



Texas Youth Premier League (TXYPL) 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**, including youth non-competitive and competitive teams. Boys and girls ages **U5–U15** may participate.

2. Registration Fee

Each player must submit:

- \$90.00 (U5–U8 5v5)
- \$95.00 (U8–U10 7v7)
- \$100.00 (U11–U12 9v9)
- \$115.00 (U13 and above 11v11)

A player will not be allowed to play without proper registration and a valid US Club player card. Late registrations will be charged an additional \$15 fee.

3. Registration and Team Eligibility

- Registration is completed online.
 - A team is only eligible once **all players and staff** are properly registered and have received valid US Club Soccer ID cards.
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4. Roster Size

- U5–U8 (4v4): **10 players max**
- U8–U10 (7v7): **14 players max**
- U11–U12 (9v9): **18 players max**
- U13+ (11v11): **22 players max**

5. Bracket Allocations and Game Schedules

TXYPL divisions and formats will depend on the number of registered teams and competitive balance. Schedules are posted online—teams are responsible for checking them regularly.

Sample Division Formats:

- **4 teams:** Each team plays others twice → 4-team playoffs
- **5 teams:** Same as above
- **6–7 teams:** Each team plays all others once, plus 1–3 random matches → 8-game season → top 4 enter playoffs
- **8–10 teams:** Single round-robin → 4-team playoff bracket (fixed)

Playoff seeding is not re-ranked after regular season.

6. Division Standings & Match Resolution Policy

Effective for U8 and up in the Texas Youth Premier League (TXYPL)

Standings Points for Season Play

Each team will be awarded standing points as follows:

- Win (in regulation or PKs): 3 points
 - Tie – Penalty Shootout Winner: 2 points
 - Tie – Penalty Shootout Loser: 1 point
 - Loss (in regulation): 0 points
 - These points will be used to determine League standings for each season.
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No-Tie Match Policy (“No Mercy” Rule)

All league matches must produce a winner. If a game is tied at the end of regulation:

- The match proceeds directly to Penalty Kicks.
- No added time or overtime will be played.
- Three (3) penalty takers per team must be selected from players currently on the field.
- **No substitutions are allowed at this time.**

Finals Exception:

- Five (5) penalty takers will be selected for Final matches.
- If still tied after initial kicks, Sudden Death PKs will be implemented:

- Each team takes one penalty kick per round until one team scores and the other misses.
 - All fielded players (including goalkeepers) must take a PK before any player can repeat.
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Score Recording Philosophy

If a game ends in a tie at regulation time, the final score will reflect one (1) additional goal added to the winning team (PK winner).

Example: A 3–3 tie goes to PKs and Team A wins → Final score recorded as 4–3.

This allows for:

- Accurate Goal Differential
 - Transparent Goals For/Against
 - Consistent data entry into systems like GotSport
 - Penalty shootout result will NOT count toward goal differential beyond the added winner's goal.
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Tiebreakers in Division Standings

In case of teams being tied on points at season end, the following tiebreakers will apply, in this order:

- a. Goal Differential (no max per game)
 - b. Goals For
 - c. Goals Against
 - d. Most Shutouts
 - e. Head-to-Head (if applicable)
 - f. Penalty Kick Record (Win % in PKs)
 - g. Penalty Shootout
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League Philosophy Reminder

TXYPL is a development-first league. These policies are crafted to:

- Eliminate ambiguity in standings
- Create fun and competitive pressure moments for kids (via PKs)
- Avoid player burnout from extended play
- Ensure fairness and excitement in every match outcome

7. Game Lengths by Format and Substitutions

- **3v3 (U5–U6):** 4 x 8-minute quarters
- **5v5 (U7–U8):** 2 x 20-minute halves (5-minute halftime)
- **7v7 (U9–U10):** 2 x 25-minute halves (5-minute halftime)
- **9v9 (U11–U12):** 2 x 30-minute halves (5-minute halftime)
- **11v11 (U13 and up):** 2 x 35-minute halves (5-minute halftime)

7.1 Substitutions:

There will be free substitutions, with the referee's consent at the following times:

- A player receiving a yellow card (the player carded **ONLY**)
- Prior to a throw-in for the team in possession (the opposing team may substitute when the team in possession subs)
- Prior to a goal kick
- After a goal, by either team
- After an injury, by either team, **WHEN THE REFEREE STOPS THE PLAY.**
- At half-time by either team
- At the referee's discretion

8. Tie Resolution for Finals

If the Championship Game ends in a tie:

- Proceed directly to **Penalty Kicks** as per FIFA Laws of the Game (no extra time).

