



## El Paso Premier League Official Rules

**1. Categories:** This is a US Club Sanctioned Soccer League that is open to ALL participants affiliated, properly registered and carded with US Club Soccer with youth non-competitive and competitive teams. Boys and girls ages U5-U19.

**2. Registration Fee:** Each player planning to participate in the EPPL must submit \$85.00 (U5 – U8 4v4), \$85.00 (U8-U10 7v7), \$90.00 (U11-U12 9v9), \$90.00 (U13 and above 11v11) Registrations must be submitted before the start of the season. **\*A player will not be allowed to play if they are not properly registered and have a valid US Club player card\*** Registrations submitted after the stated deadline will be charged a \$15 late fee.

**3. Registration and Team Eligibility:** Registration will be completed online. A team will only be considered eligible when all player and staff have been properly registered and have successfully received their US Club Soccer Membership (id card).

**5. Roster Size:** The roster for U5, U6, U7 AND U8 (4v4) will be **8** players. U8, U9, AND U10 (7v7) will be **14** players, U11 – U12 (9v9) will be **18** players, U13 and above (11v11) will be **22** players.

### **6. Bracket Allocations and Game Schedules:**

The EPPL divisions formats will be determined upon the number of participating teams for each age group, and the level of competition. Game schedules will be posted online. It is the teams' responsibility to check and notify players of any changes.

- A division of 4 teams will play each of the other 3 teams twice during the regular season followed by a 4-team playoff with semi-finals, third place match, and Championship Game.
- A division of 5 teams will play each of the other 4 teams twice during the regular season followed by a 4-team playoff with semi-finals, third place match, and Championship Game.
- A division of 6 teams will play each of the other 5 teams once, then after play three more regular season games against a random rival selected by the scheduling system leaving each team with an 8-game regular season. Play-off will consist of the top 6 teams making through to the play-offs where the top 2 seeded teams will have a bye while the other 4 teams play a wild-card playoff to see who advances to the semifinals. These play-off brackets are set and are not subject to re-seeding based on final table position.
- A division of 7 teams will play each of the other 6 teams once, then after play 2 more regular season games against a random rival selected by the scheduling system leaving each team with an 8-game regular season. Play-off will consist of the top 6 teams making through to the play-offs where the top 2 seeded teams will have a bye while the other 4 teams play a wild-card playoff to see who advances to the semifinals. These play-off brackets are set and are not subject to re-seeding based on final table position.
- A division of 8 teams will play each of the other 7 teams once followed by play-offs. Play-off will consist of all 8 teams making through to the play-offs in a set bracket (top seed v. low seed) that is not subject to re-seeding based on final table position.
- A division of 9 teams will play each of the other 8 teams once followed by play-offs. Play-off will consist of top 8 seeded teams making it through to the play-offs in a set bracket (top seed v. low seed) that is not subject to re-seeding based on final table position.
- A division of 10 teams will play each of the other 9 teams once followed by play-offs. Play-off will consist of top 8 seeded teams making it through to the play-offs in a set bracket (top seed v. low seed) that is not subject to re-seeding based on final table position.

**7. Division Standings:** Division standings will be determined by the following point system and in the event of a tie, bracket winner and runner-ups will be determined as follows:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

- A. Head to head during Division play
- B. Goal differential (no maximum goals)
- C. Goals For
- D. Goals Against
- E. Most Shutouts
- F. Penalty Shoot out

**8. Game Lengths:**

4V4	Four 8 minute quarters	1 minute breaks
7V7	Two 25 minute halves	5 minute half-time
9V9	Two 30 minute halves	5 minute half-time
11V11	Two 35 minute halves	5 minute half-time

**9. In the event of a tie in a championship game:** "kicks from the penalty mark as outlined in the FIFA Laws of the Game (page 52, English version) will be used to determine the Champion".

**10. EJECTIONS/DISCIPLINARY ACTIONS:** USCS rules prohibit any coach, spectator or player ejected from a match, or suspended by the proper authority, to be within sight or hearing distance of the field of play during their suspension. A coach, spectator or player receiving two cautions (yellow cards) in a single match is considered to have been given an ejection (red card). A player who has been ejected (sent off), shall not be replaced.

