

EDP TOURNAMENT RULES, POLICIES & PROCEDURES

General:

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

PETS ARE NOT ALLOWED ON OR NEAR ANY PLAYING FIELD OR EXTENDED AREAS DECREEDBY TOURNAMENT OFFICIALS. SERVICE ANIMALS MUST BE CLEARLY MARKED AS SUCH.

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

1. Communications

- a. The official Tournament website is found at www.edpsoccer.com/tournaments.
- b. Teams are responsible for accessing the website for schedules and other relevant information. Note that upon accessing a frequently updated webpage, individuals should click Refresh on their web Browsers to ensure that the information being accessed is the most current.
- c. Teams GotSport contact info must be updated and accurate prior to each event.
- d. Event officials will attempt to regularly update the website, email and text team members and call cell phone numbers to provide necessary information but are not responsible for any failure to reach any given team or its members, during the course of an event. Alerts during an event may also be sent via social media.

2. Registration and Eligibility

- a. Tournament headquarters for the direction of all administrative matters prior the event is EDP Soccer, 8 Cornwall Court, East Brunswick, NJ 08816. 732-432-7200 / tournaments@edpsoccer.com
- b. All teams must check-in online Thursday before the event unless otherwise specified by EDP
- c. For check-in each team shall upload a photocopy of the official team roster. The roster must include a uniform number for each rostered player and each guest / loan player, which must remain constant for the entire event and match the number on the Player Profiles submitted.
- d. All players must be registered youth soccer players in good standing with an appropriate governing body. Players must either be on a team's official roster or be an approved loan player or a guest player duly registered with a separate team.
- e. Rosters submitted at registration for full-sided, 11v11 teams may contain up to twenty-two (22) players who will be deemed eligible to play for the team during the event, including any combination of both rostered players and up to five (5) guest / loan players from outside teams. For 9v9 teams, eighteen (18) players can be made eligible, including up to five (5) guest / loan players. For 7v7 teams, sixteen (16) players can be made eligible, including up to three (3) guest / loan players. Secondary passes are allowed but count toward the guest player limit.
- f. Up to eighteen (18) players may be in uniform and present on the team's sideline technical area for any single full-sided, 11v11 game at the event. Sixteen (16) players may be in uniform and present on the team's sideline technical area for any single small-sided, 9v9 games. Fourteen (14) players may be in uniform and present on the team's sideline technical area for any single small-sided, 7v7 games. The players eligible to participate in any given game can vary from game to game at the event, provided all the players used are listed on the roster submitted at registration. Any player

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

- g. Players may **only play with a single team** during the course of an event. Should a player appear on more than one roster, the first team with which the player participates on the field shall be deemed the player's primary team for the event. Should a player participate with more than one team, the player can be barred from further participation at the event with any team. Teams that allowed such player to participate can also be sanctioned with a forfeit in any game where such ineligible player was used, and the Tournament Committee may fashion such other remedies as are deemed appropriate under the circumstances.
- h. All players on the same team, rostered or guest, must use Player Passes from the same governing body.
- i. USA teams must present picture identification cards issued by the team's Federation Organization member (USYS, SAY, US Club, etc.), Teams from outside the State Association where the tournament is located must provide proof of permission to travel, if their governing body so requires.
- j. Foreign team players must have a passport or, if from a nation from which the United States does not require a passport, proof of entry into the United States in a form that is accepted by the United States. Teams must present player picture identification cards. Teams must have a completed form from its Provincial or National Federation approving the team's participation in the tournament.
- k. In the event that the tournament is cancelled prior to the start of play, teams will receive no less than a 70% refund of their entry fee, or a 100% credit toward a future event, at their option. In the event that the tournament is shortened after play has commenced, appropriate credits toward a future will be issued, as determined by and solely at the discretion of the Tournament Committee.
- l. Under no circumstances will the Tournament Committee or staff be responsible for any part of any other expenses, incurred by any team due to, but not limited to, part or whole cancellation of the Showcase due to circumstances beyond the Committee's control (e.g., weather, facility operations, road closings).
- m. The Tournament Committee reserves the right to decide on any/all matters and its interpretation of these rules shall be final. No protests will be entertained. No team or team official shall claim that the Tournament Committee approved a divergence from the posted Rules and Regulations unless they can provide documentation of such approval in writing.

3. Online Team Check-In Policy

All teams are required to complete the Online Team Check-In prior to each EDP tournament or showcase. Once your team is accepted, it should be a top priority for all players, coaches, and tournament organizers. Proper check-in allows all parties to be fully registered, insured, and eligible to participate in competitive play.

Check-in procedures and deadlines are communicated multiple times to teams prior to each event and posted on various web pages and documents.

EDP Soccer has a firm stance regarding a team's failure to check in prior to an event.

