



# NORTH TEXAS REGIONAL PREMIER LEAGUE ACADEMY

## LEAGUE RULES

Version 4.0

(8.1.2021)

**FALL 2022 - REFEREE FEES:** Each Team is responsible for their EXACT portion of the Referee Fees. Fees are to be paid prior to the kickoff of the game.

*\*Fee schedule can be found on the league webpage*

**NTX RPL game play is governed by FIFA Laws of the Game, as modified by U.S. Soccer Federation for youth play (except as noted below).**

Games will be played by the following format for the respective age divisions:

AGE	BIRTH YR	FORMAT	COST	GAMES	FIELD SIZE	BALL SIZE	GAME DURATION	MAX. PLAYERS
U6	2017	4v4	\$494	8	20 x 30	3	20 Min. Halves	8
U7	2016	4v4	\$494	8	20 x 30	3	20 Min. Halves	8
U8	2015	4v4	\$494	8	20 x 30	3	20 Min. Halves	8
U9 Dev*^	2015	7v7	\$726	8	40 x 60	4	25 Min. Halves	14
U9	2014	7v7	\$726	8	40 x 60	4	25 Min. Halves	14
U10	2013	7v7	\$726	8	40 x 60	4	25 Min. Halves	14
U11 Dev*^	2013	9v9	\$906	8	50 x 80	4	30 Min. Halves	16

*\*The Development ("Dev.") Brackets are for teams looking for the challenge of advanced play by playing up in game format.*

*^If playing in the Development ("Dev.") Brackets, you may NOT include Club Pool Players that are older than your team's current age group (for example: a U8 calendar year age team may NOT bring in U9 calendar year Pool Players)*

*Please note – Any team who has not paid by registration deadline may incur a 10% late fee.*

1. Academy teams (U10 and below) will be scheduled eight (8) games with a guarantee of six (6) games in each of the Fall and Spring seasons. Midweek games (Monday - Friday) may be scheduled depending on field availability.
2. Player Eligibility.
  - NTX RPL Academy is sanctioned through US Club Soccer, therefore, all players must have a US Club Player Card. *U90C Management Group can assist in getting player cards if the team or club does not have the ability to easily get them.*
  - NTSSA player forms / rosters are NOT VALID – US Club Soccer ONLY



- At every game, teams must have proof (physical US Club Player ID Cards) that all participating players are registered with US Club Soccer.
  - Teams that play ineligible or unregistered players will be forced to forfeit any matches in which the ineligible player(s) played.
  - Players may “Play Up” to an older age group but may NOT “Play Down” into a younger age group.
  - Players may play on teams in 2 different age groups as long as the player is age eligible for both divisions.
  - Players may play on multiple teams (\*) with the proper required paperwork:
    - Academy League (U10 and younger) = Valid US Club Player ID card
    - \*A player cannot play for 2 teams who are in the same group and division (i.e. If a club has two teams in the same age group & bracket, a player cannot play for both teams in the same division).
  - Girls teams may play in a Boys division, but Boys teams may not play in a Girls division
3. Division Placement. Each team is strongly encouraged to play in its proper skill division in the soccer year.
4. A team must have the minimum number of players for their age group (see chart below) ready to play to start a game and that same number of eligible players to continue a game.

Format	Min. to Start	Min. to Continue
4v4	3	3
7v7	5	5
9v9	6	6

If at the scheduled game time, a team does not have the minimum number of players, a 10- minute grace period will be allowed. At any time during this 10-minute grace period, if the required number of players arrive, the game will begin immediately with the available players who are present. If the team does not have the required number of players available to play at the end of the 10- minute grace period, the team will be considered to have forfeited the game with a score of 1-0 recorded for the team present.

If the field is not available until after the scheduled start time for a game, the grace period will commence at the scheduled game time and will run for ten minutes or until the field is available.

