verified against the game roster form by the referee, prior to playing in the match.
2. *Jersey Numbers*Teams must list a unique jersey number for each player present for that match and must match the presented roster (may be adjusted prior to presentation to the referee).
3. *Verify the Player’s Identity*The referee shall verify the identity of the players represented on the photo roster by inspecting the photograph.
4. *Verify Written Data*The referee shall verify that the roster indicates the correct club name and that the players’ date of birth are within or younger than the team’s age group range.
5. *Discrepancy in the Data*Should there be a discrepancy in the age group, and/or club name, the player shall NOT be permitted to participate in the match.

b) Referee Reports

1. *Submit Referee Reports*The referee shall submit a referee report for each match officiated, within forty-eight (48) hours after the completion of the match. The referee shall retain a copy of both team rosters presented until the completion of the season.
2. *Supplementary Referee Report*can be included in the online report submitted.
3. *Violation Will Be Held In Abeyance*In the event that the Supplementary Referee Report is not received by the league within forty-eight (48) hours after the completion of the match, the violation will be held in abeyance until the report is received.

c) Caution

1. *Yellow Card – Cautioned*A Yellow Card is displayed by the referee to indicate that a player or coach is being cautioned for violating FIFA Laws of the Game.
2. *Two (2) Cautions*If a player or coach receives two (2) cautions during one match, the player or coach will be ejected from the match, and a suspension is in effect.
3. *Five (5) Cautions*If a coach receives five (5) cautions during a season, a suspension is in effect.
4. *Disciplinary Committee*The disciplinary committee, at its discretion, will determine the length of the suspension and any other punishments, fines, and/or assessments.

d) Ejection

1. *Red Card – Ejection*A red card is displayed by the referee to indicate that a player or coach is ejected from the match and a suspension is in effect. The referee will make a notation in the supplemental portion of the online referee report. The pass does not have to be retained by the referee.
2. *Disciplinary Committee*The disciplinary committee, at its discretion, will determine the length of the suspension and any other punishments, fines and/or assessments.
3. *Appear Before Disciplinary Committee*A player or coach who receives a red card or the equivalent will at the discretion of the disciplinary committee, be summoned to appear at a hearing. Should the player or coach fail to appear, he/she will be suspended until such appearance is made. The disciplinary committee, at its discretion, will determine the length of suspension and/or any other punishments, fines, or assessments. Should a player be summoned to appear, the coach or club representative from his/her designated team must accompany him/her.
4. *Suspended from Consecutive Competition*A player or coach shall be suspended from consecutive competition in the league.
5. *Team Refuses to Continue*If a team refuses to continue to play after being so instructed by the referee, the team will forfeit the game by a score of 3-0.
6. *Reports Will Be Reviewed By The Disciplinary Committee*The referee report and the supplementary referee report shall be reviewed by the league’s disciplinary committee, who shall determine the punishment, fine, and/or assessment. The disciplinary committee shall notify the parties involved, in writing, of the decision.

e) Concussion/No-Reentry Protocol The referee will stop the game when he/she believes that a player has suffered an injury involving that player’s head and immediately remove the player from the game. The referee will make a notation in the supplemental portion of the online referee report. The player may not return to the game.

**CLUB MEMBERSHIP**: Clubs must submit an application for evaluation by the EDP Executive Board. Based on that evaluation, the Board may accept or deny Club Membership at its sole discretion. Clubs/teams may or may not be accepted into the league at the sole discretion of EDP. Expulsion: Clubs, teams or individuals who attempt to circumvent a decision rendered by EDP or who seriously damage the interest of EDP may be expelled at the sole discretion of EDP.

 ittee shall avoid both apparent and actual conflicts of interest. In the event that a member of the board may be considered on any basis by a reasonable individual to have a bias for or against any interested party in a protest or dispute, that member shall excuse himself/herself from the deliberations concerning that protest or dispute.

**Discipline**

Player Suspensions

* Any player sent off will be suspended for the next EDP League match. This game must appear on the teams original schedule released by the league. 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](mailto:Colin_Hope@edpsoccer.com) with [info@newyorkclubsoccer.com](mailto:info@newyorkclubsoccer.com) copied.
* 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  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

* Any Team Personnel sent off will be suspended for the next EDP League  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
* 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

* 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

* 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.
* To be valid and eligible for consideration, a protest must be lodged by a a club official no later than three (3) business days after match completion in accordance with the Filing Procedures listed in Section 14.F
* The League Management Group shall hear all protests by no later than five business (5) days following the protest.
* 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.
* The EDP League  shall have a League Appeals Committee. The League Appeals Committee shall have jurisdiction of appeals as provided in the rules of this Section 14. The League Director shall appoint members to the Committee for each appeal that is filed. Members of the Appeals Committee shall have no conflict of interest in the matters being appealed and shall not be associated with any of the principals involved. The League Appeals Committee shall be chaired by one of the members designated by the League Director. The Appeals Committee shall be composed of no fewer than 3 and no more than 5 members.

Matters Not Provided

Any matters not provided for in these rules shall be determined by the Executive Board of EDP and decisions so made shall be final and binding.

Penalties

No EDP official, club, league, team, coach, referee, player, or other representative may invoke the aid of the courts of any state or of the United States without first exhausting all available remedies within the appropriate soccer organizations. For violation of this rule the offending party shall be subject to the sanctions of suspension and fines and shall be liable to the EDP for all expenses incurred by EDP and its officers in defending any court action, including but not limited to the following:

1. Court costs
2. Attorneys fees
3. Reasonable compensation for time spent by EDP officers and/or employees in responding to and defending against allegations in the action, including responses to discovery and court appearance.
4. Travel expenses
5. Expenses for holding special EDP meetings necessitated by court action.

Line of Authority for an Appeal

The line of authority for an appeal of a decision rendered by the League’s Executive Board or Appeals Committee shall be:

1. ENYYSA
2. USSF National Appeals Committee

Appeals following the line of authority listed above are made directly to each level. The fee for an appeal is prescribed by each level of appeal and are made payable to each level