Failure for a team to check in prior to an event will result in:

- a. Zero points being awarded for any ties or wins for any teams that play while they are not checked in. Example: If the team that did not check in wins a game 2-0, they will receive zero points in the tournament standings.
- b. If check in occurs after the team plays a game, all future games will be eligible to earn points towards standings. Past games will remain ineligible to receive points towards standings.

Failure to check in by the end of Day One will result in the following steps:

- a. All previously played games will be recorded as a forfeit (2-0 loss).
- b. If the team does not check in prior to the start of play on Day Two, all future games will be recorded as a forfeit (2-0 loss). Pattern repeats for day 3, day 4, etc.
- c. The team and club will be reported to their state association and/or governing body.
- d. The team will be ineligible to participate in an EDP event for 12 months.

If you are having problems with the Online Team Check-In procedure, please contact the EDP Tournament Group in a timely manner. EDP Soccer's goal is for all accepted teams to attend and all scheduled games to be played. Our staff will assist in any way possible. If any issues or roadblocks occur, your team must inform EDP Soccer. The first place to start is sending a detailed email to tournaments@edpsoccer.com describing your circumstances so we can assess your situation.

4. Forfeit

- a. A five-minute grace period will be allowed from scheduled kickoff time. Teams must be present and ready to play at the scheduled time or potentially forfeit the game. Nonetheless, Tournament officials are mindful that unforeseen circumstances may occur, and will have the option to shorten, reschedule or otherwise create such circumstances as will allow a game to be played on the field rather than be won by forfeit.
- b. A minimum of seven (7) players constitutes a team for a 11v11 match.
- c. A minimum of six (6) players constitutes a team for a 9v9 match.
- d. A minimum of five (5) players constitutes a team for a 7v7 match.
- e. A forfeit will be recorded as a 2-0 loss for all past and future games in group/bracket play.
- f. A forfeit will be recorded as a 2-0 loss for finals and 3rd/4th place games.
- g. The Tournament Committee will review abandoned games on a case-by-case basis.
- h. No team that forfeits a game will be eligible to win any championship awards at the event.
- i. **The determination of the Tournament Committee is final.**

In the event that a forfeit is anticipated, teams will NOT release their players until the team manager has conferred with the Tournament Director / Committee. Teams must recognize that the cancellation of a competitive game may create a lost opportunity for an expected showcase evaluation for one or more players and is disrespectful to teams that travel significant distances to attend the Tournament. (The Tournament Committee will consider numerous possibilities to permitting game action, including the possible availability of guest players, mutual agreements to play 10v10, 9v9 or 8v8, or declaring a forfeit but then scrimmaging with guest players supplied by the opponent or otherwise.

5. Standings and Championships

- a. All game scores are recorded and will be posted on the website after each game. During the event, scores are viewable on the tournament webpage, and any concerns about posted scores should be brought to the attention of the scorekeepers at HQ as soon as possible, and certainly before the start of any subsequent game.
- b. Game cards will be used by the referee to record game results and disciplinary actions. A team coach or team manager should approach the game referee following the game, verify the score and initial the game card. (Referees are not expected to seek out team officials following games, as often recovery time between games is limited.)
- c. Where brackets are created for championship play, the following rules apply to Playoff and Consolation Rounds:
 1. Teams will normally only be scheduled for a maximum of one playoff or consolation game during the tournament.

2. In an eight-team bracket, Group A first will play Group B first in a bracket Final and Group A second plays Group B second in a Third-Place game.
 3. In a six-team bracket, Group A first will play Group B first in a Final, and Group A second plays Group B second in a Third-Place game.
 4. In a four-team bracket, Group A first will play Group A second in a Final.
 5. In the event of a tie playoff game, only the Final Game requires a winner; in those instances, the teams proceed directly to PKs to determine a winner (See Section 9.d.8. for procedure).
 6. In a five-team bracket, teams play a four-game round robin schedule without playoff rounds. First and Second places are determined solely by standings after Group Play.
 7. At U9 and U10, consolation games may be scheduled to ensure all teams participate in at least two games each day.
- d. Where brackets are created for championship play, the following rules apply to Group Play:
1. In Group Play, team standings are based on won-lost record.
 2. Wins count for three points, ties for one point.
 3. Forfeits are recorded as a 4-0 score. All games previously played against the forfeiting team shall be rescored 4-0 with 3 points awarded for the win; all remaining games to be played against the team forfeiting will be scored in the same manner.
 4. In the event of tie between two teams, head-to-head results determine placement.
 5. In the further event of a tie, goal differential determines placement, with up to plus-4 or minus-4 units awarded per game.
 6. In the further event of a tie, accumulated goals scored with a limit of 4 per game determines placement.
 7. In the further event of a tie, accumulated goals against determines placement, favoring the teams that allowed the fewest goals.
 8. Finally, teams will conduct a Kicks from the Penalty Mark Shootout. Should a team fail to show up for the scheduled shootout, the tiebreaker will be awarded to the team prepared to participate.
 - a. Each team will designate eleven players to take shots including one goalkeeper.
 - b. As necessary - Shootouts may be assigned to a designated goal/field location, different from where the game was played on, for tournament schedule purposes.

