



**EL PASO
PREMIER
LEAGUE**

EPPL COACH'S HANDBOOK

2026 EPPL Fall Season

WELCOME TO THE EL PASO PREMIER LEAGUE

MISSION STATEMENT:

Our mission is to provide a structured and competitive soccer environment that creates a clear development pathway for players of all levels across El Paso and the surrounding region. Through quality competition, organization, and opportunity, EPPL is committed to helping young athletes grow, compete, and develop a lifelong love for the game in a safe, positive, and enjoyable environment for players, parents, and coaches.

ADMINISTRATION:

Cesar A. Sosa
League Director and President
cesarsosa@cobrassoccerevents.com

Teresa Sosa
League Director and Head Scheduler
teresasosa@cobrassoccerevents.com

Cesar J. Sosa
Field Operations Director

Alejandro Felix
EPPL Manager
afelix@eppremierleague.com

POINTS OF CONTACT:

For General Information: info@eppremierleague.com

For Roster, Registrations, IDs, etc.: registrar@eppremierleague.com

For Schedule Requests, Issues, and conflicts: schedules@eppremierleague.com

On-Site Manager Assistance Numbers:
West Side Sports Complex – (915) 861-5790
East Side Sports Complex – (915) 861-6642

OFFICE AND HOURS

Address: 5929 Cromo Dr.

Suite A

El Paso TX 79912

Hours:

Tuesday – Thursday

12pm-6pm

EPPL LEAGUE STRUCTURE



Our league structure consists of four separate and independent leagues that run simultaneously throughout the season.

NATIONAL 1: For more information on N1 please visit our N1 page on the EPPL website:
[CLICK HERE](#)

THE EL PASO PREMIER LEAGUE: A "city wide" league designed to promote development and competition for the best teams in the city. This league is made up by all our 11v11 (U13-U19) CHAMPIONSHIP DIVISIONS and 9v9 (U10-U12) PREMIER DIVISIONS. Teams in this league play games at both of our primary venues, the West and East Side Sports Complexes, throughout the season.

EPPL WEST DIVISION: A league for younger and more developmental teams that want to compete primarily in their area of the city. This league is open to U5-U12 age groups in the CHAMPIONSHIP, CHALLENGE, and RECREATIONAL divisions. The EPPL WEST DIVISION will play mainly at the **West Side Sports Complex**

EPPL EAST DIVISION: A league for younger and more developmental teams that want to compete primarily in their area of the city. This league is open to U5-U12 age groups in the CHAMPIONSHIP, CHALLENGE, and RECREATIONAL divisions. The EPPL EAST DIVISION will play mainly at the **East Side Sports Complex**

IMPORTANT INFO:

- 11v11 Divisions do not have "Premier Divisions" but rather compete in the National 1 division.
 - EPPL WEST & EAST are two separate leagues and do not combine at any point in the season.
 - THE EL PASO PREMIER LEAGUE is not an East vs West but rather a "CITY WIDE" league where the best teams in the city compete.
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EPPL COMPETITIVE DIVISIONS

For a more detailed description of each division please visit the league info page on our website: [CLICK HERE](#)



N1 / Premier

N1 / Premier is the highest competitive division within EPPL, designed for elite teams seeking advanced development, strong competition, and postseason recognition. N1 serves U13–U19 11v11 teams, while Premier serves U10–U12 9v9 teams preparing for higher-level competition.

Highlights:

- Highest level of Competition
- Individual Awards
- Regular season and playoffs
- N1 feeds into National Playoffs – ECNL Conference League
- Premier is the pathway into N1 for 9v9

Championship

Championship is a competitive development division for teams working toward N1 or Premier placement. This division features structured competition, playoff brackets, team awards, and promotion opportunities for top-performing teams.

Highlights:

- Competitive Development
- Traditional
- Trophy and medals for First and Second, Medals for Third.

Challenge

Challenge is the "intro to competition" division for teams ready to move beyond recreational soccer. It focuses on skill development, team building, standings-based competition and awards, and preparing teams for future advancement into Championship.

Highlights:

- Intro to Competition
- Scores and Standings are kept
- No PLAYOFFS – Final standings dictate season winners
- Trophy and medals for First and Second, Medals for Third.

Recreational

Recreational is the entry-level division focused on fun, learning, and participation in a low-pressure environment. Scores and standings are not publicly emphasized, there are no playoffs, and all players receive participation recognition.