5. “Pool Play”.
- a. Purpose: The spirit of Pool Play is to allow coaches freedom to develop their players based on their changing skill levels throughout the season. It is never intended to be used to “stack” a team to simply win a particular game. U90C HAS IMPLEMENTED A POOL PLAY FORMAT FOR LEAGUE PLAY TO HELP PLAYERS BEST DEVELOP AND INCREASE THEIR OVERALL ENJOYMENT OF PLAYING SOCCER. IT IS NEARLY IMPOSSIBLE TO REGULATE ON A GAME BY GAME BASIS WHICH PLAYERS BELONG WHERE. FOR PLAYERS PLAYING DOWN A DIVISION (A GOLD TEAM PLAYER PLAYING WITH A SILVER TEAM) WE EXPECT THAT COACHES WILL PULL THEIR WEAKER PLAYERS AND/OR THOSE WHO DON’T GET MUCH PLAYING TIME ON THEIR REGULAR TEAM TO PLAY DOWN. TEAMS/COACHES FOUND TO BE ABUSING THE “SPIRIT” OF POOL PLAY AND STACKING THEIR TEAM TO WIN WILL BE FORCED TO DECLARE AN UNCHANGING ROSTER FOR THE REMAINDER OF THE SEASON. LEAGUE PLAY IS MORE DEVELOPMENT FOCUSED WHERE TOURNAMENT PLAY REQUIRES A SET ROSTER AND IS MORE FOCUSED ON SHORT TERM GAME



RESULTS. WITH EVERYONE GETTING ON BOARD WITH THIS PRACTICE WE WILL ALL HAVE AN ENJOYABLE SEASON.

- b. Player pools will typically consist of the following classifications of players:
    - a. Level 1: The best players in the pool, capable of playing at the highest level.
    - b. Level 2: Good players, but would be reserves on the top team, playing behind the Level 1 players.
    - c. Level 3: Players in the pool that still need development to compete at the highest levels.
  - c. Coaches with a large enough player pool to have multiple teams in NTX RPL Academy are expected to manage their game rosters consistent with the Pool Play concept and the levels at which their teams compete. Meaning, the coach's top team should consist of Level 1 and 2 players needed to fill the roster for that team. The coach's next team should consist of Level 2 players who did not make the top team roster or Level 2 players that are only on the top team as reserves and Level 3 players. Said another way, it should be the Level 2 players who should be listed on multiple game day rosters for the different teams, NOT the Level 1 players. It is a violation of the Pool Play concept for a coach to play his/her Level 1 players on every team from this pool.
  - d. NTX RPL management reserves the right to investigate any situation where it is possible the coach is not managing his/her teams within the spirit of the pool play concept.
6. Voluntary Withdrawal from NTX RPL. Any club whose team withdraws from the NTX RPL voluntarily after the season has begun will not be invited to return to the NTX RPL for a period of not less than one (1) year from the end of the season in which said team withdrew.
7. FORFEIT POLICY. Teams who forfeit a game will be assessed at \$120 fine and must pay the fine before being allowed to resume playing in NTX RPL Academy.
- A no-show is considered a forfeit and occurs when a team willfully does not show up to a game and does not inform the League Office. Any team who no-shows will be assessed a \$150 fine and may result in the offending team being removed from the competition by the League Office.
- NOTE: In the event a league game or games have been forfeited, the score of any forfeited game will be recorded as 1-0.
8. Standings Points for Season Play. The fall and spring seasons will be played, and each team will be awarded standing points as follows:
- WIN - THREE (3) POINTS
  - TIE - ONE (1) POINT
  - LOSS - ZERO (0) POINTS
- League games can end in a tie.
9. These points will be used to determine League standings for each season.
10. End of Season Tie Breakers/Placement. If two (2) or more teams are tied in the number of points, the tie will be broken as follows:
- a. Head-to-Head
  - b. Overall team goal differential.
  - c. Total goals scored.



