EDP Florida Competitive League

as of 10/19/26

- Application - Section 1
  - Eligibility - Section 1.A
    - To be eligible for participation in the EDP Florida Competitive League a team must be properly registered with their respective member State Association prior to acceptance into the EDP Florida Competitive League.
  - Age Groups - Section 1.B
  - Please note EDP does not allow U6 players to play in U8/U9 brackets and no club can add them onto the game card.
    - 8 and Under (8U) – for players born on August 1, 2018 or later
    - 9 and Under (9U) – for players born on August 1, 2017 or later
    - 10 and Under (10U) – for players born on August 1, 2016 or later
    - 11 and Under (11U) – for players born on August 1, 2015or later
    - 12 and Under (12U) – for players born on August1, 2014 or later
    - 13 and Under (13U) – for players born on August 1, 2013 or later
    - 14 and Under (14U) – for players born on August 1, 2012 or later
    - 15 and Under (15U) – for players born on August 1, 2011 or later
    - 16 and Under (16U) – for players born on August 1, 2010 or later
    - 17 and Under (17U) – for players born on August 1, 2009 or later
    - 18 and Under (18U) – for players born on August 1, 2008 or later
    - 19 and Under (19U) – for players born on August 1, 2007 or later
  - Deadlines - Section 1.C
    - Deadline for 8U-19U - 7/31/2026
  - Registration Fees - Section 1.D
    - The Team Entry Fee to participate in EDP Florida Competitive League for 8U-10U Age Groups is $395, 11U-12U Age Groups is $525 and for 13U-19U Age Groups is $545 (paid to EDP Soccer). Fees listed are for fall and spring season. 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 Florida Competitive League. Any eligible team must apply their team into the EDP Florida Competitive League 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 Florida Competitive League 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 by the applicable deadlines.
- Withdrawals - Section 1.E
  - All withdrawals must be by Email to the League Directors (edpflorida@edpsoccer.com). The Refund policy for withdrawals is outlined in Section 14.B.

- Brackets and Schedule - Section 2
  - Placement in Brackets - Section 2.A
    - The League Competition Committee will place accepted teams into appropriate brackets.
    - All bracket appeals must be done during the appeals period and must be submitted through an available form. Appeals will not be taken by any other method.
  - Number of Matches - Section 2.B
    - Each team will be scheduled to play a minimum of six (6) matches in a season. Most gender age groups in EDP Florida Competitive League will play between six (6) – ten (10) matches. The final match count will be determined by the number of accepted teams in each bracket.
  - Scheduling with Opponent - Section 2.C
    - 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.
    - All game dates must be confirmed prior to the scheduled lock dates.
    - Teams should contact opponents promptly if there will be 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.
    - 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.
    - Home teams should not schedule games before 9am kick off unless the away team agrees.
    - 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.
    - The Default Day for games is Saturday.

- Pre-approved clubs may use Sunday as their default day for Home Games.
- 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.
- Modifications must receive consent from both teams and be submitted to the league in writing or such other format as required by the league. In the event that both teams are unable to agree on a modification, the league will make a final determination.
- It is the intent of the league to play only one (1) match per day; however, when circumstances dictate, no more than two (2) matches a day may be scheduled. Every effort will be made to provide for a minimum of three (3) hours rest between matches. Most circumstances involving teams playing two (2) matches in a day will be related to rain-out reschedules or travel considerations.