Highlights:

- Intro to Soccer
- No Standings or Scores
- All players receive Participation Medals

SCHEDULE

- SCHEDULE BLACK OUT DATES Request:
 - If you have any dates your team will not be available to play, ex: tournament travel, please fill out the BLACK OUT DATE request form using this link:
[CLICK HERE](#)

- The Schedule BLACK OUT DATE form will remain open until **August 19th**.
- SCHEDULE CHANGE Requests:
 - Once the schedule is posted all SCHEDULE CHANGE REQUESTS will count toward your 2 allowed schedule change requests.
 - Please use the link found on the COACHES page to the SCHEDULE CHANGE FORM
- **Schedules are subject to change**, upon approval. We hope we can all be understanding and work together.
- **PLAYOFF SCHEDULES WILL NOT BE MODIFIED UNDER ANY CIRCUMSTANCES.**
*HOWEVER, IF YOU HAVE A PLANNED TOURNAMENT DURING PLAYOFFS AND LET US KNOW BEFORE **AUG 19th** using the BLACK OUT DATE FORM. We will do our best to accommodate.*
- **FINALS WEEKEND SCHEDULES CANNOT BE MODIFIED AS THE LEAGUE ENDS THAT WEEKEND.**
- **Cancellations/Changes:**
 - Every team will have 2 (two) emergency schedule change requests
 - Coaches can use their emergency schedule change request 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 if the team does not show up to play.
 - Games cancelled **within 72 hrs. and 48 hrs. of game time** will be attempted to be rescheduled if the team has remaining emergency requests. If game is rescheduled, requesting team must pay referee fee for re-scheduled game. If game cannot be rescheduled, the game will be lost via forfeit if the team does not show up to play.
 - Games cancelled **within 48 hrs. of game time** will not be rescheduled and will be lost via forfeit if the team does not show up to play.

ROSTERS

At the EPPL we strive to create a more independent environment where coaches and managers have more control over their rosters. This independence comes with a certain level of responsibility! Please remember that it is your responsibility to make sure every player that should be on your team is on the event roster.

Please remember only players that are on the league event **PDF ROSTER** will be allowed to play league games. These players will appear on the Official Game Report that referees will use at the game.

Step 1: Check your LEAGUE ROSTER.

- Log into your Got Sport account and click on the **TEAM MANAGEMENT** tab.
- From here click on the team you are working on.
- Select the 2026 EPPL FALL SEASON as the event.
- Players that select your team during the registration process will automatically appear here. So, if you are missing any players, it is either because they have not registered or selected the wrong team
- **Send a list of your missing players to registrar@eppremierleague.com**
- Once all your players are on the roster, let our registration team know via email.

Step 2: We will go in and approve every player one by one, checking pictures, proof of birth, and eligibility. Once your players have been approved you may check your **Roster PDF or Virtual Cards** to see which players have been approved.

You can check your Roster PDF or Virtual Cards by:

- Log into your Got Sport account and click on the TEAM MANAGEMENT tab.
- From here click on the team you are working on.
- Select the 2026 EPPL FALL SEASON as the event.
- From here click on the DOCUMENTS AND IDS tab
- Here you will see buttons for both documents.
- **THE PLAYERS THAT APPEAR HERE ARE THE ONLY PLAYERS APPROVED TO PLAY!**

Step 3: (OPTIONAL) If you will be using any Club Pass Players, please fill out the Club Pass form, found in the Club Pass section under the Registration Tab, and email it to registrar@eppremierleague.com

To ensure there are no issues regarding rosters later in the season and that every eligible player is allowed to play each weekend we will be “freezing” rosters. You will still be able to make changes to rosters whenever you may need to, however they will need to be made by EPPL staff. This way we can avoid roster issues on gameday by ensuring any changes you need to make are made and approved before you show up to play on game day.

**ANY CHANGES THAT NEED TO BE MADE MUST BE EMAILED TO
REGISTRAR@EPPREMIERLEAGUE.COM**

THE DEADLINE TO REQUEST CHANGES ARE EVERY THURSDAY AT 6:00PM

**PLEASE IF YOU HAVE ANY QUESTIONS OR NEED HELP WITH ANYTHING REGARDING
ROSTERS CONTACT US AT REGISTRAR@EPPREMIERLEAGUE.COM AND WE WILL SET UP A
MEETING TO HELP YOU!**

CLUB PASS

What is the CLUB PASS?

