EA TECHNICAL STANDARDS 2026/27

GENERAL

CATEGORY	STANDARD
Ages	U11, U12, U13, U14, U15, U16, U17, U19
EA Playoff Ages	U11, U12, U13, U14, U15, U16, U17, U19
High School Participation	All EA Players are **permitted** to participate in High School Soccer
College Player Participation	Players who have participated or are participating in any college program at any level (I, Junior College, etc.) are **not permitted** to participate in the EA.
Professional Player Participation	Players who have participated or are participating professionally at any level are **not permitted** to participate in EA.
Outside Competition	All **EA teams** are permitted to participate in outside competition as long as EA league matches are prioritized.
Outside Talent Identification	Players are eligible to participate in approved outside talent identification events with U.S. Soccer, Canadian Soccer, and all FIFA recognized international federations, along with other Talent Identification events.

ROSTERS

CATEGORY	STANDARD
Roster Minimum	Minimum of 11 Players per EA Team (9 v 9) Minimum of 14 Players per EA Team (11 v 11)
Roster Maximum	Maximum of 30 Players per EA team at one time.
Matchday Roster	Maximum of 20 Players per EA team
Overage Players	Maximum of 3 overage Players (Born between July 31, 2007 - Aug 1, 2006) on the U19 roster are permitted Players cannot be registered as Late Developers Players who have participated or are participating in any college program at any level (Division I, Junior College, etc.) are not permitted to participate in the EA.
Bio Band / Late Developer Players	Maximum of 3 per EA team

ROSTERS

CATEGORY	STANDARD
Playing Time	Players are eligible to play in an older age group while being rostered in their younger birth year age group, so long as they meet competition standards and play only 90 minutes per day across a maximum of 2 matches within all competitions.
Roster Adds	EA teams can add an unlimited number of Players during the EA season maintaining 30 total.
Roster Freeze	Rosters will freeze on designated date prior (May 9th 2027) to playoffs for eligible teams.
Player Movement	During the season, player movement will not be permitted between clubs within the EA. Unless agreed upon by both clubs. ● Players can only be registered for one club within EA at a time ● Consideration may permit movement in certain situations ● If a Player is released from their current EA club, that Player can join a different EA club during the season ● If a Player is released from their current EA club, that Player ***cannot*** play against their previous club ● Disputes will be handled by EA Committee ● Player must be in good financial standing with the current club

DESIGNATIONS

CATEGORY	STANDARD
Player Designations	There will not be any player designations other than Late Developers, Overage Players and Trapped Players
Overage Players (O)	Maximum of 3 overage players (i.e., birth year of 2006) on the U19 roster are permitted Players cannot be registered as Late Developers
Late Developers (L)	Three (3) Late Developers can be approved per age group All age groups are eligible Must complete Late Developer forms and receive approval from the EA

Elite League ©

STAFF

Category	Standard
Staff Requirements	• Academy Director: Each club should have one in place and must have B license or equivalent • Head Coach must have C License or equivalent or provide proof of coaching license plan to reach the C License.
Matchday Staff	• Maximum of 5 coaching staff members permitted in technical area and must be listed on the Digital Match Roster within Mod 11 (ATC) • There must be a minimum of two (2) registered staff member in the technical area for each match • Any staff members working with EA or in the technical area during EA matches must complete the entire registration process via LeagueApps and be on the DMR on Mod 11.

COMPETITION

Category	Standard
Match Timeframe	Players can only play in 90 minutes per day across a maximum of 2 matches in any competition, including Outside Competition Players should not appear in more than 2 consecutive match days during the regular season
Match Ball	Size 5 match ball must be used for all U14 – U19 matches Size 4 must be used for all U13 matches
Hydration	Home club must provide adequate hydration for both teams
Technical Area	Home club must provide adequate seating (benches) for both teams
Athletic Trainer	Home club must provide an ATC for all matches. This individual must be available to both home and away Players If both teams arrive at the field and the Home team does not provide a ATC, the match will not be played, and the home team will receive a forfeit and fine
Match Video	Home Club must record all matches (U15-U19). The camera must be to the level that it records with sound.
Spectators	Home club must ensure there are no spectators/parents in the technical area or that sideline Each club is responsible for the behavior of their spectators

COMPETITION

Category	Standard
Match Length	U16-U19: 2 X 45 minute halves with 15 minute half time U14-U15: 2 X 40 minute halves with 15 minute half time U13: 2 X 35 minute halves with 10 minute half time U11-U12: 2 X 30 minute halves with 10 minute half time
Warm-Up Periods	Teams must be provided with an appropriate warm-up area 30 minutes prior to kick-off
Age Group Order	Recommended that older age groups play first to accommodate younger Players 'playing up'
Kick Off Times	No earlier than 9:00 AM without permission from the EA
Time between Matches	Minimum of 18 hours between matches if playing on consecutive days, unless approved by the EA
Matchday Roster	Maximum of 20 Players on matchday rosters
Substitutions	Matches in the U13-U19 age groups will operate under the FIFA-7 players “per half” substitution system. Once replaced, players cannot re-enter the match during the same half. There shall be a maximum of 3 moments to make nine (9) substitutions per half.
Match Changes	The EA must approve any request for schedule changes. Any requests for substantial changes in time or location received within two weeks of the match may result in a fine

DISCIPLINE

Category	Standard
Red Cards	Red Card accumulation will follow a player and staff member across all age groups and must be served in the player/staff member's primary age group. Red Card accumulation for staff: ● 1st offense = 2 match suspension ● 2nd offense = Subject to additional discipline ● 3rd offense = Subject to additional discipline and potential long-term suspension Red Cards received in friendly matches will only result in suspension if deemed egregious
Yellow Cards	Yellow Card accumulation will follow a player and staff member across all age groups and must be served in the player/staff member's primary age group. In the event a player or staff member receives 2 yellow cards in the same match resulting in a red card, only the first yellow card counts towards yellow card accumulation. Yellow Card Accumulation for players: ● 5 Yellow Cards (YC) = 1 match; 10 YC = 2 additional matches; 15 YC = 3 additional matches Yellow Card Accumulation for staff: ● 3 Yellow Cards (YC) = 1 match; 5 YC = 2 additional matches; 7 YC = 3 additional matches
Discipline within Fixture	● If a player receives a Yellow Card in two different matches within the same fixture, both cards will count towards their Yellow Card accumulation. ● If a player receives a Red Card in the first match of a split fixture, then they will not be able to appear in the rest of the matches in the fixture.
Fixture	When two clubs play against each other across multiple age groups over one weekend, then all matches between the two clubs are considered part of the fixture.

FACILITY & TRAINING

Category	Standard
Field Standards for Matches	Expectations for EA clubs to provide appropriate, high-quality fields to host EA matches Minimum Field Sizes: ● U13 = Minimum of 65x84 ● U14 = Minimum of 65x96 ● U15-U19 = Minimum of 70x105 Any fields outside of these standards, must be approved by the EA before the season starts
Match Locations	All matches played on the same day are expected to be played at the same facility, unless the visiting club agrees to multiple facilities being utilized EA encourages neutral sites to prevent overnight stays when applicable
Training	Three (3) training days per week during the regular season
Rest Day	Individual players must be given at least one day off per week

FULLY REVIEW EA STANDARDS & RULES AND MATCH DAY REQUIREMENTS

STANDARDS & RULES

MATCH DAY REQUIREMENTS

HAVE A GREAT 2026/27 SEASON