- d. Most Shutouts.
  - e. Board decision.
11. Game Card / Game Report Requirements. Both teams are required to turn in the Game Card. Please verify the referee has accurately recorded the score and misconduct (red and yellow cards). Complete the following steps:
- 1) Take a picture of your completed / signed game card after the game
  - 2) Text the image to [RPLscores@u90c.com](mailto:RPLscores@u90c.com)

**To Report Scores:**

Winning team reports scores immediately / remotely via the GotSoccer Remote Scoring Interface – requires Game #. (SEE LEAGUE WEBSITE FOR DETAILS)

12. Schedule Changes and Rescheduling.

- a. After the schedules have been prepared, no schedule changes will be allowed except in the case of inclement weather. CONFLICT REQUESTS FOR THE SEASON MAY BE SUBMITTED UP UNTIL THE REGISTRATION DEADLINE. Your team is able to request up to 3 dates off during the Got Sport application process. **UPON THE CLOSE OF REGISTRATION, NO ADDITIONAL CONFLICTS WILL BE ACCEPTED.**

- b. Every team applying and accepted to play in the RPL Academy has agreed that the team will be available to play on every Saturday or Sunday (depending on which day your team signed up for) during the season for its respective age group.

\*See RPL Academy approved team & coaching conflicts list below:

APPROVED TEAM CONFLICTS: A team conflict exists when a majority of the team (4v4 - 4+ players, 7v7 - 6+ players, 9v9 - 8+ players) is in conflict with another approved league conflict. This means your RPL Academy game is at the same time or does not allow your team enough travel time to make it to your scheduled RPL Academy game.

- Conflicts as your RPL Academy team is also playing in RPL Select.
- Conflicts with OUTDOOR Classic level (or higher) league games. The following outdoor leagues are approved RPL Academy team conflicts: JGAL, JCL

\*Please note: TCSL, TEAL & PIT are not approved RPL Academy conflicts.

APPROVED COACHING CONFLICTS: For RPL Academy, the only coaching conflicts we accommodate are NPL, RPL Select & RPL Academy coaching conflicts.

\*Please note: No coaching conflicts besides the 3 leagues listed above will be honored. Your team should be prepared to have an assistant coach or team manager cover your game.

- c. The deadline to submit any approved team and/or coaching conflict requests is the Monday @ 5 PM prior to the weekend of your game. Teams that do NOT notify NTX RPL Academy of conflicts that are not caught (or submitted) until inside of 5 days (120 hours) prior to a previously scheduled NTX RPL Academy game will be required to pay **the TOTAL amount of the referee fees for that game** – CHECK YOUR SCHEDULE PRIOR TO THE WEEK OF. All conflict requests must be emailed to [rplschedules@u90c.com](mailto:rplschedules@u90c.com). Calls, texts, or emailing any other email address does not mean the team has submitted a request.
- d. Teams requesting a schedule change not covered in the APPROVED CONFLICTS section will be responsible for a **rescheduling fee of \$100.00 (payable via credit card)** should the game be rescheduled. Any unapproved schedule change requests may not be accommodated.



- e. \*If inclement weather forces league reschedules, emphasis will be placed on keeping the TEAM out of conflict – Coach Conflicts will become secondary
- f. Regular season league games that are stopped prior to the completion of 1st half of play for any reason other than acts on the part of one of the teams (or their representatives or spectators) will be rescheduled and replayed in their entirety. Regular season league games that are stopped, abandoned, or suspended on account of the actions of one or more of the teams, team representatives, or spectators will have their outcome determined by the League Director.
- g. Regular season league games that are stopped after the 1<sup>st</sup> half has been played (at least AT half time), will have the score of the game at the time of stoppage recorded as the final score.
- h. Reschedules could be Monday thru Friday

