OPERATING PROCEDURES
Northeast District 3
(as of July, 2026)

SECTION 1. TEAM INFORMATION

1.01 Commitment

Any team looking to participate must understand the level of commitment it takes to participate in a League that stretches across multiple different state associations. All teams understand that this is a multi-state league and that teams may travel hundreds of miles to participate in games. A limited number of teams are accepted into the league, so it is important that each team makes the commitment to travel BEFORE applying to the league.

1.02 Entry Fee

The Team Entry Fee to participate in the National 1 league is **$1150** per team at 13U-14U and **$950** at 15U-19U, per year (paid to EDP Soccer through your GotSport account at the time of application) and is non-refundable if a team is accepted into the league and later drops out. The Team Fee does not include Referee Fees, which will be paid in accordance with the Operating Procedures.

1.03 Seasons of Play

a) <u>2026 FALL SEASON</u>
Boys and Girls 13U-14U competitions. The 13U-14U competition during the 2026 Fall Season will feature Premier I, and Premier II (if applicable) tiers of play with promotion and relegation between the Premier Division tiers to determine the 2027 Spring Season placement of teams into tiers.

b) <u>2027 SPRING SEASON</u>
Boys and Girls 13U and 14U competitions. The 13U-14U competition during the 2027 Spring Season will feature Premier I and Premier II (if applicable) Division tiers of play (primarily based on the results of the 2026 Fall Season of play) with promotion and relegation between the tiers for the following soccer year.
Boys and Girls 15U through 19U competitions. Due to avoiding conflicts with high school soccer, the 15U through 19U competition will take place during the 2027 Spring Season. Boy's and Girls competitions in these age groups during the 2027 Spring Season will feature Premier I and Premier II (if applicable) tiers of play with promotion and relegation between the Premier Division tiers for the following soccer year.

1.04 Referees

a) Assigning – All EDP League games will be assigned through approved USSF referee assignors. Teams will use their local assignor unless otherwise directed by the league.

a. Games not scheduled via this process may result in the match being recorded as a forfeit.
b. Further sanctions: Additional penalties, including suspensions or expulsion from the league , may be enforced by the league's disciplinary committee.
c. All games must be sent to assignors a minimum of ten (10) days prior to the match.
    i. 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.

b) Referee Payment - Each team is responsible for one-half of the total referee fees per game, and payment is to be made in cash prior to each game as follows.

13U and 14U: $90 per game per team; a total of $180 ($90 to Referee and $45 to each AR)
15U and 16U: $100 per game per team; a total of $200 ($100 to Referee and $50 to each AR)
17U and 19U: $110 per game per team; a total of $220 ($110 to Referee and $55 to each AR)

c) Referee Grace Period
    a. The referee is permitted a 30-minute grace period.
    b. If the referee arrives later than 30 minutes from the start time of the originally scheduled game start time, the referee will lose the game assignment (and game fee) if game has already been started.

d) Referee No-Show Policy
    a. The League will allow the use of a designated referee given the Individual designated to referee is approved by both teams.
    b. If teams decide to play the game as a friendly, both teams must send email notification to the league prior to kickoff.
    c. The default position of the league is that if the game is played, the result will stand.
    d. If the game is not played, it will be rescheduled, and the home team will travel to the opposing team.
    e. The league will contact the local assignor and host club regarding the situation.

SECTION 2. SCHEDULING INFORMATION

2.01 Scheduling Policy

a) Upon receiving the posted schedules, teams are expected to promptly make arrangements for their scheduled games. All communication should be done via the GotSport Chat.
b) All game dates must be confirmed prior to the scheduled lock dates.
c) Teams should contact opponents promptly if there is a request to change the game day or game week. If there is mutual consent before the schedule is locked, the game must be updated in GotSport by the home team.

d) Host teams should confirm the date of the game, provide the time and place of the game and any travel directions as soon as possible, but at least ten (10) days prior to the scheduled game.
e) Both scheduled clubs have an obligation to be proactive in the scheduling process. If a host team is not contacting the visiting team within a reasonable time with game details, or either team is not responding to attempts to contact the team, the EDP Coordinator should be advised promptly.
f) All games are to be played on the scheduled date unless both teams agree to move the date. If teams can't agree to play on a new date, then the game should be played on the date scheduled by the league.
g) The Default Day for games is Sunday.
h) Pre-approved clubs may use Saturday as their default day for Home Games.
i) Teams playing an opponent in multiple competitions may have the result of the game played appear as the result in such additional competitions. Both teams must agree to use such results for multiple competitions in advance, and must memorialize such agreement in writing, copying the league on such notification.
j) Modifications must receive consent from both teams and be submitted to the league in writing or such other format as required by the league. If both teams are unable to agree on a modification, the league will make a final determination.

