



MID ATLANTIC EDP
CONFERENCE



NORTH ATLANTIC EDP
CONFERENCE



SOUTH ATLANTIC EDP
CONFERENCE

US YOUTH SOCCER NATIONAL LEAGUE EDP CONFERENCE SPRING SHOWCASE 2019

REGULATIONS, POLICIES & PROCEDURES

General:

Teams must be duly registered with and in good standing with an appropriate governing body. Domestic players must have a current, valid pass from a state association of US Youth Soccer.

Players must be instructed to compete in the spirit of the game and according to the laws of the game.

1. Registration and Eligibility

- a. Tournament headquarters for the direction of all administrative matters is EDP, 8 Cornwall Court, East Brunswick NJ 08816. 732-432-7200. The contact person is Bohdan Porytko. 973-998-9731 / 973-698-6655.
- b. **Check-In** will be done electronically:
- c. Teams will upload the following documents:
 1. Official Roster
 2. Player/Coach card sheet
 3. EDP Affirmation
- d. Download and fill out the affirmation:
https://www.gotsport.com/Content/directors/upimg/dir139/edp_girls_nl_shwocase_affirmation.pdf
 1. Upload affirmation, Roster, and Cards into GotSoccerIf you need assistance please follow the steps here: <https://gotsoccer.zendesk.com/hc/en-us/articles/115002825328-How-Do-I-Upload-Documents-for-a-Tournament-League>
- e. Teams who do not complete electronic check-in by 12:00pm Friday, April 26, 2019 are required to check-in on site at headquarters.
- f. At initial registration each team shall provide 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. If circumstances require a change in uniform number for any game, that change must be reported in advance to the officials on-site.

- g. 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.
- h. Rosters submitted at registration for full-sided 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. Secondary passes are allowed but count toward the guest player limit.
- i. Up to eighteen (18) players may be in uniform and present on the team's sideline technical area for any single full-sided game at the event. 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 game jersey or team warm-up.
- j. USA teams must present picture identification cards issued by the team's Federation Organization member (USYSA). Teams from outside the State Association where the tournament is located must provide proof of permission to travel, if their governing body so requires.
- k. Foreign teams must present a passport at registration 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.

2. Standings and Championships

- a. All game scores are recorded and will be posted on the website after the Tournament. During the event, manual scoreboards at HQ will be controlling, 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 gamecard. Referees are not required to search for team officials, as there may be limited recovery time between matches. Field marshals will collect the gamecards and deliver them to the HQ scorekeeper desk.
- c. For the tournament standings:
- d. Team standings are based on won-lost record
- e. Wins count for 3 points, ties count for one point
- f. Forfeits are records as 2-0 score
- g. In the event of a tie between two teams, head-to-head results determine placement.
- h. In the further event of a tie, goal differential determines placement, with up to plus +4 or minus -4 awarded per game.
- i. In the further event of a tie, accumulated goals scored with a limit of 4 per game determines placement.
- j. In the further event of a tie, accumulated goals against determines placement., favoring the team that allowed the fewest goals.

3. 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 reasonably 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 players constitutes a team.
- c. A forfeit will be recorded as a two to zero result.
- d. The Tournament Committee will review any abandoned games on a case-by-case basis.
- e. **The determination of the Tournament Committee is final.**
- f. **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.)

4. 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 League Official. Failure to appear may result in a forfeit, which is scored as a two to zero loss, 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. One team representative is required to report to the venue HQ fifteen minutes after stoppage has occurred, at which time notice will be provided whether the remaining schedule will be resumed, cancelled, modified or further postponed for another defined length of time, pending receipt of information allowing formulation of a definitive resolution. 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.**

5. 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 be limited to participation in the Showcase.
- c. Notwithstanding section 8.b. above, cautions and ejections beyond the normal course of play (such as violent behavior, referee assault, outrageous conduct, 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 or coach receiving a red card in a game will normally be suspended for one game. A player or coach accumulating 2 yellow cards in one game will normally be suspended for one game. Violent behavior may subject a player or coach to multiple game suspensions or ejection from the tournament. A player or coach receiving a single yellow card in multiple games will not be subject to a yellow card accumulation penalty. Suspended players and coaches will not be with the team

during the next match(es). They can be on the opposite side of the field and watch the game as spectators, unless notified otherwise.