#### 14. Player Jerseys/Numbers

- a. Each team must have numbered jerseys for all players, no two players may have the same number.
- b. Goalkeepers are not required to have a number on their jersey. Goalkeeper jersey must be of a different color than field players on both teams.
- c. Jerseys must be same primary color and should be of identical style. If the referee orders a jersey change due to color confusion, players/teams must comply. (Following the Pool Play format, all players should be from the same Club and have jerseys that represent that Club).
- d. Alternate jerseys or numbered T-shirts must be available with a unique number for each player.
- e. Pinnies (mesh scrimmage vests) may be used over the jersey to resolve color conflicts as long as the jersey numbers shows through the pinnies to the referee's satisfaction.
- f. Violators will be removed from the field by the referee and not allowed back on the field of play until the player equipment issue has been corrected.
- g. Home Team is team listed first (left) on the schedule. Home Team will wear white or lighter-colored jerseys. Away team will wear dark colored jerseys. AWAY TEAMS ARE NOT TO WEAR WHITE JERSEYS. If both teams show up to game wearing white jerseys, the Away team will resolve any jersey color conflicts.

#### 15. Equipment and Uniforms.

- a. Players cannot wear anything that is dangerous to themselves or the other players and no jewelry is allowed. Proper shin guards are required for all players. Braces and other medically required support apparatuses must have no dangerous metal or hard plastic exposed, unless covered with a soft protective covering. The referee shall make the final decision whether or not the player can play.
- b. Players must wear shin guards that are completely covered by socks. Referees may require players to change improper/unsafe footwear.
- c. Dress Code. The League prohibits pictures, emblems, or writings on materials or clothing that are lewd, offensive, vulgar, immodest, or promote or refer to drugs, or any illicit substance.
- d. Dress Code Violations. Any rostered individual failing to comply with the Dress Code may be removed from the game and/or soccer complex until such time as the individual is in compliance.

- 16. Team players and coaches are to be on the opposite side of the field from all spectators. Only US CLUB CARDED players, coaches, assistant coaches, and team managers from your club (limit of three adults) are allowed in the sideline bench area. Spectators are to be in the same half of the field across from their team bench.



17. Both teams will present a match ball to the referee for him/her to choose from for the official match ball. The referee may decide to use both, one as a back-up.
18. The only protests allowed are for an ineligible player. All protests must be reported in writing, with a One Hundred Dollar (\$100) cashier's check, money order or cash. If a team wins the protest, their protest fee will be returned.
19. There will be free substitution, with the referee's consent at the following times:
  - a. A player receiving a yellow card (the player carded only)
  - b. Prior to a throw-in for the team in possession (the opposing team may substitute when the team in possession subs)
  - c. Prior to a goal kick
  - d. After a goal by either team
  - e. After an injury by either team when the referee stops the play
  - f. At half-time by either team
  - g. At the referee's discretion
20. Violation of League Rules. The NTX RPL Appeals/Discipline Committee and League Office shall have the authority to suspend, fine, disqualify or otherwise impose sanctions on players, team officials or clubs for violating the League Rules and Policies.
21. An official send-off occurs when the referee ejects the player, coach or spectator from the remainder of the game AND fills out a Misconduct Report. Any send-offs should be reported to the league immediately following the game. Any player or coach sent-off (other than on account of receiving two cautions in the same game) shall automatically sit out the next played game. If the send-off was for fighting or serious violent conduct, the player will be suspended for the next two games. Egregious actions warranting more penalties will be decided exclusively by the League Director, whose decision will be final. The League Director has the right to adjust match suspensions.

Any player sent off must immediately leave the complex. If their parent is not in attendance, they may report to the complex headquarters with a manager or a team parent until the game has concluded. Any coaches or spectators sent-off by the referee must leave the complex immediately.

Coaches and managers are responsible for the players, parents and spectators behavior. A "ZERO TOLERANCE" POLICY FOR SIDELINE MISCONDUCT will be enforced for NTX RPL League games. This includes Inappropriate Language, Racial Slurs, OR Verbal Abuse towards referees, Players, and Game Officials on and off of the playing field. Anyone found to be in violation of the ZERO TOLERANCE policy will be removed from the complex and not allowed to re-enter.

