



TEXAS CLUBS SOCCER LEAGUE

LEAGUE RULES

Version 2.5

(1.14.2020)

FALL 2019 - 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)*

TCSL 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
U6 ('14)	4v4	20 x 30	3	20 Min. Halves	8
U7 ('13)	4v4	20 x 30	3	20 Min. Halves	8
U8 ('12)	4v4	20 x 30	3	20 Min. Halves	8
U9 Dev* ('12)	7v7	40 x 60	4	25 Min. Halves	14^
U9 ('11)	7v7	40 x 60	4	25 Min. Halves	14
U10 ('10)	7v7	40 x 60	4	25 Min. Halves	14
U11 Dev* ('10)	9v9	50 x 80	4	30 Min. Halves	16^
U11 ('09)	9v9	50 x 80	4	30 Min. Halves	16
U12 ('08)	9v9	50 x 80	4	30 Min. Halves	16
U13 Dev* ('08)	11v11	75 x 115	5	35 Min. Halves	18^
U13 ('07)	11v11	75 x 115	5	35 Min. Halves	18
U14 ('06)	11v11	75 x 115	5	35 Min. Halves	18
U15 ('05)	11v11	75 x 115	5	40 Min. Halves	22
U16 ('04)	11v11	75 x 115	5	40 Min. Halves	22
U17 ('03)	11v11	75 x 115	5	45 Min. Halves	22
U18 ('02)	11v11	75 x 115	5	45 Min. Halves	22
U19 ('01)	11v11	75 x 115	5	45 Min. Halves	22

**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)



1. All teams will be scheduled eight (8) games with a guarantee of six (6) games. Friday night games WILL be scheduled from the beginning of the season. Monday – Thursday games may be scheduled if inclement weather occurs during the seasons regular schedule.
2. Player Eligibility.
 - TCSL 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.
 - Teams that play ineligible or unregistered players could forfeit any matches in which the ineligible player(s) played.
 - Players may “Play Up” to an older division but may NOT play in a younger division.
 - 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:
 - Select League (U11 and older) = Valid US Club Player ID card registered under that same team’s club
 - Academy League (U10 and younger) = Valid US Club Player ID card
 - 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
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. “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 TCSL 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. TCSL 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 TCSL. Any club whose team withdraws from the TCSL voluntarily after the season has begun will not be invited to return to the TCSL for a period of not less than one (1) year from the end of the season in which said team withdrew.
7. Willful Forfeiting of Game(s). Teams who forfeit a game will be **fined the TOTAL amount of the referee fees for that game** and must pay the fine before being allowed to resume playing in the TCSL.
8. 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
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. 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.
11. 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.
12. 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 TCSLscores@u90c.com

To Report Scores:

Winning team reports scores immediately / remotely via the GotSoccer Remote Scoring Interface – requires Game #:

Option 1

- Click here: <https://www.gotsport.com/events/scoring/>
- Enter Event ID: 77686
- Enter Event PIN: 8275
- Enter Game #
- Enter Score

Option 2

- Call 904-758-0875
- Follow Prompts

13. 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 OUTDOOR league games.
- *ALL CONFLICT REQUESTS MUST BE SUBMITTED IN WRITTEN FORM (via email or GotSoccer)***
- b. Teams that do NOT notify TCSL of conflicts that are not caught (or submitted) until inside of 7 days prior to a previously scheduled TCSL 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 \$50.00 (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 1 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. 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 TEAMS ARE NOT TO WEAR WHITE JERSEYS.

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. 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 TCSL 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. 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 TCSL website (<https://www.u90c.com/texas-clubs-soccer-league>) or call 469-587-7454 (Option #9). If inclement weather cancels league play, a decision will be made by the league regarding reschedules, depending upon the situation.
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. 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.



27. Any other issues or situations that might arise will be decided exclusively by the League Director, whose decision will be final.

U11 and Below Guidelines

28. 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

29. **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

30. **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.

31. 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.
- In Kicks from the Mark scenarios to determine a game winner (overtime) or settle tie-breakers, each team will line up its four players behind mid-field and follow the procedures above, kicking in order, alternating teams, like a traditional Kicks from the Mark scenario.
- If after the first round of kicks (all four players from both teams) the score is still tied, the shooting spot will be moved back to a single spot half way between the mid-field line and the opposite goal line from the goal being shot at, centered between the sidelines. All players will be behind this spot. The Kicks from the Mark will resume with kicks being taken from this spot until a winner can be determined.



Exhibit A

TCSL SPRING 2020 REFEREE FEE SCHEDULE

Age Group	Format	Per Game Total	Per Team/Per Game	Cash to Pay (exact required)
U6	4v4	\$18	\$9	\$9
U7	4v4	\$20	\$10	\$10
U8	4v4	\$20	\$10	\$10
U9 Development	7v7^	\$30	\$15	\$15
U9	7v7^	\$30	\$15	\$15
U10	7v7^	\$30	\$15	\$15
U11 Development	9v9	\$96	\$48	\$20 + \$28*
U11	9v9	\$96	\$48	\$20 + \$28*
U12	9v9	\$96	\$48	\$20 + \$28*
U13 Development	11v11	\$110	\$55	\$23 + \$32*
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	11v11	\$150	\$75	\$33 + \$42*
U19	11v11	\$150	\$75	\$33 + \$42*

^Utilizing Build-Out Lines

***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.

NO PAY = NO PLAY

