



## 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 for Central Texas Conference:

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

Each player must submit for Houston Conference:

- \$100.00 (U5–U8 5v5)
- \$105.00 (U8–U10 7v7)
- \$115.00 (U11–U12 9v9)
- \$125.00 (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.

---

## 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.

---

### 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.

---

### **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.

---

### **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

---

## 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**

---

## 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**.

---

### **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**.

---

### **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.

---

### **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.

---

## 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)

TXYPL 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.

---

## **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.

---

## **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

---

## 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

---

## **Score Reporting**

- Referees submit match cards to field marshals.
- Marshals submit them to the League Committee.
- Official scores are kept by **TXYPL Headquarters**.
- **A team representative must sign** match reports at the end of each game.

---

 For questions, please contact: **info@playtxypl.com**