- <u>Reschedule Policy -</u>
- The policy below is in addition to the 2-week scheduling and self-scheduling period that follows the initial schedule release.
- Our League is committed to maintaining an organized and consistent schedule that supports players, families, coaches, and field partners. To ensure smooth operations, all teams must adhere to the Rescheduling Policy. This policy ensures that rescheduling requests are made only when absolutely necessary and with proper advance notice. It minimizes disruptions caused by poor planning or late communication.
- Scheduled matches are expected to proceed as listed once published. Rescheduling requests will only be approved for legitimate reasons such as field closures, severe weather, or advancement in the FYSA championship series.
- Requests based on convenience, lack of player or coach availability, or other preventable circumstances will not be accepted.
- Reschedule requests must be communicated through the GotSport chat. Requests via email, sms, etc. will not be accepted.
- The team requesting the reschedule must contact the opposing coach/manager, confirm mutual availability, and MUST provide at least three alternative proposed non-conflicting dates for both teams' League schedule.
- Both teams must agree to the new date/time before submitting a reschedule request.
- The club requesting the change will be responsible for submitting the reschedule request by following the steps on the Game Change Request Instructions on the GotSport Support pages.

        - Reschedule Requests must be submitted via GotSport at least 10 days before the original scheduled match to avoid a Short-Notice Reschedule Fee of Up to $250.00.
        - If a match is rescheduled within 10 days of the original date, the requesting club should expect to pay a fee, which will cover the referee fees, field rental & administrative fees.
        - When there is a disagreement over the requested change of scheduling of the game, or a failure to respond, the game will stay as scheduled.
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    - Deadline to Play Matches - Section 2.D
        - All fall games must be played by November 30th.
    - Games Lock Date - Section 2.E
        - All Games will be locked fourteen (14) days prior to the listed play date. Once games are locked, games cannot be changed without league approval.
    - Cancellations - Section 2.F
        - Cancellations within the fourteen (14) day window may require full payment for referee fees and facility fees.
        - Notifications of cancellations need to be sent to the EDP Florida Competitive League Staff at edpflorida@edpsoccer.com.
    - Reschedule Policies - Section 2.G
        - No game may be rescheduled after the schedule lock date without submitting a game change form and receiving approval from the league.
        - A game may be changed if it falls on the same day as a league-accepted priority competition for conflict purposes. Such competitions will be acknowledged prior to the start of the season.
        - 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.
    - Team Grace Period - Section 2.H
        - The grace period for either team to arrive is fifteen (15) minutes after the scheduled kickoff time.
    - Games Terminated vs Abandoned- Section 2.I
        - Once the game has commenced, the referee shall remain the arbiter regarding the termination of any game, including but not limited to inclement weather, player injury or behavior of coaches and/or parents.
        - If the game is ended due to weather conditions the rules apply as per rescheduling rules. If a game is terminated due to an unruly coach or spectator the offending team will forfeit the game and may face additional consequences.
        - The referee reserves the right to shorten the game to maintain the field schedule. Officials from each team will be informed prior to or during the

game (during the game could be a result of player injury or inclement weather conditions). Prior to may be a result of unexpected weather conditions, travel delay and/or field defects that are being rectified.

- 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 rescheduled at the site of the traveling 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
- Rainout policy

- 1. Weather Delay
- Soccer is an all-weather sport. We play in the rain, cold, and wind. We do not play when there is danger to the children or when we may cause extensive damage to the fields. If there is lightning in the area, we may delay, cancel, or suspend matches that have already begun. Games are always to be played as scheduled unless the fields are closed.
    - 1.1 If a game is delayed due to weather conditions, referees shall wait the designated period of time. (30 minutes).
    - 1.2 In the event the start of a game is delayed due to weather, the referee shall have the option of shortening the length of each half equally to maintain the field schedule. The coaches and the League shall be notified prior to the start of the game.
    - 1.3 After the game has begun, the referee shall remain the arbiter of any decision regarding inclement weather that arises. This includes lightning (in the case where a field has a lightning alert system, the referee will abide by the alerts), unsafe field conditions in the event of a downpour, etc. Get off the field immediately and have the players go to their respective cars or a safe building. Referees should inform each coach of their whereabouts.
- 2. Scoring and Rescheduling
- <u>The game has started and has NOT reached the half</u>:
    - 2.1 In the event that a weather delay is of short duration and permits the game to be resumed and completed prior to the commencement of the next scheduled game on the same field, the teams and referee crew shall resume and complete the game.
    - 2.2 If a game is stopped prior to halftime due to weather conditions, the game shall be replayed in full at a later date, provided that both teams and the field are available. Any games

canceled due to weather conditions shall be rescheduled as soon as possible. The rescheduled game shall commence with a score of 0:0, regardless of the score at the time of cancellation of the original game.

