EDP Futures

As of 7/1/26

- Application - Section 1
  - Eligibility - Section 1.A
    - To be eligible for participation in the EDP League a team must be properly registered with their respective member State Association prior to acceptance into EDP Futures.
    - All clubs/teams must follow US Soccer and USSF policies and procedures.
  - Age Groups - Section 1.B
    - 8 and Under (8U) – for players between Aug 1st 2018– July 31st 2019
    - 9 and Under (9U) – for players between Aug 1st 2017– July 31st 2018
    - 10 and Under (10U) – for players between Aug 1st 2016 July 31st 2017
  - Deadlines - Section 1.C
    - Deadline for 8U-10U - 07/10/2026
  - Registration Fees - Section 1.D
    - The Team Entry Fee to participate in EDP Futures for and for 8U-10U Age Groups is $650 (paid to EDP Soccer). A $100 late fee will be incurred if the team registers after the deadline. 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 Futures. Any eligible team must apply their team into the EDP Futures 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 Futures 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 through Email to the League Directors. 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 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 seven (7) matches in a season. Most gender age groups in EDP Futures will play between seven (7) – nine (9) 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 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.
  - 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.
  - 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.
  - 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.
  - The Default Day for games is Sunday.
  - Pre-approved clubs may use Saturday 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.
    - Deadline to Play Matches - Section 2.D
        - All fall games must be played by the 1st weekend of December.
        - All spring games must be played by the 3rd weekend of June.
            - The league may authorize games to be played after the listed date. All such authorizations must be in writing.
        - Any game left unscored after the league deadline will be recorded as a No Contest. Teams wishing to claim a forfeit for an unplayed game must submit a written request within 10 days of the originally scheduled game date.
    - Games Lock Date - Section 2.E
        - All Games will be locked on or around September 5th. Once games are locked, games cannot be changed without league approval.
        - EDP will advise of the actual lock date in writing when the schedule is released.
    - Cancellations - Section 2.F
        - Cancellations within the 7-day window may require full payment by the cancelling team for referee fees and facility fees, up to $200 and proof of payment must be submitted
        - Deadlines:
            - Sunday Game Date – change needs to be approved by Monday – 8am
            - Saturday Game Date – change needs to be approved by Sunday – 8am Friday Game Date – change needs to be approved by Saturday - 8am
        - Notifications of cancellations need to be sent to the EDP League Staff at League@edpsoccer.com.

    - Reschedule Policies - Section 2.G
        - No game may be rescheduled after the schedule lock date without submitting a game change request 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 the home team to arrive is fifteen (15) minutes after the scheduled kickoff time.
  - The grace period for the away team to arrive is thirty (30) 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
  - Policy - Section 3.A
    - In the event of lightning or thunder during game activity:
      - 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.
        - If a game is terminated due to weather prior to half time the game will be rescheduled at the site of the traveling team.
        - If a game is terminated due to weather after the first half is completed the game result will stand.
    - The Host Complex / Club is responsible for communicating with the local referee assignor as soon as a game is canceled, or a field is closed.
        - Failure to do so may result in the home team owing referee fees.
    - The Host Complex / Club is responsible for notifying the League Staff as soon as possible if matches on scheduled fields are unable to be played due to field closings or inclement weather. Notifications need to be sent to the EDP League Staff at League@edpsoccer.com.
    - Games may be canceled by the host club due to weather prior to 9:00 AM on game day due to weather-related unplayable field conditions. The referee may also cancel the game if they deem the field to be unplayable.
    - Host clubs must consider the travel of the opposing team when determining a cancellation. The league reserves the right to adjust the home team designation in the event that a team was found to have shown wanton disregard for their opponent's travel needs for a specific game.
    - Games that are canceled must be rescheduled by 5:00 PM on the following Friday.
    - If the game goes unscheduled, the teams may be assessed a forfeit.
- Gameday Procedures - Section 4
    - Game Lengths - Section 4.A
        - 8U-10U - 30 Minute Halves
    - Ball Size - Section 4.B
        - 8U-10U - Size 4
    - Substitutions - Section 4.C
        - Matches shall have unlimited substitutions.
    - Team Uniforms and Player Equipment - Section 4.D
        - All soccer equipment must adhere to Laws of the Game per IFAB. A player must not use equipment or wear anything that is dangerous to himself or herself or another player (including any kind of jewelry).
        - Shin guards are mandatory.
        - Knee braces, if worn, must be safe per referee's discretion. The referee has the final decision.
        - Hard casts must be wrapped by padded cushioning material to allow for safe play. It is recommended that casts be covered with closed cell, slow recovery foam padding no less than 1/2'-inch thick. The padded casts covering must be deemed safe per referee discretion and the referee has the final decision on game day at the field.
        - Players' numbers must match with numbers listed on the roster.