- Coaches or players that receive 2 cautions (yellow cards) and are sent off, will be ejected from that game but may participate in the team's next game.
- Coaches or players shown a direct red card will be ejected from that game and will be suspended for the team's next game.

A coach, team official or player who has been ejected for **VIOLENT CONDUCT** shall not be allowed to participate in the next **TWO** scheduled matches (subject to review by the League committee). Any coach, team official or player who assaults a referee will be suspended indefinitely from the league pending league official decisions.

**FIGHTING** will not be tolerated for any reason. Coaches, team officials, players or spectators sent off for fighting (striking or attempting to strike another coach, team official, player or spectator) will be subject to suspension pending league official's decisions. Coaches, team officials, players or spectators who enter the field of play for any reason, in the event of a fight, will be ejected from the field and may also be subject to suspension. If the coaches, team officials, players or spectators cannot be identified, the entire team will be subject to disciplinary actions.

**Field Invasion**

**Any field invasion by a spectator to incite or participate in a violent act will result in the offending team forfeiting the match regardless of the score or match type. A spectator must refrain from entering the field and let match officials and coaches handle in-game situations. Team will be subject to suspension from the event with no refund in the event of any pitch invasion.**

**ZERO VIOLENCE AGAINST MATCH OFFICIALS. Due to recent unfortunate circumstances, CSE has instilled the following: Any violence whatsoever by a player, coach, or spectator against a match official will result in the immediate ejection of the team involved from the event. No refunds will be issued.**

- **Coach Behavior and Consequences**

- Coaches will be held to the highest standard and we expect every single coach to behave in a manner that aligns with the values of this league. Coaches will be respectful, supportive, and will do their best to promote good sportsmanship and fair play, so that in return they may instill in their players the same values.
- In the event that a coach is being disrespectful, rowdy, or showing poor sportsmanship the following will apply:
  - The coach will be given a verbal warning and will be shown a yellow card (caution).
  - If coach continues to display the same behavior, they will be shown a red card and asked to leave the fields.
  - If coach does not leave, the game will be forfeited by the offending team regardless of the score or match type.
- **Parent Behavior/Consequences**
  - Parents and Spectators are expected to behave in a manner that aligns with the values of this league. Parents and Spectators will be respectful, supportive, and will do their best to promote good sportsmanship and fair play.
  - In the event that a parent or group of parents are being disrespectful, rowdy, or showing poor sportsmanship the following will apply:
    - Referee will verbally warn head coach and ask them to control their spectators.
    - If behavior continues, coach will be shown a yellow card (caution)
    - If behavior continues, head coach will be shown a second yellow card, subsequent red card, and will be sent off.
    - Game will continue if coach leaves, and spectators improve their behavior. If those two things do not happen, game will be stopped and forfeited by the offending team regardless of the score or match type.

**Overage Players/Illegal Players/Cheating:** Use of illegal/overage player, or any cheating whatsoever, will not be tolerated in the EPPL and all cases will be subject to suspension from the league indefinitely pending league official's decision. Any team caught cheating will lose the game in question plus all previously played games. There will be no refunds for any team or its players who are caught cheating.

11. **Forfeits:** Teams will receive a 10-minute courtesy period if they are not present or do not have enough players to start a match. The 10-minute courtesy period starts at the scheduled game time. At the end of the 10-minute courtesy period, if the team is not ready to start, the game will be forfeited. Referees will declare all forfeits. The minimum number of players required to field a team for U5-U8 (4v4) is three, U8 & U10(7v7) is five, U11 and above, seven. A game that is forfeited will be scored 3-0 and will count towards the eight-game guarantee.

- Forfeits:
  - All forfeits will be subject to cancellation fees.

Forfeits:

- If a coach wants to purposefully forfeit a game for any reason, the referee will announce the game as a forfeit at half field.
- If BOTH coaches agree, the game can be played as a scrimmage with no referee(s).
- **NO CALL – NO SHOW:**
  - Teams that do not show up to play a game will automatically lose the game via forfeit and will incur cancellation fees.
  - **A cancellation fee is equal to referee fee plus a \$30 fine.**
    - Team will not be allowed to play until fee is paid.
  - A team or club that consistently forfeits games without notifying will no longer be accepted to participate in the EPPL.
- Teams that purposefully do not show up to a game(s) will incur cancellations fees and will be subject to suspension from the league.