- <u>The game started and was played to half-time:</u>
  - 2.3 Games that have been started and subsequently suspended due to inclement weather or other external conditions will be deemed complete if one-half of the play has been completed AND the second half cannot be completed before the start time of the next scheduled game on that field.
  - For any such game that is not completed, the score at the time of the suspension will be the final score. Canceled games will not be rescheduled.
- <u>Game not started:</u>
  - 2.4 Any games canceled prior to commencement due to weather conditions shall be rescheduled as soon as possible.
- 3. Referee Payment
  - 3.1 No fees shall be paid to referees for weather-related cancellations if they were appropriately notified with a minimum of 2 hours notice.
  - 3.2 If referees are not given the proper notification of the postponement and arrive to work the match, they are to be paid by the home team or the team causing the postponement.
  - 3.3a In the event that a game has not commenced due to weather conditions, each referee present shall be entitled to a nominal fee of five dollars ($5) per team.
  - 3.3b In regions where the home team is responsible for all referee fees, the home team shall pay each referee present a total of $10.
  - This provision shall apply to any games scheduled for the day where a match has not commenced due to weather conditions, whether such game is the first of the day or any subsequent game, except in cases where the fields have been closed for the remainder of the day. It shall apply only to referees present at the scheduled kick-off time.
- 3.4 In the instance that a game has commenced, referees shall be entitled to retain the full match fee already paid, regardless of whether the game is completed, and no refunds or adjustments shall be issued.

    - 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 Florida Competitive League Staff at edpflorida@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
        - 8U-10U – 25 Minute Halves
        - EDP does not have a mercy rule, and all games should be played with the times above.
    - Ball Size - Section 4.B
        - 8U-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.
        - The home teams should wear their light color uniforms and away teams wear dark color uniforms to avoid conflicts.
        - 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
        - The teams will occupy the same side of the field. Teams are to remain on their half of the field between the halfway line and eighteen yards from

their goal line. Spectators are to only occupy the opposite side of the field from the teams on the same end of the field as their team bench area. Coaches/Managers are required to maintain control of their players and their team's fans on the sideline.

- 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'*
    - 7v7 Goal Size - 6.5x18.5
    - 4v4 Goal Size - 4x6
  - 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.

4v4	30 x 20 yards
7v7	55-65 x 35-45 yards
9v9	70-80 x 45-55 yards
11v11	80-120 x 55-75 yards

- Laws of the Game - Section 5
  - IFAB - Section 5.A
    - All games will follow Laws of the Game per IFAB except where modified in Section 5.B.
  - League Modifications - Section 5.B
    - Law 1 - The Field
      - The field and goal size will be age appropriate per US Youth Soccer recommendations and guidelines.
    - Law 2 - The Ball
      - As per Section 2.B
    - Law 3 - The Players
      - Game formats will be 11v11, 9v9, 7v7 or 4v4 as age appropriate
        - 11v11 = 18 player game roster minimum of 7 players required to play game
        - 9v9 = 16 player game roster, minimum of 6 players required to play game
        - 7v7 = 12 player game roster, minimum of 5 players required to play game
        - 4v4 = 8 player game roster, minimum of 3 players required to play game
      - Substitution in accordance with Section 4.C