        - All players must have a unique number on all jerseys.
        - All teams should have two sets of jerseys in contrasting colors. All players must wear matching color team shorts and team socks; one set of each will be acceptable for the team. Players can wear long sleeve undergarments, but undergarments should match the same color as the shirts or shorts of the given team.
        - In the event that team colors are similar, the home team will change colors. The home team is the team listed first or above on the schedule, if not explicitly designated.
    - Spectators and Team Benches - Section 4.E
        - EDP is requesting, whenever possible, teams and spectators arrange themselves on the same side of the field. Team Bench and Spectator will be on the same side of the field. Team bench and personnel will be on one half of the field while parents and spectators will be on the other half of the field.
            - This league rule doesn't apply to games in Pennsylvania as State rules override the local league rule.
    - Field Requirements - Section 4.F
        - Fields must be properly lined with corner flags
        - Goal Sizes
            - 7v7 Goal Size – 6.6x 12- 6.5'x18.5'*
        - 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.

7v7	55-65 x 35-45 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 7v7 as age appropriate
            - Substitution in accordance with Section 4.C
        - Law 7 - The Duration of the Match
            - As per Section 4.A
        - Law 13 - 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 14 - 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 Futures 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 fourteen (14) 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 GotSport Game card, log into the team account and select the EDP Futures 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.
        - Digital passes are permitted.
    - Maximum Number of Players Dressed in Technical Area - Section 6.C
        - Only a maximum of fourteen (14) players may be checked in for a 8U-10U match
            - maximum 12 primary players on the teams official USYS roster
    - Minimum Number of Players to Begin Match - Section 6.D
        - Only a minimum of five (5) players may be checked in for a 8U-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.
    - Club Pass Players - Section 6.F
        - Players may only play for ONE club in EDP Futures.
        - Players may NOT play for teams in more than one club in EDP Futures
        - Players are not permitted to club pass within the same division

        - Maximum 5 club pass players are permitted at one time
            - Unless approval is given by the league
        - 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.
        - CP Players can only be used if primary with your club. Secondary players/ Tournament team players cannot be club passed
            - Teams are allowed a maximum of five club pass players at one time unless otherwise approved.
            - EDP recommends using club pass players from a team in a lower division or a younger age group.
            - Teams are permitted to use players from a higher division if it's developmentally appropriate or a team is short on players.
                - If EDP finds anyone to be abusing the system, those games may be forfeited.
    - Secondary Players - Section 6.G
        - Secondary Permission players a player may play with a club with his/her primary card in League A and play with a club using a secondary permission in League B. Implementation of secondary permissions is determined by the respective State Association and Leagues, check your local league and state policy or with your league registrar for details.
        - If a player is a primary player on a team in EDP Futures, they cannot be Secondary Permission player in EDP Futures.
        - Maximum 5 secondary pass players are permitted at one time
            - Unless approval is given by the league
    - Number of Coaches and Team Officials in Technical Area - Section 6.H
        - No more than four (4) coaches are allowed in the technical area.
    - Requirements of Coaches and Team Officials - Section 6.I
        - All coaches and team officials in the Technical Area must have proper credentials issued by their State Association.
- Ineligible Players - Section 7
    - Policy - Section 7.A
        - In accordance with Rules, a team that plays an ineligible player shall be subject to disciplinary action including but not limited to: (a) forfeiture of the match; and (b) suspension of the team's coach from League competition. Additional disciplinary action could include (a) expulsion of the team from the League; and/or (b) any further action(s) as determined by the League Competition Committee. Accusations from teams of an ineligible player must be extensively substantiated and is incumbent on the accuser to provide concrete evidence of ineligibility.
        - Players can only play for one club in EDP Futures.
- Score Reporting - Section 8
    - Policy - Section 8.A

        - The referee should report the score immediately following the conclusion of the match. Directions for reporting scores can be found on the game card.
        - Forfeited matches will be reported as a 1-0 score.
        - If 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.