Cancellations/Changes:

- Coaches can use their EMERGENCY schedule change (2) to make game changes if changes are requested 72hrs or more prior to gametime.

- If team does not have any more available emergency requests, schedule will not change, and game will be lost via forfeit.
- Games cancelled within 48 hrs. of game time will be attempted to be rescheduled if the team has remaining emergency requests. If game is rescheduled, team must pay referee fee for re-scheduled game. If game cannot be rescheduled, the game will be lost via forfeit.
- Games cancelled within 24 hrs. of game time WILL BE LOST VIA FORFEIT and will not be rescheduled.

12. **Coach's Responsibilities:** Coaches are responsible for their team preparation, being on the correct field at the scheduled time, their own substitutions, and for the conduct of their players, bench, friends, and spectators at all times. Coaches are responsible for obtaining and maintaining a valid US Club Coach ID.

13. **Home team:** Home team will be listed first on the schedule and will take the north or west side of the field.

14. **Jersey color conflict, player credentials, uniforms:**

A. **Home team is responsible to change on request of the referee**

B. Player picture identification cards (Virtual or Physical) or an Official EPPL Roster are to be present and available before each game

**\*\*A player will not be allowed to play if they do not have a player card or are not on the roster**

C. Every player must have an individual jersey number and that number cannot be repeated. The jersey number of each player must be the same as the player's jersey number on the daily match report or roster. If the numbers are not the same, the referee is not to allow the player to take part in the match until the numbers are the same. \*CP  
*Exception: A player may have a repeated number ONLY if that player has a CP designation. \**

Recreational division teams do not have to adhere to jersey numbers rules.

15. **Player Equipment:** Shin guards are required for all players (**NO EXCEPTIONS**). No hard casts are allowed. Soft casts are allowed with the permission of the League Officials.

16. **Game Ball:** Each team must provide a FIFA approved game ball. A penalty kick will be awarded to the opposing team at the beginning of the match if a team fails to present a game ball. **The game ball must be presented AT GAME TIME. THERE IS NO COURTESY PERIOD FOR A TEAM NOT HAVING A GAME BALL.**

17. **Awards:** For Premier and Championship Divisions, Custom medals for 1st through 3rd place for U5 and above. First-place and second place teams will receive a team trophy. All U6 and U10 players, who did not place, will receive participation medals.

- Individual Awards (**Only for PREMIER Division**):
  - Top Goal Scorer: An Individual player award will be given to the player that scores the most goals during the regular season of their respective division.
  - MVP: At the end of the regular season, Head Coaches will nominate 2 players (one from their team and one from another team) as the league MVP. The three most nominated players will be recognized as the finalists for the MVP award. Coaches will then again cast one more vote for their pick of the season's MVP. (This final vote can be for a player in your team or club)
  - Best Goalkeeper: At the end of the regular season, Head Coaches will nominate 2 players (one from their team and one from another team) as the best goalkeeper. The three most nominated players will be recognized as the finalists for the Golden Glove award. Coaches will then again cast one more vote for their pick of the season's best goalkeeper.

Recreational Division: The Rec division is designed for teams that are new to the game and want a more developmental environment to learn the game. Teams that participate in this division will not play for team awards but rather ALL players will receive a Participation medal at the end of the season.

