League Schedule & Match Guidelines

League Schedule Overview

The EA League Staff will organize all league schedules in collaboration with Clubs. Each Club may make adjustments at the start of the season to accommodate its needs. This approach ensures easier staffing, improved team administration, and a smoother season for all participants.

All **regular season conference matches** must be completed by **May 9, 2027** to allow for proper determination of postseason qualifiers for the EA National Championship Playoffs. Match cancellations are prohibited unless expressly approved by the League Staff.

Scheduling Standards & Compliance:

- **Match Details Deadline:** All matches must have confirmed times and locations **at least 21 days before kickoff** (fines are applied post).

- **League Communication Timeline:**

28 days to match	Club will be notified of any missing details / locations
14 days to match	Club will be notified of fines for non-compliance
7 days to match	Clubs will be notified of match forfeiture

- Failure to complete a schedule may result in disqualification from the National Championship.
- Unplayed matches will be reviewed by the League Staff, who have sole discretion over consequences.
- All official scheduling communication deadlines must be met to avoid fines.
- Forfeiting matches is not acceptable and will result in fines.

Scheduling Requirements

- **Venue & Logistics:**
  - Matches on the same day should be played at the same facility, unless the visiting club approves use of multiple facilities
    - Any club unable to support matches at the same facility will be reviewed for future participation
  - Scheduling should not give any team an unfair competitive advantage or disadvantage (respect travel times)
- **Player Development Considerations:**
  - Schedule oldest age groups first, when possible, to allow players to participate in older age group matches before playing in their own age group matches.
- **Coaching Conflicts:**
  - Be considerate of opposition coaching conflicts. If unavoidable, the home team's schedule takes priority.
- **Referee Crew Optimization:**
  - Assume a 3-person referee crew works 3 consecutive matches, rotating positions (Referee, AR1, AR2).
  - **Best Practices:**
    - 1 field with 6 consecutive matches → 2 referee crews rotate.
    - 2 fields with 3 consecutive matches each → 2 referee crews rotate.
  - **Not Acceptable:** Two matches starting at the same time on separate fields requiring 6 referees for only one match each — this reduces referee quality.

League Reschedules

When a league match is **mutually postponed**, the following must be submitted for the reschedule to be accepted:

- **Match Change Request** in MOD11 created **IMMEDIATELY** by the home team and accepted by the away team (League reserves the right to deny with reason).

- If within 72 hours of match:
    - Host club **MUST** notify the Referee Assignor and all match-day personnel (e.g., ATC).
    - After **Wednesday, 11:59 PM** for the upcoming weekend → Referee fees may apply (both clubs may be responsible).
    - If initiated by the away club after **Wednesday, 11:59 PM**, they may also owe field cost compensation.

Additional Rescheduling Rules:

- If a match is postponed *without* a new set date, please set May **25, 2027 (5/25/27)** as a placeholder date (action taken **IMMEDIATELY** by home team).
- **No matches over a weekend** should remain on the schedule that will not be played — fines and operational costs apply.
- **Weather/Postponements:** Acts of God will be treated as postponements and must be rescheduled (no financial penalty).

Forfeits

- Forfeits are not acceptable and will result in fines, referee fees paid, fields paid, and any other fees that are deemed necessary.
    - A no show will result in EA club participation review.

Game Change & Forfeit Protocol – SOCAL Fall League

To ensure league consistency and fairness, the following protocol applies to all clubs regarding game changes:

1. No Week-to-Week Rescheduling

on Wednesday of game week with transparent communication with 2 clubs and league.

- After Wednesday, no cancellations are permitted —

3. Field Loss Protocol

- If a home team loses access to its field, they must:
  - Notify the league immediately.
  - Offer the opposing team the opportunity to host the game at their field, if available.
  - The original home team is responsible for covering field costs and referee fees, if the venue is switched.

4. Post-Wednesday Unplayable Game = Forfeit

- If a game cannot be played after Wednesday due to:
  - Field unavailability
  - Team inability to travel
  - Other logistical issues

…and no alternate venue/time can be arranged,

- The team unable to fulfill its hosting or travel obligations will forfeit the match.

💬 Notes:

- Exceptions may be granted only in cases of extreme weather or emergencies, at the discretion of the league.
- Consistent violations or late cancellations may result in disciplinary action or fines.