9. Ejections & Disciplinary Actions

- Players or coaches receiving **2 yellow cards in a match = red card**, ejected for that game.
- A **straight red card** = immediate ejection and suspension for the next match.
- **Suspended individuals** may not be within sight or hearing distance of the field during suspension.

10. Zero Tolerance for Violence

Players:

- Fighting or physical assault = **minimum 3-game suspension**
- US Club Soccer & USSF Discipline Matrix used for guidance
- Teams involved in large altercations may face **entire team sanctions**

Spectators:

- **Entering the field** is a “field invasion” = **3-game suspension minimum**
- If no single offender can be identified, match may be called **NO CONTEST**
- Teams may be removed from the league for repeat or severe violations
- **No refunds issued** for disqualified individuals or teams

Violence Against Officials:

- Any physical action toward a referee = **immediate removal from the league**
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11. Coach Behavior and Consequences

Coaches are expected to be role models and foster an environment of respect, fair play, and sportsmanship.

If a coach behaves inappropriately:

- First offense: **Verbal warning** and **yellow card**
- Continued behavior: **Red card** and removal from field
- Refusal to leave the field = **match forfeiture**

⚠ If no other credentialed coach is available to take over, the game will be automatically forfeited.

12. Parent and Spectator Behavior

Parents and spectators are held to the same standard of conduct. Coaches are responsible for their sideline's behavior.

If spectators behave poorly:

1. Referee issues a verbal warning to the coach to control the sideline.
2. Continued misbehavior = coach receives a **yellow card**
3. Ongoing disruption = **second yellow + red card** → coach is ejected.

! If the coach leaves and behavior does not improve, the **game will be stopped and forfeited**.

13. Cheating, Protests, and Consequences

Cheating

- **Zero tolerance.** If a team is caught cheating (e.g. playing overage players or players not on roster):
 - **First offense:** Team is removed from the league, and all teams are notified.
 - **Second offense:** Entire club is removed from the season.
 - **No refunds issued.**

Player Protests

- Must occur **at the field** before the game, during halftime, or immediately after the match (before signing game card).
- Coaches may ask referees to verify player ID against match report.
- Formal age protests can be submitted via **email**.

14. Forfeits

- Teams have a **10-minute grace period** after scheduled kickoff time.
- If not ready, the game is a **5-0 forfeit loss**.
- Minimum players required:
 - 3v3 = 2 players
 - 5v5 = 3 players
 - 7v7 = 5 players
 - 9v9 = 6 players
 - 11v11 = 7 players

No Call – No Show:

- Team is charged **referee fee + \$30 fine**
- Team is suspended until the fee is paid
- Multiple offenses may lead to removal from TXYPL

If both coaches agree, a forfeited match **may be played as a scrimmage**, but it will not count in standings.

15. Cancellations & Schedule Changes

- Each team is allowed **two (2) emergency schedule change requests per season**.

Valid Emergency Change Requests:

- Must be submitted **at least 72 hours before kickoff**.

If no emergency requests remain, the game will not be rescheduled and will result in a **forfeit** if the team doesn't show.

Cancellations Within 72–48 Hours:

- League will attempt to **reschedule** the match.
- If rescheduled, the requesting team must pay the **full referee fee**.
- If it cannot be rescheduled, it will be counted as a **forfeit**.

Cancellations Within 48 Hours:

- Will **not** be rescheduled.
 - If team fails to appear, the match will be a **forfeit**.
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16. Coach Responsibilities

- Ensure team is on the correct field and ready to play at scheduled time.
 - Manage player behavior, sideline conduct, and substitutions.
 - Maintain an **active and valid US Club Soccer coach ID**.
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17. Home Team Responsibilities

- The home team is listed **first** on the schedule.
 - Home team must take the **north or west sideline**.
 - In the event of **jersey color conflict**, the home team must change jerseys.
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18. Uniforms, Player ID, and Numbers

- All players must wear matching uniforms.
 - Players without official uniforms must wear solid-colored matching shirts.
 - **Jersey numbers must match the match report/roster.**
 - Exception: CP-designated players may duplicate numbers if clearly marked.
 - Recreational teams are **exempt** from the jersey number rule.
 - Player IDs (physical or digital) or official TXYPL rosters must be presented before every match.
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19. Player Equipment & Game Ball

- **Shin guards are mandatory** for all players—no exceptions.
- No hard casts allowed. Soft casts must be pre-approved.
- Each team must bring a **FIFA-approved match ball**.