- ROSTERING
- Teams can only play 5 Primary1 players per game. If teams play more than 5, they may be subject to a forfeit.
- Teams can reach out to the league to ask for permission to play more than 5 in a game. Teams are allowed to list more than 5 Primary1 on the roster but cannot use more than 5 in a game.
- All players must be rostered to a team to compete in any FYSA sanctioned event. Any player competing in any competition shall be considered immediately rostered to said team. Note: Rostered players may guest play with proper permission in any FYSA sanctioned event, if allowed by the rules of competition, and not affect their original rostered status
- An official FYSA roster is the roster generated by the current FYSA registration system. The Official FYSA Roster must include the picture of the player and coach. A player is rostered to a team when the rostering process is completed or as defined under FYSA Rule 205.1. All matters of dispute shall be governed by the official state roster. A copy of the official roster is valid for all events requiring a roster.
- Primary1 is permitted, and a player may be rostered to multiple teams within the same affiliate at one time during a seasonal year. FYSA sanctioned competitions (league play and tournaments) may have rules to allow the use of Primary1 players up to the maximum roster size:
- 13U – 19U teams – Total roster size, including Primary1 players, is capped at thirty (30). Teams shall name eighteen (18) eligible players for each game by creating a matchday roster.
- 11U – 12U teams – Total roster size, including Primary1 players, is capped at twenty-five (30). Teams shall name sixteen (16) eligible players for each game by creating a matchday roster.
- 8U – 10U teams - Total roster size, including Primary1 players, is capped at forty-five (30). Teams shall name twelve (12) eligible players for each game by creating a matchday roster.
- Primary1 players may only participate with two (2) teams per day.
- A player may not participate in more than two games per day, whether for one team or two different teams.
- Leagues and tournaments may create internal event roster forms allowing properly FYSA registered players to participate within their rules of competition without changing the Official FYSA Roster. These event rosters must list the players full name, pass number, rostered team, DOB and birth verification status. Prior to the use of these internal event rosters, for all inter-club games, leagues and tournaments must have on file the team's official

FYSA roster with appropriate guest player forms or FYSA Event Rosters, as verification of players' credentials and that guest players have proper permission to participate.
        - Secondary Rostering is permitted, and a player may be rostered to multiple teams across two different affiliates at one time during a seasonal year. Regulations concerning secondary rostering are as follows:
        - Player's Cup eligibility is the player's primary team. A player's primary team shall be the first team to which the player is rostered.
        - Release from the primary team in no way transfers primary status to the secondary team. To transfer primary status requires a completed transfer. This player will then be considered a previously rostered player if not registered to a team within the same affiliate.
        - Primary team schedules will take precedence in all issues or conflicts. If player is registered to two (2) affiliates, all matters regarding registration will be decided by the primary team's affiliate

    - Law 4 - All 12U brackets are heading!
    - Law 5 – 9v9 - No kicks from the keeper or Goal kicks may NOT travel in the air into the opposition box. (must bounce before the box). If the ball travels into the opposition box in the air, the opposing team is awarded an INDIRECT FREE KICK where it crosses the line at the half way line.
    - Law 6 - The Duration of the Match
        - As per Section 4.A
    - Law 7 - Free Kicks
        - For all 9v9 & 7v7 games – Until the ball is in play, all opponents must remain 8 yards from the ball.
            - For applicable leagues
    - Law 8 – Build outline rule, for 7v7 only. Defenders should not cross the buildout line until the second touch for goal kicks.
    - Law 9 – The penalty Kick
        - For all 9v9 & 7v7 games – The penalty mark shall be 10 yards from the goal line.
            - For applicable leagues

- Roster Rules - Section 6
    - Game Cards - Section 6.A
        - The GotSport generated Game Card shall be the official Team Match Day Line-Up Card for EDP Florida Competitive League The Match Day Line-Up Card for each game should be printed no earlier than 24 hours prior to the scheduled start of that match. This timing will ensure the most

accurate information for each team lineup. The eighteen (18) eligible players (inclusive of both primary and club pass players) should be listed on the Match Line-Up Card no later than 24 hours prior to a match.

- Printing the Team Match Day Line-Up Card: Each team must print and present the referee with a copy of the Team Match Day Line-Up Card (GotSport Game Card).
    - To print the GotSoccer Game card, log into the team account and select the EDP Florida Competitive League schedule. To the left of each match is a small PDF icon. Click the PDF icon to download/print the GotSport Game Card.