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

What is the goal of CLUB PASS?

The goal of Club Pass is to provide players, that have high level skills, the opportunity to play a year up and develop more by taking on older players and more competition.

What is a CLUB (In regard to CP)?

A club is a group of teams that:

- a) Are enrolled by the same account (person).
- b) Have the same name and uniform that displays the "Club Logo"
- c) A club MUST have a single "registrar" responsible for roster change communication.

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?

Club Pass Fee:

4v4: \$50

7v7: \$50

9v9: \$50

11v11: \$60

The fee is 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.
- Girls may play in their ALL-GIRLS division and then CP to the boys' division in their same age.
- A player may only play in their age group as their primary team, and then CP up to an older age group.
- U8 4v4 players may CP to U8 7v7

- U10 7v7 players may CP to U10 9v9
- Any player that is not assigned a CP designation may not play for more than one team.
- A player can only Club Pass to a division that is one competitive division above the primary team's competitive division.
 - Recreational → Challenge → Championship → N1/Premier

***IMPORTANT* We cannot guarantee that the schedule will accommodate the needs of a CP player.**

COACH REQUIREMENTS

Per US Club Soccer Policy, all adults who will serve as a coach or team manager at any participation level must complete the coach requirements and obtain a US Club Soccer ID staff card. For more assistance and information please visit the Coaches Resource page on the website eppremierleague.com

YOU WILL NEED YOUR PHYSICAL COACH ID CARD PRESENT AND VISIBLE AT ALL GAMES IF YOU WANT TO COACH ON THE SIDELINES!

- Step 1: Pay for the US Club Staff Membership. Link can be found on the Coach Resources Page.
- Step 2: Visit the Coaches page under the Resources tab on the website eppremierleague.com. Here you will register and pay for the Coach's ID card.
- Step 3: Log into your Got Sport Account
- Step 4: Select the "Dashboard" Tab on the banner menu
- Step 5: Go through all your requirements completing each one following the on-screen instructions. Videos are provided on the Coaches page under the Resources tab.
- Step 6: Once you have completed all requirements and paid for your membership, you will receive your Coach ID card.

GAMEDAY

- What do you need for gameday?

- BE ON TIME FOR YOUR GAME!
 - 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.
- **Your Coach ID card must be present and visible (Hanging around your neck)**
- Virtual/Physical ID cards or Roster PDF for pregame check-in. MUST MATCH OFFICIAL GAME REPORT
- A game ball that is the correct size for the age group
 - A penalty will be awarded to the opposing team at the beginning of the game if you do not have a ball.

PLAYER CHECK IN

- For player check in a coach may present Physical/Virtual ID Cards, or Roster PDF as means of player identification. Whatever form the coach presents MUST match the Referees' GAME REPORT!
- **BOTH TEAMS WILL MEET AT CENTER FIELD** where the referee **AND** the other teams head coach will check the opposing team using the information on the game report and the pictures on the coaches' document (IDs or Roster)
- If there is an issue with a player, a field manager must be called before the player in question is allowed to play. HOWEVER, the game must start as scheduled.
 - Game start time will not be delayed for roster or player issues. Game must start at the scheduled time. If a coach does not want to start the match due to a roster or player issue, the match will be subject to a forfeit.
- If a player is not on the Referees' game report, they will not be allowed to play.

Uniforms and Numbers

- **NUMBER RULES WILL BE ENFORCED STARTING SEPTEMBER 26TH**

- **PREMIER DIVISION IS ENFORCED WEEK 1!**

- Premier and Championship Divisions:

- All players on team **MUST** have the same uniform.
 - In cases where a player does not have a uniform yet, they must use a solid color jersey that matches the rest of the team.
 - If a player only has one jersey but forgot their other, they may wear a penny over the jersey as long as the number matches.
- All players must have a Jersey number, and that number must match the OFFICIAL GAME REPORT.
 - Jersey number must be permanent (screen printed, heat pressed, etc.)
 - A goalkeeper may have "GK" as their jersey number.
 - If a player has different numbers on different jersey, you may input both numbers (ex: 10/13)
- Any player that does not comply with these rules will not be allowed to play.
- If a coach is told a player cannot play and decides to play them anyway, the match will be **subject to forfeit**.