- Forfeits - Section 9
    - Score for Forfeited Games - Section 9.A
        - A forfeited match will be scored as a 1-0 win for the opponent.
    - Policy - Section 9.B
        - A team forfeiting any match may be dropped from the League at the discretion of the League Competition Committee following a review of the incident resulting in any Forfeits. Should a team be dropped, all scores for that team in the seasonal year schedule shall be recorded as a 1-0 win for the opponent. In addition, a team that forfeits one or more matches may be subject to further sanctioning including but not limited to a fine or become ineligible or be suspended from Leagues managed by EDP Soccer. The League Competition Committee shall determine any additional sanctioning.
- Standings - Section 10
    - No Public Standings will be kept
- Referees - Section 12
    - Payments to Referees - Section 12.A
        - Referee and Assistant Referees will be paid at the fields, prior to the start of each match. Each team involved in EDP Futures will be responsible for paying half of the total cost for the Referee and Assistant Referees. The Referee and Assistant Referees will be made in accordance with the totals in Section 12.C.
    - Number of Referees - Section 12.B
        - 8U-10U games should request a one (1) referee system.
    - Fees - Section 12.C
        - Chart of Fees
        - Should the home team request more referees than required by the league, the home team will be responsible for the additional fees.
        - Should the home team referee fee be higher than the standard league fee, the home team will be responsible for the additional fees.
    - Assigning - Section 12.D
        - All EDP Futures games will be assigned through approved USSF referee assignors. Teams will use their local assignor unless otherwise directed by the league.
        - Games not scheduled via this process may result in the match being recorded as a forfeit.

            - Further Sanctions: Additional penalties, including suspension or expulsion from the league, may be enforced by the league's disciplinary commitee.
        - All games must be sent to assignors a minimum of ten (10) days prior to the match.
            - Information (Game number, date, time, age, gender, home team, away team, field name, field address and contact information for the home team) must be provided to the Assignor by the set amount of time before each game by the Host Team.
        - It is the responsibility of the home team to notify the assignor of any changes or cancellations. If changes are not communicated to the assignor, the home team may be responsible for the ref fees.
    - 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 the 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 Futures match. This game must appear on the team's 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 League@edpsoccer.com
        - All red cards are an automatic one game suspension.
            - Red cards received for violent conduct, abusive language, or anything of that nature will be reviewed by the Incident Review committee and sanctioned accordingly. The Incident Review Committee may issue suspensions for a length of time or additional number of games.
                - Red Cards received for fighting or striking opponent will be an automatic two game suspension.

        - 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 - Section 13.B
        - Any Team Personnel sent off will be suspended for the next EDP Futures match. The suspension is for the team in which the coach was coaching and must appear on the teams original schedule released by the league. The individual may not participate in a game with the team until they have sat out their suspension.
        - Any Team Personnel sent off or dismissed is prohibited from communicating with his/her team while the team is at the field for the remainder of the match and during their suspension, including but not limited to cell phone use, texting, tweeting, or other means of communication. Violation of this rule may result in further disciplinary action against the individual and/or team.
        - All suspensions must be reported to League@edpsoccer.com.
        - All suspensions will be reviewed by the Incident Review Committee and sanctioned accordingly. The League Incident Review may issue longer suspensions and may suspend the individual from all club activities in the league for a length of time or additional number of games.
    - Fines and Suspensions - Section 13.B
        - The Incident Review Committee will have the authority impose suspensions and/or fines on any incident it deems to be egregious.
        - The Incident Review Committee will have the authority to impose suspensions and/or fines on any club or team that has been consistently found to violate league rules and policies.
- Protests and Appeals - Section 14
    - Definition of a Protest - Section 14.A
        - A protest is a formal written objection of any violation of established policies, rules, or procedures related to a specific match and can only be filed by a Club Director of the Club that the team is a member. Only those teams involved are permitted to protest a match result. Third parties, i.e., coaches from other teams, state administrators, cannot file protests on a specific match. Protests must be based upon a violation of the published. rules of the USYS, U.S. Soccer, EDP League, or IFAB Laws of the Game.
    - Protests of Match Played - Section 14.B

        - To be valid and eligible for consideration, a protest must be lodged by a club official no later than three (3) business days after match completion in accordance with the Filing Procedures listed in Section 14.F.
    - Hearing of Protest - Section 14.C
        - The League Management Group shall hear all protests by no later than five business (5) days following the protest.
    - Definition of an Appeal - Section 14.D
        - An Appeal is a request to transfer the matter from one jurisdiction to another for re-examination of the decision made by the lower body. Appeals arise as the result of an adverse decision from an administrative action or disciplinary action at a lower level. Only those parties to the original action, who are adversely impacted by such decisions, shall be allowed to appeal. An Appeal may only be filed by a Director of the Club that the team is a member. An appeal must be filed in accordance with Section 14.F within five (5) days after a decision is rendered by the League Management Group.
    - Appeals Committee - Section 14.E
        - The EDP Futures 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.
    - 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 preferred payment method of EDP Futures. Payment will be taken at time the application is submitted and does not guarantee acceptance. Teams not accepted will be given a 100% refund.
        - Teams paying by check should make the check payable to SAJE Enterprise. Check must be mailed to 8 Cornwall Court, East Brunswick NJ 08816 by no later than August 5, 2024 for the Fall Season, and January 20, 2025 for the Spring Season.

        - 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.