- Failure to provide a match ball = **penalty kick awarded** to opponent at start of match.

20. Awards & Divisions (Single Division Format)

TTYPL currently operates with **one unified division per age group**, combining developmental goals with competitive structure.

Team Awards (U8 and above):

- **Custom medals** awarded to **1st, 2nd, and 3rd place** teams.
- **Trophies** awarded to **1st and 2nd place** teams.

Individual Awards (U8 and above):

- **MVP** – selected by the head coach of the 1st place team
- **Top Goal Scorer** – most goals scored in the regular season
- **Best Goalkeeper** – goalkeeper with the fewest goals conceded in the regular season

Participation Awards (U7 and below):

- All players in **U7 and younger age groups** will receive **participation medals** to celebrate their involvement and development throughout the season.
- **No standings or scores** will be published for these age groups to emphasize fun and learning.

21. Protests & Disputes

- **All referee decisions on the field are final.**
- Any further protest must be submitted to the **League Director**, whose decision is **also final**.
- Coaches are encouraged to handle concerns respectfully and **within league channels**.

22. Female Players in Male Brackets

- **Female players may play on all-male teams** if they meet the age eligibility.
 - **All-female teams** are permitted to play **one age group down** in 7v7 and 9v9 formats, or **two age groups down** in 11v11.
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23. Club Pass (CP) Policy

The **Club Pass** allows players to play on multiple teams within the same club.

What qualifies as a “club” for CP?

- Teams must be managed under the same account/person.
- Must share the same name and uniform/logo.
- Club must have a **single registrar** to communicate roster changes.

Club Pass Rules:

- Cost: **\$50 per player per additional team**
- Players can CP **up** an age group, never down.
- Players may not CP **between two teams in the same age group**.
- Rec players may only CP to other **Rec teams**.
- CP use is **not guaranteed to be schedule-friendly**.

Exceptions:

- Female players may play in their own age group and CP to boys/co-ed team in the same age group.
 - U8 and U10 players may play in both available formats (e.g., 5v5 and 7v7) if rules are respected.
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24. Inclement Weather or Unexpected Match Termination

- Matches will be played **rain or shine**, unless declared unsafe by the referee or League Director.
- Cancellations may also occur if city field authorities deem conditions unsafe.

If a match is canceled and cannot be rescheduled:

- **Plan A:** Shortened rescheduled match (15–20 min halves)
 - **Plan B:** Penalty shootout to determine a winner
 - **Plan C:** Match recorded as 0–0 tie
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25. Gameplay Rules Overview

- All matches follow **FIFA Laws of the Game** and **US Club/USSF modifications**.
- Coaches must provide team roster or player cards before each game.
- **Substitutions:** Allowed at any stoppage with referee approval.
- **Offsides:**
 - No offsides in 3v3 and 5v5
 - Offsides apply in 7v7, 9v9, and 11v11 formats

26. Format-Specific Rules Summary

3v3 Format (U6)

- Ball size: 3
- Four 8-min quarters
- No goalkeeper, no offsides
- No slide tackles or headers
- Penalty kicks are taken from center circle — **no goalkeeper**

5v5 Format (U7–U8)

- Ball size: 3
- Two 20-min halves
- Goalkeeper: Yes
- No headers (indirect kick if violated)
- No offsides
- Slide tackles allowed with caution

7v7 Format (U9–U10)

- Ball size: 4
- Two 25-min halves
- Build-out line used (no punting/drop-kicking by keeper)
- Offsides between build-out line and goal only
- No deliberate headers
- Slide tackles allowed with caution

9v9 Format (U11)

- Ball size: 4
- Two 30-min halves
- Offsides: Yes
- U11: No headers; U12: Headers allowed
- PKs allowed
- Slide tackles allowed with caution

11v11 Format (U13+)

- Ball size: 5
- Two 35-min halves
- Offsides: Yes
- PKs: Yes
- Headers allowed

- Slide tackles allowed with caution
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Score Reporting

- Referees submit match cards to field marshals.
 - Marshals submit them to the League Committee.
 - Official scores are kept by **TTYPL Headquarters**.
 - A **team representative must sign** match reports at the end of each game.
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 For questions, please contact: **info@playtxypl.com**