- Recreational

- All players on team **MUST** have the same uniform.
 - In cases where a player does not have a uniform yet, they must use a solid color jersey that matches the rest of the team.
- REC Division teams are **NOT** required to have jersey numbers
 - Teams should try their best to get into the practice of having their jersey numbers so that they can be ready for more competitive divisions.



JERSEY AND NUMBERS GUIDE



TEAM UNIFORM

				
✓	✓	✗	✓	✗
PRACTICE JERSEY OR PREVIOUS JERSEY OF THE SAME COLOR	SOLID COLOR TSHIRT OR JERSEY	AWAY JERSEY OR ANY OTHER NOT OF THE SAME COLOR	AWAY JERSEY WITH PENNY OVER IT (FORGOTTEN JERSEY*)	JERSEY OR TSHIRT WITH OTHER DESIGNS OR COLORS

CESAR SOSA #13

			
✓	✗	✗	✗
CORRECT JERSEY NUMBER MATCHES GAME REPORT	TAPE IS NOT ALLOWED! NUMBER MUST BE PERMANENT.	NO JERSEY NUMBER: PLAYER WILL NOT BE ALLOWED TO PLAY	WRONG NUMBER: PLAYER WILL NOT BE ALLOWED TO PLAY

A uniform or number issue NEVER results in a forfeit. Any player that does not comply with these rules will not be allowed to play.
If a player is already on the field, the coach will be asked to remove the player and they may not re-enter until they comply.

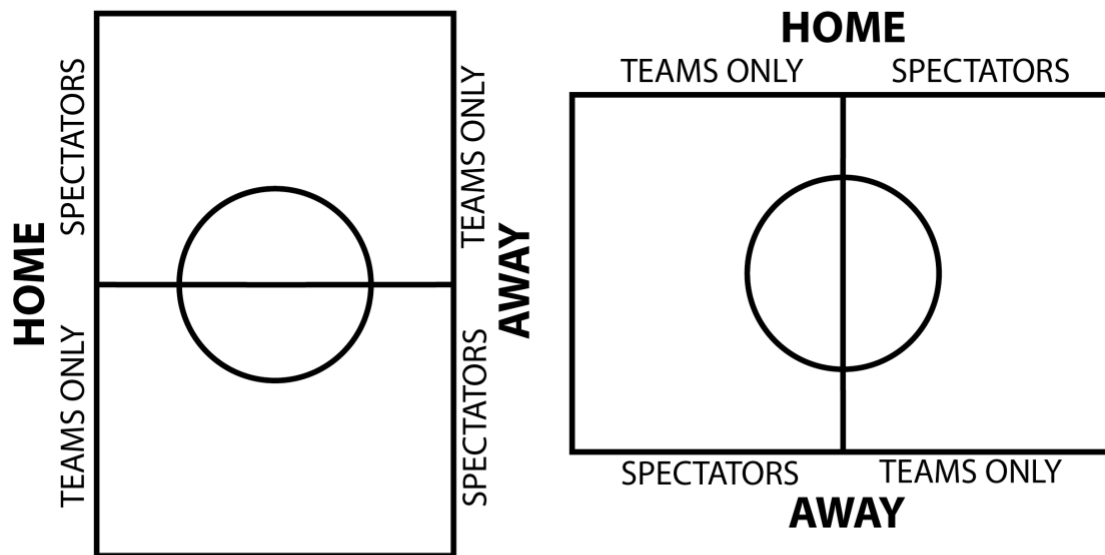
Where do Coaches and Parents go?

- Please refer to the EPPL Map to see where you should be sitting and where to tell your parents to sit. It is **YOUR** responsibility to make sure your parents are sitting in the correct spot.



EL PASO PREMIER LEAGUE

Seating Arrangement



HOME TEAM WILL SETUP ON THE WEST OR NORTH
SIDE OF THE FIELD.

The official map will also show where Home
and Away will setup.