21. Sit-Out Verification. Any Carded individual required to sit out a game (as a result of being dismissed or expelled, receiving a red card or accumulation of yellow cards in league play or for any other reason in the course of any league activity) is required to submit a completed [Sit-Out Verification Form](#) to the league, in order to verify that the suspended individual(s) sat out the requisite number of games. The referee will verify that the player did not participate in that game by signing the Sit-Out Verification Form. A separate form must be used for each sit out game served. It is the team's and/or club's responsibility to ensure the suspended player serves the suspension. The player/coach



shall serve the suspension for the team with whom the violation occurred. Players may not compete for another team in their club within RPL until their suspension is served in full.

22. All referee decisions are final.
23. In the event the referee or linesmen are missing from the field, report immediately to your Field Coordinator. In the event the linesmen are not available, each team is required to provide a "club linesman".
24. In case of hard rain, snow, or lightning check the NTX RPL website (<https://www.u90c.com/rpl>) or call 469-587-7454 (Option #9). If inclement weather, park closures or any other forced cancellations outside of our control cancels league play, a decision will be made by the league regarding reschedules, depending upon the situation. Games suspended after the first half has been completed will be considered played in full with the score at the time of the weather delay being marked as the final score. In the event of inclement weather, teams should assume that the game will be played unless otherwise notified by league administration.
25. Once game time temperature exceeds 90 degrees, the league may institute water breaks (mandatory or referee's discretion). The water breaks would occur in 1st and 2nd halves of play and the official time will NOT stop. Players and referees are to remain on the field during water breaks to minimize the lost play time.
26. All teams have the responsibility to check their schedule including the Field Status website for the latest information regarding their games.
27. Compliance with all Playing Complex Rules. Every rostered individual and spectator participating in the league is required to adhere to all playing complex rules, as published on the league's website; or, as posted at the complex; or, as otherwise disseminated from time to time.
28. Any other issues or situations that might arise will be decided exclusively by the League Director, whose decision will be final.
29. Non-Acceptance: U90C reserves to right to HOST (Accept) or NOT HOST (Not Accept) any team, club, coach, or parent as a customer for any reason deemed necessary.
30. Refunds. Once a team has been accepted and paid, no refunds will be given.

### **U11 and Below Guidelines**

31. Per USCS Guidelines: Players in U-11 programs and younger shall not engage in heading, either in practices or in games. In adherence to these new requirements, referees have been instructed by U.S. Soccer of the following rule addition: When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

### **7v7 Standards of Play**

32. BUILD OUT LINE (per the U.S. Soccer Player Development Initiatives)



The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play. The opposing team must also move behind the build out line during a goal kick until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, the goalkeeper can put the ball into play sooner, but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.

If a goalkeeper punts or drop kicks (drop the ball on the ground and kick the ball as it bounces back up) the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play. Coaches are responsible for addressing these types of issues with their players. Referees can manage the situation with misconduct if deemed appropriate. Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

#### **4v4 Standards of Play**

##### **33. MODIFIED PLAYING RULES**

- Maximum number of players per team allowed on the field at any one time is 4 (four)
- Offsides will NOT be called
- Free Kicks
  - All Free Kicks are indirect
  - All players from the opposing team are to be at least 5 yards away from the ball when the Free Kick is being taken
- Restarts
  - When the ball goes out of bounds via the sideline, the restart will be a throw-in.
  - Direct and indirect free kicks are awarded to the opposing team of a player guilty of an offense.

##### **34. PENALTY KICKS**

- Penalty Kicks in 4v4 games are only awarded if the referee feels that the foul stopped an obvious goal scoring opportunity. Penalty kicks are direct, and are taken from anywhere on the midfield line, with all other players behind the midfield line. Penalty kicks are NOT live balls. If no goal is scored, the defense is given a goal kick.