- e. Spectators ejected from the vicinity of a 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.
- f. Additional penalties may be imposed, as deemed fit and necessary by the Tournament Committee.
- g. 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.**

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

6. 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 must leave a cell phone number at the registration desk at the start of each weekend event, at check-in, as well as the name of their hotel if requested, to assist in communications in the event of weather-related issues. The Team Contact’s cell phone must be in operation over the course of the event.
- d. Event officials will attempt to post messages on the Schedule Homepage, email and text team contacts and members, and call contact 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 may also be sent through Twitter at: @ EDP soccer

7. Lodging:

A requirement for acceptance for out-of-area teams is that teams utilize sanctioned tournament lodging. Note that we reserve blocks of rooms at these facilities 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, your 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.

Injuries:

In the event of an injury contact your field marshal or the tournament control center. An EMT will be dispatched to assist you.

8. General Information

- a. Only USSF registered Referees will be utilized, assigned by a USSF certified Referee Assignor.
- b. Coaches, players and their fans 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.
- c. Only individuals with a valid Driver's License may operate a golf cart or other motorized vehicle at the event. No unauthorized use is permitted.
- d. 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 credit toward a future event, at their option. In the event that the tournament is shortened after play has commenced, any refunds or credits will be solely at the discretion of the Tournament Committee.
- e. 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, etc.).
- f. 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 upon final decision. 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.
- g. All teams shall shake hands at the end of each game as a gesture of friendship and sportsmanship.
- h. **Referee decisions may not be protested or disputed.**
- i. 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.
- j. All participants will adhere to the **EDP Respect & Etiquette Policy**

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.

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

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

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

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RULES OF PLAY

All games shall be played under the Laws of the Game per IFAB, except as modified as follows.

- a. Each team's players and coaches shall take one side of the field, and all spectators shall take the opposite sideline. On the team's touchline, the coaches and players must stay within the technical area on their side.
- b. On the spectators' touchline, spectators are to remain behind the designated line. No spectators will be allowed behind either goal line.

Law 3 – The Players

- a. Unlimited substitutions are permitted by either team and at any stoppage of play at the referee's discretion. (for example, throw-ins, goal kicks, corner kicks, after goals, indirect free kicks, indirect free kicks, upon stoppage for injuries, etc.). Free substitution is allowed for all age groups unless teams are advised in advance otherwise.
- b. Substitutes ready to enter the game should be up & ready standing at the halfway line
- c. Coach or team personnel should alert the assistant referee/referee, to the extent possible, of the request to substitute at the next stoppage of play.

Law 4 – The Player's Equipment

- a. All soccer equipment must adhere to IFAB standards.
- b. A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry).
- c. Game Referee shall inspect all casts, braces, headgear or any other special needs and their protective coverings where applicable and determine whether a player's participation presents an unreasonable risk to the player and/or others. Such determination is specific to the game for which the inspection is being conducted and is independent of inspection and participation in other games at the tournament.
- d. It is strongly suggested that players with any of the aforementioned (or other) additional special needs check in at tournament HQ for review by the on-site referee supervisor
- e. Players' shirts must have numbers which should coincide with numbers listed on the team roster.
- f. All teams must have two sets of shirts in contrasting colors. All players should wear matching color team shorts and team socks; one set of each will be acceptable for the team.
- g. In the event that team colors are similar, the home team will change colors. The home team is the team listed first on the schedule, if not clearly designated as "home".

Law 7 - The Duration of the Match

- a. Games are two (2) equal halves of 35 minutes.
- b. There is allowance for added time per the referee's discretion.
- c. The tournament reserves the right to shorten any game(s) in the event of any weather or other delays.
- d. There will be no overtime periods.