



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), \$90.00 (U8-U10 7v7), \$95.00 (U11-U12 9v9), \$105.00 (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).

4. Roster Size: The roster for U5, U6, U7 AND U8 (4V4) will be **10** 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.

5. 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.

Game Schedule and Breakdown:

Challenge and Recreational

- Both Challenge and Recreational Divisions will have a 9-game guarantee with NO PLAYOFFS. Teams will play their 9 games regardless of the number of teams.

Premier and Championship

- 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.
- For Younger/Less Competitive Divisions: 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.
- For Older/More Competitive Divisions: A division of **8 teams** will play each of the other 7 teams once then after play 1 more regular season game 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 **9 or more** teams will play 8 other teams randomly selected by the scheduling system, followed by play-offs. Play-off will consist of top 6 or 8 seeded teams (depending on age and competitive bracket) 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.

6. 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. Goal differential (no maximum goals)
B. Goals For
C. Goals Against
D. Most Shutouts
E. Penalty Shoot out

7. 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

8. 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”.

9. 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.

10. 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](#)

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 or suspension from the league.

COACHING STAFF AND SPECTATORS:

- 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 spectators must enter the pitch, it must be solely to prevent imminent harm or stop an active physical fight may be considered mitigating, provided the individual:
 - Does not incite, participate in, or escalate conflict
 - Immediately disengages once officials gain control
- 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 or team suspension from the league.
- Any instance of spectators entering the pitch in an unauthorized manner will fall under the PITCH INVASION POLICY.

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.

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 event. No refunds will be issued.

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 assaults, harasses, or threatens an EPPL staff member will be subject to suspensions for not only themselves but also their player and their team.
- "WE RESERVE THE RIGHT TO REFUSE SERVICE TO ANYONE"

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.

- If 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. 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

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.

- If 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. 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

11. 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.

12. 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 4v4 is THREE, 7v7 is FIVE, 9v9 is SIX, and 11v11 is SEVEN. **A game that is forfeited will be scored 5-0 and will count towards the eight-game guarantee.**

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.
- Teams that purposefully do not show up to a game(s) will incur NO CALL - NO SHOW fees and will be subject to suspension from the league.

13. Schedule Changes/Cancellations:

Every team will have 2 (two) schedule change requests. Schedule-change requests are evaluated by calendar days before the scheduled match date.

- **Four or more calendar days before the match:** Coaches may use an available schedule-change request. Requests are subject to EPPL scheduling approval and opponent, field, and referee availability.
- **Two or three calendar days before the match:** A change may be attempted if the requesting team has an available schedule-change request. If the match is rescheduled, the requesting team must pay the applicable referee fees for the rescheduled match.
- **The day before or the day of the match:** Schedule-change requests will not be approved. The match will remain scheduled at its original date and time.

Teams with no remaining schedule-change requests are not eligible for further changes.

Unless EPPL confirms a schedule change, the match remains scheduled at its original date and time. If a request is denied or the match cannot be rescheduled, the team must attend the originally scheduled match. Failure to appear will result in a forfeit.

Saturday match example: Requests submitted Tuesday or earlier follow the standard process; Wednesday or Thursday requests may be attempted with applicable referee fees; Friday or Saturday requests cannot be approved.

14. 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.

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

16. Jersey color conflict, player credentials, Uniforms:

- **Home team is responsible to change on request of the referee**
- 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 are not on the team roster and Match Report.**
- **Uniforms:** Every player must have the same uniform. If a player does not have the uniform, they must wear a solid-colored jersey or t-shirt that matches the rest of the team.
- **Jersey Numbers:** 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** rule.

PLEASE REFER TO THE JERSEY AND NUMBERS GUIDE FOUND OF THE COACHES

RESOURCE PAGE AND HANDBOOK

17. 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.

18. 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.**

19. Awards: For Premier, Championship, and Challenge Divisions, Custom medals for 1st through 3rd place for U6 and above. First-place and second place teams will receive a team trophy. All U5 and U10 7v7 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: An individual awards will be given to the Head Coach of the CHAMPION team, and they will award the MVP to a player from their team.
 - Best Goalkeeper: An Individual player award will be given to the goalkeeper of the team that receives the least number of goals during the regular season of their respective division. (*per team)
- 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.

20. Divisions:

- **Premier:**
 - Most competitive division. (only one per age group)
 - Ages: U10 – U12 (9v9)
 - Regular Season and Playoffs
 - Awards:
 - Trophy and Medals for Champion and Finalists.
 - Medals for Third Place
 - Individual Players Awards:
 - MVP Award: Awarded to head coach of CHAMPION team
 - Top Goal Scorer Award: Awarded to the player with the most goals during the regular season.
 - Best GK Award: Awarded to the goalkeeper of the team that receives the least number of goals during the regular season. (*per team)
 - Team Awards:
 - Champion Teams will be awarded a CHAMPIONS t-shirt commemorating their season's success.
- **Championship:**
 - Competitive Development (2nd Tier)
 - Ages: U8 7v7 – U19
 - Regular Season and Playoffs
 - Awards:

- Trophy and Medals for Champion and Finalists.
 - Medals for Third Place, and participation medals for teams that do not place in ages U8 7v7 – U10 7v7
- **Challenge**
 - Intro to Competition (3rd Tier)
 - Ages: U5 – U19
 - Regular Season Only – NO PLAYOFFS
 - Final standings at the end of the season dictate awards
 - Awards:
 - Trophy and Medals for Champion and Finalists.
 - Medals for Third Place, and participation medals for teams that do not place in ages U6 – U10 7v7
- **Recreational Division**
 - Intro to Soccer (4th Tier)
 - Strictly Recreational division for teams that are just starting out.
 - Ages: U5-U10 7v7
 - 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.

21. 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**.

22. 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.

23. 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 (regarding 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?

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.
- 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 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 if they respect the competitive division rules.

24. INCLEMENT WEATHER OR UNEXPECTED TERMINATION OF PLAY

[CLICK HERE TO VIEW THE SEVERE WEATHER/LIGHTNING POLICY](#)

25. 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 physical or virtual team official EPPL roster and/or 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 OFFSIDES. 9V9 AND 11V11 DO HAVE OFFSIDES.

26. 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/ 2 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 ANOTHER PLAYER, AN INDIRECT KICK ON THE SPOT OF THE SLIDETACKLE WILL BE AWARDED
- PENALTY ARC: THE PENALTY ARC WILL SERVE AS A REFERENCE POINT SIMPLY TO PREVENT PLAYERS FROM STANDING WITHIN THE ARC PERMANENTLY.
 - o COACHES SHOULD ENCOURAGE THEIR DEFENSIVE PLAYERS TO STAND OUTSIDE THE ARC AND PARTICIPATE IN THE GAME.
 - o HANDBALL INSIDE PENALTY ARC:
 - o 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.
 - o 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
 - o DURING A GOAL KICK OR WHEN THE GOALKEEPER HAS THE BALL IN THEIR HANDS, ALL OPPOSING PLAYERS MUST BE BEHIND BUILD OUT LINE.
 - o A GOALKEEPER CANNOT DROP-KICK OR PUNT THE BALL OUT.
 - o ONCE THE BALL IS IN PLAY OPPOSING TEAM MAY CROSS THE BUILD OUT LINE
 - o 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

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