RULES OF THE GAME BY FORMAT

RULES OF THE GAME 4V4 FORMAT

- BALL SIZE: 3

- EACH TEAM MUST PROVIDE 1 GAME BALL
- GAME TIME: FOUR 8 MINUTE QUARTERS/ 1 MINUTE BREAK
- GOALKEEPER: NO
- OFFSIDE: NO
- ALL FOULS WILL BE AWARDED AN INDIRECT KICK ON THE SPOT OF THE FOUL
- HEADERS: **DELIBERATE** HEADING IS NOT ALLOWED. AN INDIRECT FREEKICK WILL BE AWARDED TO THE OPPOSING TEAM AT THE SPOT OF THE OFFENSE
- **SLIDE TACKLING:** NO PLAYER SHALL SLIDETACKLE. AN INDIRECT KICK ON THE SPOT OF THE SLIDETACKEL WILL BE AWARDED
- **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 AND PARTICIPATE IN THE GAME.
 - **HANDBALL INSIDE PENALTY ARC:**
 - IF A PLAYER DELIBERATELY USES THEIR HANDS TO AFFECT A PLAY, A PENALTY KICK WILL BE AWARDED TO THE OPPOSING TEAM. PENALTY KICK WILL BE SHOT FROM THE NEAREST POINT ON THE CENTER CIRCLE WITH NO GOALKEEPER.

RULES OF THE GAME 7V7 FORMAT

- BALL SIZE: 4
- EACH TEAM MUST PROVIDE 1 GAME BALL
- GAME TIME: TWO 25 MINUTE HALVES/ 5 MINUTE HT
- 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
- **SLIDE TACKLING:** Players are allowed to slide tackle
- ALL FOULS WILL BE AWARDED AN INDIRECT KICK AT 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 BUILDOUT LINE AND THE GOAL LINE.

RULES OF THE GAME 9V9 FORMAT

- BALL SIZE: 4
- EACH TEAM MUST PROVIDE 1 GAME BALL
- GAME TIME: TWO 30 MINUTE HALVES/ 5 MINUTE HT
- **(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

RULES OF THE GAME 11V11 FORMAT

- BALL SIZE: 5
- EACH TEAM MUST PROVIDE 1 GAME BALL
- GAME TIME: TWO 35 MINUTE HALVES/ 5 MINUTE HT
- PK'S: YES
- OFFSIDES: YES

Forfeits:

- **Forfeits will be scored 5-0**
 - 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 **NO CALL – NO SHOW** fee.
 - **A NO CALL – NO SHOW 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.

Expected Behavior and Consequences

COACHES

- 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:
 1. Coach will be given a verbal warning along with a yellow card.
 2. The coach will be shown a red card asked to leave the field.
 3. If coach does not leave, the game will be forfeited by the offending team regardless of the score.
 4. If there is no other coach present with a valid and present coach ID, the game will be forfeited by the offending team regardless of the score or match type

Spectator Expected Behavior and Consequences

- Parents are expected to behave in a manner that aligns with the values of this league. Parents will be respectful, supportive, and will do their best to promote good sportsmanship and fair play.
- In the event that a spectator or group of spectators is being disrespectful, rowdy, or showing poor sportsmanship the following will apply
 1. Referee will verbally warn the head coach and ask them to control their spectators.
 2. If behavior continues, coach will be shown a yellow card.
 3. If behavior continues, head coach will be shown a second yellow card, subsequent red card, and will be sent off.
 4. 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. If there is no other coach present with a valid and present coach ID, the game will be forfeited by the

offending team regardless of the score or match type.

- Behavior towards EPPL Staff:
 - EPPL staff is here to provide a service to you and your team. This service is a privilege and not a right. Any person that verbally/physically assaults, harasses, or threatens an EPPL staff member will be subject to suspensions for both themselves and, if applicable, their player.
 - “WE RESERVE THE RIGHT TO REFUSE SERVICE TO ANYONE”
- **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.

Discipline Safeguarding and Compliance

Please visit our Discipline Safeguarding and Compliance page to read more detailed information about our processes and policies involving Discipline Safeguarding and Compliance

Discipline Safeguarding and Compliance Page: [CLICK HERE](#)

ZERO TOLERANCE FOR VIOLENCE:

PLAYERS:

- US CLUB Discipline Matrix and USSF Severity of Misconduct Matrix will be used as a guide to decide length on suspension for any disciplinary procedure.
- **FIGHTING or MAJOR PHYSICAL ASSAULT** will not be tolerated for any reason. Players sent off for fighting (striking or attempting to strike another coach, team official, player or spectator) will receive a minimum 3 game suspension and are subject to a longer suspension based on severity of aggression and pending league official’s decisions.
- Referees will do their best to identify players that are involved in violent conduct and only those players will be punished. If violent conduct turns into a larger altercation the whole team will be subject to disciplinary actions.