- Player Passes - Section 6.B
    - Prior to the start of a match, each team shall present the referee with the copy of the Team Match Day Line-Up Card and their properly prepared US Youth Soccer Player Passes. The Referee shall select one of the Team Match Day Line-Up Cards and check-in each team's players using both the Match Day Line-Up Card and the US Youth Soccer Player Passes.
    - EDP will allow digital player passes but must be on gotsport and not a copy of a PDF.
- 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 Twelve (12) players may be checked in for a 9U-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.
    - Only a minimum of five (5) players may be checked in for a 9U-10U 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.
- Primary1 Pass Players - Section 6.F
    - Players may be dual club rostered with FYSA and play in the EDP Florida Competitive League as long as the correct documentation with FYSA is approved.
    - Players may play within the club as defined by your state associations registration platform, players are permitted to play as a club pass player on a different team within the club, given they fall under the age/gender restrictions for that team and or the event age.

    - Number of Coaches and Team Officials in Technical Area - Section 6.H
        - No more than three (3) 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.
- 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 4-0 score.
        - In the event that a rescheduled game remains unplayable by the end of the seasonal year, and awarding a forfeit is deemed inappropriate by the League's competition committee, the game may be recorded by a 0-0 score.
        - The League will operate with a maximum goal difference of plus-4 or minus-4 .
            - Goal Difference will be calculated independently on a game by game basis.

- Forfeits - Section 9
    - Score for Forfeited Games - Section 9.A
        - A forfeited match will be scored as a 4-0 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 4-0 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.

- Standings - Section 10
    - Points - Section 10.A
        - 3 Points for a win
        - 1 Point for a tie
        - 0 Points for a loss
- Tie-Breakers - Section 11
    - List of Tie-Breakers - Section 11.A
        - In the event of a tie between two teams only, head to head results determine placement (In the event of a tie between three or more teams, Head to Head will NOT be used).
        - In the further event of a tie, goal differential determines placement, with up to plus 4 or minus 4 units awarded per game (First tie breaker for a tie between three or more teams).
        - In the further event of a tie, accumulated goals scored with a limit of 4 per game determines placement.
        - In the further event of a tie, accumulated goals against determines placement, favoring the teams that allowed the fewest goals.
- Referees - Section 12
    - Payments to Referees - Section 12.A
        - Referee and Assistant Referees will be paid by the clubs in agreement with their referee assignor. Each team involved in EDP Florida Competitive League will be responsible for paying the Referee and Assistant Referees, depending on what is agreed per each region.. 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.
        - 11U-12U games should request a three (3) referee system.
        - 8U-10U games should request a one (1) referee system minimum - (3 referee system can be used.
    - Fees - Section 12.C
        - Chart of Fees
        - All referee fees are covered by the home team
    - Cancellations and Late Change - Section 12.D
        - Any changes to scheduled games should 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 Florida Competitive League games will be assigned through approved USSF referee assignors. Teams will use their local assignor unless otherwise directed by the league.
        - All games should 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 or any additional information required by the assignor.
    - 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 sanctioned game. 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 edpflorida@edpsoccer.com within 24 hours.
        - 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 two game suspension.
        - While EDP Florida Competitive 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.

- EDP Florida will use the RAP policy - https://www.ussoccer.com/rap
- "Only the captain" guidelines - Effective as of 1st July 2025

Introduction: Respect and fairness are core values of football, but referees and other match officials are regularly subjected to verbal and/or physical dissent when they make decisions. In extreme cases, players sometimes run at referees and surround or mob them, demonstrating a lack of respect for the referee, harming the image of the game, and can be intimidating and upsetting.

Stronger collaboration between the referee and the team captains can help instill fairness and mutual respect. In this regard, so that the referee can explain key decisions, only the captains will be allowed to approach the referee, provided that they do so respectfully and conduct themselves as such. At the same time, it will be the responsibility of each captain to ensure that their teammates remain a reasonable distance from the referee and do not interfere in the interaction between the referee and the team captain(s).