6. Injuries

In the event of an injury alert your game referee or contact the Tournament HQ. A trainer/EMT will be dispatched to assist you.

7. Inclement Weather

- a. All teams and coaches must show up at the scheduled field and time regardless of weather conditions, unless otherwise notified by a Tournament Official. Failure to appear may result in a forfeit, and may result in the rescheduling or loss of a team's future games at the Tournament.
- b. In the event of stoppage of play due to severe weather conditions, teams should retreat to a safe location; teams should ensure in advance that there is a means to communicate with team members in the event of stoppage. EDP will make best efforts to regularly communicate to team contacts via email / phone / text / social, advising on when play will be resumed, cancelled, modified, or further postponed for another defined length of time. DO NOT assume comments by anyone other than Tournament personnel at HQ are authoritative on issues regarding the resumption or cancellation of the schedule in the event of stoppage.
- c. In the case of inclement weather, the Tournament Committee has the authority to change, cancel or reschedule any game and / or its format.

- d. **The determination of the Committee is final.**

8. General Information

- a. Coaches, players, and their spectators are expected to conduct themselves within the Spirit of the game. In this regard the Tournament Committee reserves the right to take disciplinary action as necessary.
- b. **Final Referee decisions may not be protested or disputed.**
- c. Teams, players, coaches, and team officials acknowledge, by their participation in the event, that they have reviewed these rules and regulations as instructed in several communications and postings prior to the event, and that they will abide by said rules and regulations.
- d. The Tournament Committee may photograph and / or video participants and spectators at the event, on the playing fields, in areas adjacent to the fields, at the medal stand and in food and event courts adjoining the event. Such images may be posted on websites and in social media, and used in connection with providing information about, and coverage of the event. No individuals will be identified by name in connection with such images, without their consent.
- e. All participants will adhere to the EDP Respect & Etiquette Policy.

9. Abusive Behavior

While at the fields, any coach, parent, team official, player or spectator threatening violence or engaging in verbal abuse will be subject to ejection from the tournament and the team may be ejected from the tournament as well if appropriate. This type of behavior is not acceptable at this event and will not be tolerated.

10. Discipline

- a. Coaches, players, and spectators are required to conduct themselves within the Laws of the Game.
- b. All disciplinary measures imposed by the Tournament Committee shall NOT necessarily be limited to participation in the Subject Tournament but in egregious instances may extended to future EDP tournament or EDP league play.
- c. Player cautions and ejections OR coaches or team personnel dismissals beyond the normal course of play (such as violent conduct, referee assault, outrageous behavior, racial, ethnic, or sexual abuse) may be referred to, and in some cases are required to be referred to the appropriate league or governing body, which may pursue their own sanctions. This includes referral to the host league sponsoring the event.
- d. A **PLAYER** receiving a red card send-off in a game will normally be suspended for one game. Violent conduct; using offensive, insulting, or abusive language/gestures; and spitting/biting may subject a player to multiple game suspensions or ejection from the tournament. A player receiving a single yellow card in multiple games will not be subject to a yellow card accumulation penalty. Suspended players will not be permitted within the team technical area during the next match(es). They are permitted on the opposite side of the field and may watch the game as spectators, unless notified otherwise.
- e. A **COACH** who is dismissed from any game will normally be suspended for one game. Violent conduct; using offensive, insulting, or abusive language/gestures or any other outrageous irresponsible behavior the coach to multiple game suspensions or ejection from the tournament. Suspended coaches will not be permitted within the team technical area with the team during the next match(es). They are permitted on the opposite side of the field and watch the game as spectators (no coaching), unless notified otherwise.
- f. A **SPECTATOR** removed from the field must leave promptly, and failure to do so may result in forfeiture of the game in which their team is participating and / or resort to civil authorities.

- g. Additional penalties may be imposed, as deemed fit and necessary by the Tournament Committee.
- h. Appeals and protests may be filed with the Tournament Committee immediately after the incident in question, and in all events before the next game involving the team in question is played. Such notices shall be lodged at the HQ station designated at each venue. **The determination of the Tournament Committee, should a review be granted, is final.**

11. Lodging

A requirement for EDP tournament or showcase acceptance for out-of-area teams that will not be day-tripping is that teams must utilize sanctioned tournament lodging. Note that our official hotel providers reserve blocks of rooms for EDP events well in advance to ensure that our participating teams' needs are adequately met. If we do not utilize these reserved rooms, the hotels may not make these rooms available at future events, especially at times of the year when lodging demands in the area are greatest. Therefore, team cooperation in this matter is expected.