Divisions:

- **Premier:**
  - Most competitive division. (only one per age group)
  - Ages: U8(7v7)-U19

- Awards:
  - Trophy and Medals for Champion and Finalists.
  - Medals for Third Place, and participation medals for teams that do not place in ages U5-U10
- Individual Players Awards:
  - MVP Award: Awarded to the player who coaches deem to be the very best in the division.
  - Golden Ball Award: Awarded to the player with the most goals in the season.
  - Golden Glove Award: Awarded to the goalkeeper that coaches deem to be the very best in the division.
- Team Awards:
  - Champion Teams will be awarded a CHAMPIONS t-shirt commemorating their season's success.
- **Championship:**
  - Second Tier division (may be multiple per age depending on number of teams)
  - Ages: U5-U19
  - Awards:
    - Trophy and Medals for Champion and Finalists.
    - Medals for Third Place, and participation medals for teams that do not place in ages U5-U10
- **Recreational Division**
  - Strictly Recreational and Developmental division for teams that are just starting out. (May be multiple per age depending on number of teams)
  - Ages: U5-U10
  - Awards:
    - Participation medals for all players.
    - No champion crowned
  - There will be referees on the field to officiate games to maintain a game-like experience for player so that they can continue to develop. However, scores will not be kept.

18. **Protests and Disputes:** Decisions by field officials (Referee) are **FINAL**. Any further protest or dispute will be handled by the league director and their decision is **FINAL**.

**19. Female Players in Male Teams/brackets:**

- A female player is allowed to play in an all-male team only if she does not exceed the male teams age. In other words, an individual female player may not play down an age group.
- An all-female team may play down an age group if said team is part of a 7v7, 9v9 or 2 age groups down if in a 11v11 division.

**20. Club Pass:**

**What is the CLUB PASS?**

The Club Pass is a special designation that can be given to a player in order to allow the player to play for multiple teams within their own club.

**What is a CLUB (in regard to CP)?**

A club is a group of teams that:

- a.) Are enrolled by the same account.
- b.) have the same name and uniform that displays the "Club Logo"

League Officials reserve the right to deny a player CP status if they find the two teams do not belong to the same club.

What is the cost?

The Club Pass has a cost of \$50 dollars per player per extra team they wish to play on aside from their primary team where they would have already paid the original registration fee.

### **Rules and Limitations**

- A player can only play for another team within their own club and may not use the CP designation to play for a team outside their club. \*This does not refer to the league "club" to which all players belong to\*
- A Player may play for any team within their club if they meet the age requirements. In other words, they can play in their age group and up, never down.
- A player may not play in two teams in the same AGE GROUP regardless of CP designation.
  - A player may only play in their age group as their primary team, and then CP up to an older age group.
  - If a player is playing in a RECREATIONAL Division, they may only CP to other RECREATIONAL Division teams.
- Any player who is not assigned a CP designation may not play for more than one team.
- **\*IMPORTANT\* We cannot guarantee that the schedule will always accommodate the needs of a CP player.**

### **Important Club Pass Exceptions**

- A female player or all female team may play in their all-girls age group and then club pass to a co-ed or boys division in the same age group
- In the case of U8 and U10 where there are two different playing formats offered; a player may play in both formats as long as they respect the competitive division rules (i.e., Rec. can only CP to Rec.)

### **INCLEMENT WEATHER OR UNEXPECTED TERMINATION OF PLAY**

Matches will be played in all weather conditions, unless the Center Referee or League Director determines the conditions are dangerous and/or life threatening as per FIFA/US Club regulations. Cancelled Matches will be re-scheduled. City of El Paso Parks and Recreation have the authority to cancel games due to inclement weather should they feel field conditions are unsafe.

## **GAMEPLAY**

**Laws of the game:** All matches will be played in accordance with FIFA Laws of the Game, except for what has been modified in this rules sheet AND THE NEW USSF MODIFICATIONS

### **Team check in prior to games:**

Coaches must have team official EPPL roster and/or physical/virtual player cards ready for official review before every game.

**Substitutions:** substitutions are allowed with Referee's approval at the following times: throw-in from either team, any goal kick, injury, after a goal, at half time, as a substitute for a yellow-carded player. Free substitution is allowed at all age groups.