Guidelines:

- Normal interactions between players and the referee are allowed and remain important (to promote transparency and avoid possible frustration and conflict)
- Any player (including the captain) who shows dissent by word or action will be cautioned (yellow card)
- The referee will, where appropriate, explain important decisions to the captain(s) and/or the player(s) involved in an incident
- To prevent players from mobbing or surrounding the referee in major situations, and following key incidents or decisions:
- Only one player from each team – usually the captain – is allowed to approach the referee and, when doing so, they must always interact in a respectful manner
- The referee may instruct/encourage players (verbally or with gestures) not to approach them
- The team captains are responsible for helping to direct their teammates away from the referee

- Players who approach/surround the referee when they are not permitted to do so may be cautioned (yellow card)
- If appropriate, the referee may delay the restart of play to allow the captain(s) time to speak with their team-mates to explain a decision, demand proper behavior, etc.
- Interaction with, or an approach by, any player other than the captain is at the discretion of the referee, e.g. if the player has committed an offence, been fouled and/or is injured
- When the captain is the goalkeeper
- Where the goalkeeper is the captain, the referee must be told, no later than at the coin toss before kick-off, which player is nominated to approach the referee instead of the goalkeeper
- Only the goalkeeper or the nominated player, not both, may approach the referee
- If the nominated player is substituted or sent off, another player must be nominated
- The guidelines below apply only to youth, veterans, disability, and grassroots football. The referee can initiate the "only the captain" guidelines by blowing the whistle and using the following signal:
- Raising both arms above their head and crossing them at the wrists
- Uncrossing their arms and moving them in front of their body with their palms open in a forward pushing motion to indicate that the players must not approach
- A captain-only zone will then extend for 4 m (4.5 yds) around the referee
- Where appropriate, the referee may move away from the players to create the captain-only zone
- No player is permitted to enter the captain-only zone except each team's captain, who should wear an identifying armband
- The captain has a degree of responsibility for encouraging team-mates to respect the captain-only zone and remain at least 4 m (4.5 yds) away from the referee
- If one player other than the captain enters the captain-only zone, the offender should be cautioned (YC) for dissent by action
- If more than one player from a team enters the captain-only zone, at least one player must be cautioned (YC) – this will usually be the first unauthorized player to enter the captain-only zone or the player whose approach is most aggressive
- Any incident in which more than one unauthorized player from a team enters the captain-only zone must be reported to the appropriate authorities after the match*
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- Team Personnel Suspension - Section 13.B
  - Any Team Personnel sent off will be suspended for the next EDP Florida Competitive League match. The suspension is for the team in which the

coach was coaching. 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 edpflorida@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 Florida Competitive 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
  - The EDP Florida Competitive League may 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.
- Filing Procedures - Section 14.F
  - A protest or appeal must be filed in writing and must include: a) The nature and specifics of the complaint. b) A listing of the policies, rules, and/or procedures that have been violated. c) A statement of the desired resolution. d) Copies of all documents relevant to the protest or appeal.

- Concussion Policy

  www.recognizetorecover.org/head-and-brain#head-brain-conditions

- Payment Policies Section 15
  - Payment Methods - Section 15.A
    - Credit Card is the only payment method of EDP Florida Competitive League. Payment will be taken at time the application is submitted and does not guarantee acceptance. Teams not accepted will be given a 100% refund.
      - All clubs must have a credit card on file
    - If you require an official invoice for payment, a club official must request the method prior to registration. All requests must be emailed to Juancarlos@edpsoccer.com.
  - Refund Policies - Section 15.B
    - If a team withdraws before they are entered into a bracket, a $50 administrative fee will be assessed.
    - Once a team is entered into a bracket, teams withdrawing will be assessed a $100 administrative fee.
    - Once the schedule has been released, NO REFUNDS will be issued.