Additional Lodging Information is found at <http://www.edpsoccer.com/titanlodging>

Teams and affiliated persons that are disrespectful and/or damage hotel property will be ejected from the tournament and will not be accepted for future participation. Additionally, those team(s) will be responsible for all expenses. Security and a reporting network are in place at all properties throughout the weekend.

EDP LEAGUE PLAYOFFS - KEY PROCEDURES SHEET

CHAMPIONSHIP PLAY (when applicable)

- Team standings based on won-lost record.
 - Wins count for three points, ties for one point.
 - Forfeits are recorded as a 4-0 score.
- In the event of a 2-way tie only, head-to-head is determinative, if applicable.
- In the further event of a tie, goal differential is determinative, with up to plus-4 or minus-4 units awarded per game.
- In the further event of a tie, goals for (max 4/per game) followed by goals against will be used to determine the winner.
- Finally, shots from the Penalty Spot shall be used.
- Final Games ending in a tie score at the end of regulation time shall proceed directly to a Penalty Spot Shootout.

PENALTY SPOT SHOOTOUT PROCEDURE

- 5 initial shots per team, in an ABABABABAB pattern, until a decisive result is reached.
- If still tied, single alternating penalty kicks, in an AB/AB pattern, until a decisive result is achieved.
- Only players on the field at the end of the game can kick.
- All players must kick before any can kick a second time.
- Shootouts may be moved to a designated area.

WEATHER ISSUES; GAME STOPPAGE / RESUMPTION

- If weather concerns exist just prior to the event, the online Schedule Homepage will provide updates the evening before the first day, and updates as warranted.
- Social media will also be used to send updates. Follow @EDPSoccer.
- Teams should have a predetermined communications procedure as their Team Contact is informed of determinations about weather delays, Playoffs, etc.
- During play, games may be interrupted by the referee or field marshal for lightning or severe downpour.
- Generally, games that have reached halftime will not be resumed, and their result will be final.

CONDUCT FOR PLAYERS, STAFF AND FANS

- Obey all traffic directives and speed limits. Park in designated spaces only. No parking on grass.
- No smoking on or near playing fields.
- No alcoholic beverages on premises.
- Use only designated sanitary facilities.
- No pets on grounds.
- Use trash receptacles & clean up after your team.

ONSITE CONTACT CELL PHONE NUMBER

- HQ has a printout of the mobile numbers entered for the Team Contact on the online Registration. Each team should ensure that its Contact's mobile phone number has been correctly provided and that it is in operation during the event.
- If possible, the Committee will attempt to contact that number in the event of schedule or field changes, shootouts needed to determine group winners, inquiries about game results, etc.

APPEALS; SIGNING GAMECARDS

- Coaches should ensure that they sign off on Gamecards in the possession of the game referee upon the conclusion of each game. Scores should be checked to ensure they were recorded and totaled correctly, and teams identified properly.
- In the event of a dispute, signed Gamecards will usually be deemed dispositive.
- In certain cases, appropriate appeals will be considered only upon the concurrence of both team's coaches.
- Appeals and scoring concerns should be reported to the field HQ as soon as possible.
- Timely appeals will be considered by the Playoff Committee, and its decision will be final. At that point, no further protest will be tolerated.
- Untimely appeals (such as after the start of a Playoff game or after an event has concluded) will not be heard.

SUBSTITUTIONS

- Unlimited substitution with the referee's permission, at every stoppage in play (e.g., throw-ins by either team, free kicks, corners, etc.). Free substitution is allowed for all age groups, unless notice is provided in advance.
- Players must be clearly standing and waiting AT THE MID-FIELD LINE to be substituted (and not merely waiting "in the vicinity of mid-field").
- The referee's assistant should be alerted, to the extent possible, of the request to substitute at the next stoppage of play.
- Players standing at midfield should be substituted into the game at the next stoppage of play unless they step away from the mid-field position prior to stoppage of play.

IN ANTICIPATION OF A FORFEIT

- In the event that a forfeit is anticipated, teams will NOT release their players until the team manager has conferred with the Playoff Director / Committee. Teams must recognize that the cancellation of a competitive game is disrespectful to teams that travel significant distances to attend the Playoff.**
- The Playoff Committee will consider numerous possibilities for allowing game play, including the availability of guest players, mutual agreements to play 10v10, 9v9 or 8v8, or declaring a forfeit but then scrimmaging with guest players supplied by the opponent.