**OFFSIDES:** 4V4 CATEGORIES HAVE NO OFFSIDES. 7V7 CATEGORIES DO HAVE OFF SIDES. 9V9 AND 11V11 DO HAVE OFFSIDES.

## **Division Specific Rules:**

### **- 4v4**

- BALL SIZE: 3
- EACH TEAM MUST PROVIDE 1 GAME BALL
- GOALKEEPER: NO
- OFFSIDE: NO
- SLIDE TACKLING: PLAYER ARE NOT ALLOWED TO SLIDE TACKLE UNDER ANY CIRCUMSTANCES
- HEADERS: DELIBERATE HEADING IS NOT ALLOWED. AN INDIRECT FREEKICK WILL BE AWARDED TO THE OPPOSING TEAM AT THE SPOT OF THE OFFENSE
- PK'S: NO
- \*ALL FOULS WILL BE AWARDED AN INDIRECT KICK ON THE SPOT OF THE FOUL\*
- NO PLAYER SHALL SLIDETACKLE ANOTHER PLAYER, EVEN IF SLIDETACKLE IS CONTESTING THE BALL
- SLIDETACKLING MAY BE ALLOWED IF THERE ARE NO OTHER PLAYERS AROUND I.E. TO SAVE A BALL FROM GOING OUT OF BOUNDS.
- PENALTY ARC
- THE PENALTY ARC WILL SERVE AS A REFERENCE POINT SIMPLY TO PREVENT PLAYERS FROM STANDING WITHIN THE ARC PERMANENTLY.
- COACHES SHOULD ENCOURAGE THEIR DEFENSIVE PLAYERS TO STAND OUTSIDE THE ARC.
- PLAYERS ARE NOT ALLOWED TO SLIDE TACKLE

### **- 7v7**

- BALL SIZE: 4
- EACH TEAM MUST PROVIDE 1 GAME BALL
- GOALKEEPER: YES
- HEADERS: DELIBERATE HEADING IS NOT ALLOWED.  
AN INDIRECT FREEKICK WILL BE AWARDED TO THE OPPOSING TEAM AT THE SPOT OF THE OFFENSE. UNLESS THE FOUL IS WITHIN THE GOAL AREA IN WHICH CASE AN INDIRECT KICK WILL BE AWARDED OUTSIDE THE GOAL AREA.
- PK'S: NO
- \*ALL FOULS WILL BE AWARDED AN INDIRECT KICK ON THE SPOT OF THE FOUL. UNLESS THE FOUL IS WITHIN THE GOAL AREA IN WHICH CASE AN INDIRECT KICK WILL BE AWARDED OUTSIDE THE GOAL AREA.
- BUILD OUT LINE: YES  
DURING A GOAL KICK OR WHEN THE GOALKEEPER HAS THE BALL IN THEIR HANDS, ALL OPPOSING PLAYERS MUST BE BEHIND BUILD OUT LINE. A GOALKEEPER CANNOT DROP-KICK OR PUNT THE BALL OUT. ONCE THE BALL IS IN PLAY OPPOSING TEAM MAY CROSS THE BUILD OUT LINE
- BUILD OUT LINE-OFFSIDES: YES  
A PLAYER CANNOT BE PENALIZED WITH AN OFFSIDE BETWEEN THE HALFWAY LINE AND THE BUILD OUT LINE.  
A PLAYER CAN BE PENALIZED WITH AN OFFSIDE BETWEEN THE BUILD OUT LINE AND THE GOAL LINE.

### **- 9v9**

- BALL SIZE: 4
- EACH TEAM MUST PROVIDE 1 GAME BALL
- (U11) HEADERS: DELIBERATE HEADING IS NOT ALLOWED.  
AN INDIRECT FREEKICK WILL BE AWARDED TO THE OPPOSING TEAM AT THE SPOT OF THE OFFENSE. UNLESS THE FOUL IS WITHIN THE GOAL AREA IN WHICH CASE AN INDIRECT KICK WILL BE AWARDED OUTSIDE THE GOAL AREA.
- (U12) HEADERS ARE ALLOWED
- PK'S: YES
- OFFSIDES: YES

## **SCORE REPORTING:**

League Director and or League officials are responsible for reporting scores and posting them online. Referees turn in game cards to field marshals and marshals turn in cards to committee. Official scores are kept on score cards at EPPL Headquarters. An official team representative is required to sign and approve game cards after each match.

## **For More Information:**

**Email: [info@eppremierleague.com](mailto:info@eppremierleague.com)**