- If, in the opinion of the Center Referee, a match must be terminated due to violent conduct, the offending team forfeits that match. If no offender can be clearly identified the game will be called a **NO CONTEST** and no winner will be named regardless of match type or score. (INCLUDING PLAYOFFS AND FINALS) These instances may lead to point reductions.

FIGHTS OR UNCONTROLLED VIOLENT SITUATIONS:

- US CLUB Discipline Matrix and USSF Severity of Misconduct Matrix will be used as a guide to decide length on suspension for any disciplinary procedure.
- In case of a violent situation within the field, coaches with valid IDs and Referees are the only authorized adults that may enter the field to control the situation.
- If a parent or spectator enters the field, it will be considered a **FIELD INVASION**.
- Every instance of field invasion will be subject to a minimum **3 game spectator suspension**. This suspension may be extended based on the severity of the incident.
- If spectators engage in a fight or violent situation before, during, or after a match the offending team forfeits that match. If no offender can be clearly identified the game will be called a **NO CONTEST** and no winner will be named regardless of match type or score. (INCLUDING PLAYOFFS AND FINALS) These instances may lead to point reductions.
- If spectators engage in a fight or violent situation the entire teams' spectators will be subject to suspension based on severity and pending league officials' decision.

POINT REDUCTIONS:

- All teams involved in minor or major physical violence, serious poor sportsmanship, match official abuse, etc. will be subject to point reductions per the EPPL Point Reduction Matrix. (Found on the COACHES page)

ZERO VIOLENCE AGAINST MATCH OFFICIALS. 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 league. No refunds will be issued.

PITCH INVASION POLICY

DEFINITION: A pitch invasion is defined as any entry onto the field of play without the explicit permission of the referee, before, during, or after a match.

DO NOT COME ON TO THE FIELD. Any pitch invasion by a coach, parent, or spectator that incites, escalates, or participates in violence will result in an automatic forfeit by the offending team, regardless of match type. Any unauthorized entry onto the field is

prohibited and will carry consequences, and at a minimum will result in an automatic yellow card to the head coach of the offending team. If the situation does not escalate, there is no physical violence, and the referee is able to quickly regain control, the match may continue at the discretion of the referee and/or EPPL staff, with additional sanctions as appropriate (including removal of spectators, red cards, suspensions, and bans).

Referee and EPPL Staff Authority

- The referee and/or EPPL Staff have **FULL AUTHORITY** to determine:
 - Whether entry was authorized
 - Whether behavior was mitigating or aggravating
 - Whether a match should be suspended, abandoned, or forfeited
- Referee and/or EPPL Staff decisions regarding safety and match control are final.

Zero-Tolerance Statement

While the league recognizes rare emergency circumstances, unauthorized pitch invasion will be treated as a serious offense. Parents and spectators are expected to remain off the field at all times unless expressly directed otherwise. Failure to comply jeopardizes player safety, match integrity, and the future participation of the offending team.

Referee Evaluations

- All referee evaluations, both positive and negative will be recorded digitally using the REFEREE EVALUATION FORM.
- These records will be used to continually evaluate, correct, and if necessary, remove referees from the EPPL.
- REFEREE EVALUATION FORM: [CLICK HERE](#)

Cheating/Protests/Consequences

Cheating

- There will be no tolerance for cheating in this league. A team caught cheating will suffer the following consequences:
 - On the **first** offense, the offending team will be removed from the season, and an email will be sent out to all participants notifying them of the team's removal. No refunds will be given.

- **THIS INCLUDES PURPOSEFULLY PLAYING A PLAYER NOT ON THE ROSTER AND OVER AGE PLAYERS!**
- If there is a **second** offense, the entire club will be removed from the season. No refunds will be given.

Protests

- Player Protests
 - Player Protests must be handled at the site of play and must occur before the game, at half time, or right after the game before signing the game report.
 - If a coach has reason to believe a player is not eligible, they may approach the referee and ask to see the player's ID and check it against the game report.
 - Formal player age protest
 - Do not be a part of the problem
 - Make a formal protest via email to formally protest a player's age.
-

CONCLUSION

- Our main goal is to ensure that all our players can compete and develop in a positive, fair, and fun environment! Let us all help create that environment!
- Please go over this handbook and be properly prepared for your games!
- If you have any questions or need help with anything, please do not hesitate to reach 7.