



NATIONAL PREMIER LEAGUE

LEAGUE RULES

Version 1.0

(08.01.2020)

FALL 2020 - 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 at the end of this rules document (Exhibit A)*

NPL 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:

DIVISION (Birth Year)	FORMAT	FIELD SIZE	BALL SIZE	GAME DURATION	MAX. GAME PLAYERS
U13 ('08)	11v11	75 x 115	5	35 Min. Halves	18
U14 ('07)	11v11	75 x 115	5	35 Min. Halves	18
U15 ('06)	11v11	75 x 115	5	40 Min. Halves	22
U16 ('05)	11v11	75 x 115	5	40 Min. Halves	22
U17 ('04)	11v11	75 x 115	5	45 Min. Halves	22
U18 ('03)	11v11	75 x 115	5	45 Min. Halves	22
U19 ('02)	11v11	75 x 115	5	45 Min. Halves	22

1. Player Eligibility.

- NPL 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 (US Club Player ID Cards OR ELECTRONIC COPIES OF PLAYER CARDS) that all participating players are registered with US Club Soccer as part of that team's CLUB.
- 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:



2. 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
11v11	7	7

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. Voluntary Withdrawal from NPL: Any team that withdraws from the NPL voluntarily after the season has begun may not be invited to return to the NPL for a period of not less than one (1) year from the end of the season in which said team withdrew.
6. Willful Forfeiting of Game(s). Teams who forfeit a game will be **fined the greater of the two (\$50.00 -OR- the TOTAL amount of the referee fees for that game)** and must pay the fine before being allowed to resume playing in the NPL.
7. Standings Points for Season Play. The fall and spring seasons will be played, and each team will be awarded standing points as follows:
 - a. WIN - THREE (3) POINTS
 - b. TIE - ONE (1) POINT
 - c. LOSS - ZERO (0) POINTS

League games can end in a tie.
8. These points will be used to determine League standings for each season.
9. 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. Overall team goal differential. (Note: A maximum of 5-goal differential per game will be used in calculating this tiebreaker.)
 - b. Total goals scored.
 - c. Most Shutouts.
 - d. Board decision.



10. NOTE: In the event a league game or games have been forfeited, the score of any forfeited game will be recorded as 1-0. If any tied team played an opponent that forfeited to another or other tied team(s), then all games against that opponent will be omitted before applying the above tie breaker rule.

11. Game Card / Game Report Requirements. Both teams are required to turn in the Game Card ([HERE](#)). 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 NPLscores@u90c.com

To Report Scores:

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

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. UPON THE CLOSE OF REGISTRATION, NO ADDITIONAL CONFLICTS WILL BE ACCEPTED.

APPROVED CONFLICTS - IN ORDER OF PRIORITY:

- 1) Coaches with multiple teams in this league.
- 2) Conflicts with other teams in the NPL league.
- 3) Conflicts with OUTDOOR Classic level (or higher) league games.

ALL CONFLICT REQUESTS MUST BE SUBMITTED IN WRITTEN FORM VIA THE LEAGUE CONFLICT FORM (returned to NPL via email)

- b. Teams that do NOT notify NPL League Administrators of conflicts that are not caught (or submitted) until inside of 7 days prior to a previously scheduled NPL game will be required to pay the TOTAL amount of the referee fees for that game – CHECK YOUR SCHEDULE PRIOR TO THE WEEK OF.
- c. Teams requesting a schedule change not covered in the APPROVED CONFLICTS section more than 8 days from the scheduled date of the requested rescheduled game will be responsible for a rescheduling fee of \$100.00 (payable via credit card) before that game will be rescheduled.
- d. Special effort will be made to avoid coaching conflicts for ALL OUTDOOR LEAGUES
**If inclement weather forces league reschedules, emphasis will be placed on keeping the TEAM out of conflict – Coach Conflicts will become secondary*
- e. 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.
- f. Regular season league games that are stopped after the 1st 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.
- g. 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.
- 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 TEAMS ARE NOT TO WEAR WHITE JERSEYS. Home 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. ([COVID-19 Policies / Procedures](#) supersede this paragraph)

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. 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 and parent's behavior. A "ZERO TOLERANCE" POLICY FOR SIDELINE MISCONDUCT will be enforced for NPL 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.
22. Yellow Cards: A player receiving a second yellow card in a single game is suspended for the balance of that game and the next game within league play. A double yellow will go against a player's red card accumulation.
- One game automatic suspension for the game following an individual's sixth league play yellow card
 - Any individual receiving a tenth yellow card in league play shall be immediately suspended.
23. Red Cards: A player receiving a red card or a coach/assistant coach who is sent off is suspended for the balance of that game and the next game within league play.
- Automatic suspension will occur if a fourth league play red card is received.
24. All referee decisions are final
25. In the event the referee or linesmen are missing from the field, report immediately to your On-Site League Coordinator. In the event the linesmen are not available, each team is required to provide a "club linesman".
26. In case of hard rain, snow, or lightning check the NPL website (<https://www.u90c.com/red-river-npl-south/>) 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.



27. 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.
28. 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. (*see also: [COVID-19 Policies / Procedures](#)*)
29. Any other issues or situations that might arise will be decided exclusively by the League Director, whose decision will be final.

Exhibit A



Red River NPL South Referee Fee Schedule

Age Group	Format	Per Game Total	Per Team/Per Game	Cash to Pay (exact required)
U13	11v11	\$110	\$55	\$23 + \$32*
U14	11v11	\$110	\$55	\$23 + \$32*
U15	11v11	\$122	\$61	\$27 + \$34*
U16	11v11	\$122	\$61	\$27 + \$34*
U17	11v11	\$150	\$75	\$33 + \$42*
U18/U19	11v11	\$150	\$75	\$33 + \$42*

****EXACT DENOMINATIONS are required as you are paying for ½ the Center and 1 AR for 3-man crews (the referees are not expected to 'make change')***

Each Team is responsible for their EXACT portion of the Referee Fees.
To be paid prior to the kickoff of the game.