2.02 Deadline to Play Matches

a) All fall games must be played by the 1st weekend of December
b) All spring games must be played by the 1st weekend of June
    a. This is subject to change pending league playoff structure.
    b. The league may authorize games to be played after the listed date. All such authorizations must be in writing.

2.03 Games Lock Date

a) All Games will be locked on or around September 5th Fall season and on or around February 15th for the Spring season. Once games are locked, games cannot be changed without league approval.
b) EDP will advise of the actual lock date in writing when the schedule is released.

2.04 Cancellations

a) Cancellations within the 7-day window may require full payment for referee fees and facility fees, up to $200 and proof of payment must be submitted
b) Deadlines:
    a. Sunday Game Date – change needs to be approved by Monday – 8am
    b. Saturday Game Date – change needs to be approved by Sunday – 8am
    c. Friday Game Date – change needs to be approved by Saturday - 8am
c) Notifications of cancellations need to be sent to the EDP League Staff at League@edpsoccer.com.

2.05 Reschedule Policies

a) No game may be rescheduled after the schedule lock date without submitting a game change request and receiving approval from the league.
b) If the host team's fields are unplayable or unavailable for any reason other than the weather, and the listed visiting team has fields available for the game date and time, teams may switch the fixture (home team becomes the away team; away team becomes the home team) with the mutual consent of both teams.

2.06 Weather Policies

a) In the event of lightning or thunder during game activity:
b) Activity may resume 30 minutes after the last sound of thunder or flash of lightning. The 30-minute clock restarts every time lightning flashes or thunder sounds. Teams and referees are obligated to wait a minimum of 30 mins. If the delay exceeds 1 hour, including seeing additional lightning after the 30-minute mark of the delay, the referee can abandon the match.
c) If a game is terminated due to weather prior to half time the game will be rescheduled at the site of the traveling team.
d) If a game is terminated due to weather after the first half is completed the game result will stand.
e) (NJ,NYE, PAE,DE, VA) The Host Club/Team is responsible for notifying their opponent and referee assignor as soon as possible if matches on scheduled fields are unable to be played due to field closings or inclement weather. Notifications should also be sent to the EDP League Staff at League@edpsoccer.com.
f) Failure to do so may result in the home team owing referee fees.
g) 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.
h) Games may be canceled by the host club due to weather 2 hours prior to the scheduled kick off time 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.
i) 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.
j) Games that are canceled must be rescheduled by 5:00 PM on the following Friday.
k) If the game goes unscheduled, the teams may be assessed a forfeit.

SECTION 3. SUBSTITUTION

3.01 Substitution

All match Substitutions may be made at any stoppage with the approval of the referee. Any substitution during play is considered a moment regardless of the opponent's substitution.

- U13-14. Unlimited over three (3) moments in each half plus halftime.
- U15-18/19. Unlimited over four (4) moments per match plus halftime.

    - Coaches may not agree to changes to the substitution policy.
- Head Injury Substitution:
    - If a player is suspected of having sustained a concussion or other head injury during a match, the player must be removed from play and may not return to that match.
        - Allowance: Each team can make a maximum of two head injury substitutions per match.
        - Opposition Allowance: The opposing team is allowed to make an equivalent extra substitution when a concussion sub is used.
        - Exemption: These replacements do not count against a team's standard three regular substitution windows/limits.

SECTION 4. SCORE SUBMISSIONS

4.01 Score Submission

All match scores must be entered by the WINNING team. In the event of a tie, the team listed first on the schedule should be the team that enters the score and paperwork. This MUST be done before leaving the facility. Scores must be entered within 24 hours of the game being played.