



## 2017 – 2018 LEAGUE RULES

North Texas Premier Soccer Association Leagues (NTPSA Leagues) rules follow USSF rules with a few exceptions including...

### Playing Format:

Age Group	Format	Length (mins)	Ball Size	Field Size (yards)	Goal Size
U6 or 2012	4v4, no goalies	4x10	3	30 x 20 *	4' x 6' *
U7 or 2011	4v4, no goalies	4x10	3	30 x 20 *	4' x 6' *
U8 or 2010	4v4, no goalies	4x10	3	30 x 20 *	4' x 6' *
U9 or 2009	7v7	2x25	4	60 x 40 *	6.5' x 18.5' *
U10 or 2008	7v7	2x25	4	60 x 40 *	6.5' x 18.5' *
U11 or 2007	9v9	2x30	4	75 x 50 *	6.5' x 18.5' *
U12 or 2006	9v9	2x30	4	75 x 50 *	6.5' x 18.5' *
U13 or 2005	11v11	2x35	5	110 x 75 *	8' x 24'
U14 or 2004	11v11	2x35	5	110 x 75 *	8' x 24'
U15 or 2003	11v11	2x40	5	110 x 75 *	8' x 24'
U16 or 2002	11v11	2x40	5	110 x 75 *	8' x 24'
U17 or 2001	11v11	2x45	5	110 x 75 *	8' x 24'
U18 or 2000	11v11	2x45	5	110 x 75 *	8' x 24'
U19 or 1999	11v11	2x45	5	110 x 75 *	8' x 24'

\* = may vary by location

### Modified Playing Rules for Under 6, Under 7, and Under 8

- Maximum number of players on the field at any one time = Four (4)
- All free kicks will be indirect
- Opposing players are to be at least five (5) yards away from the ball when the free kick is taken
- Offside will not be called

### **Modified Playing Rules for Under 9 and Under 10 (7v7)**

- When the goalkeeper has the ball, all opposing players must move behind the build out line until the ball is put in play by the goalkeeper
- Goalkeepers may not punt or drop kick the ball (drop kick means to drop the ball on the ground and kick it as it bounces back up)
- Players CANNOT be penalized for offside offenses between the midfield and build out lines
- Players CAN be penalized for an offside offense between the build out and goal lines

### **Roster Size:**

US Club Soccer allows for up to 25 players on a roster, but you may NOT bring 25 players to a game. Here is the maximum number of players allowed at each game

- Under 6-8 (4v4) = 8; Under 9-10 (7v7) = 14; Under 11-12 (9v9) = 16
- Under 13-14 (11v11) = 18; Under 15-19 (11v11) = 22

### **Player Eligibility:**

- All players must be registered and insured with US Club Soccer through KYCK
- At every game, teams must have proof that all participating players are registered with US Club Soccer, including team's US Club Soccer Official Roster and other US Club Soccer player paperwork (player ID cards and optional Player Loan Forms)
- Teams that play ineligible or unregistered players could forfeit any matches where that player(s) participates
- NTSSA player forms are NOT VALID
- Players may "play up" to an older division, but may not play in a younger division
- Players may play on multiple teams with the required paperwork and if the teams are NOT in the same skill division on the same weekend.
- Players may play on teams in two different age groups as long as the player is age eligible for both divisions
- Girls may play in boys divisions, boys may NOT play in girls divisions
- For the PTCL U11-U19 league, on a team in a boys division, no more than 50% of the players on the US Club Soccer Official Roster may be girls
- U5 players may play in U6

Example: Billy was born November 2008. He plays on FC Blues 08B North team in U10B Bronze division.

- a. Billy may NOT play on another team in U10B Bronze
- b. Billy may play on a team in U10B Silver or U10B Gold with required paperwork
- c. Billy may play on a team in U11B with required paperwork
- d. Billy may NOT play on a team in U9B

### **Guest Players:**

- Guest players are players rostered to a US Club Soccer Official Roster for one team, but playing for a second team. NTSSA player forms are NOT VALID

- Guest players are allowed in all divisions
- The Player Eligibility Rules listed above apply to guest players
- For a guest player from a different club, the team he/she is guest playing for must submit to PrimeTime Sports a completed US Club Soccer Player Loan Form before the guest player plays in a game. The US Club Soccer Player Loan Form can be emailed to [soccer@primetimesportz.com](mailto:soccer@primetimesportz.com) or given to a Site Director onsite prior to the game
- For guest players on a different team within the same club, we must have either a completed US Club Soccer Player Loan Form or a copy of the US Club Soccer Official Roster. Those can be emailed to PrimeTime Sports or given to Site Director at the fields prior to the game.
- All players must be rostered to no more than one (1) US Club Soccer Official Roster for the 2016-2017 playing year.

#### **Other Rules:**

- Substitutions at own throw-in, goal kicks, after goal scored, or at other stoppage with referee's permission.
- For U9-U19, all other rules and procedures follow USSF, including offside, throw-ins, direct and indirect free kicks, penalty kicks, etc.
- **For players on team in U6-U11 division, it is illegal for a player to intentionally use their head to make contact with a soccer ball during play. This is punishable by an indirect free kick for the opposing team at the spot of the act.**

#### **Home vs Away and Jerseys:**

The team listed on the left side of the schedule is the Home team. The Home team will wear their white or lighter colored jerseys. The Away team is NOT to wear white jerseys. At most complexes, both teams and their coaches will sit on one side of the field and ALL spectators will sit on the other side, across from their team bench. If the facility is set-up with teams on opposite sides of the field, teams and their spectators will sit on opposite sides

Players are required to have like-colored jerseys/t-shirts with permanent numbers (ironed-on or permanent marker) at least 4 inches tall on the back of their jersey/t-shirt that match the numbers listed on the team roster. **Taped numbers will NOT be permitted.** Scrimmage vests (mesh) without numbers may be worn only over a permanently numbered jersey/t-shirt. **No duplicate numbers on the same team. All players on each team must have a unique number.** Goalkeepers are not required to have a number

#### **Game Day Procedures:**

- Prior to the start of each game, both teams will present to the referee crew one (1) copy of the game report
- If your team has ALL players for that game listed in your GotSoccer account, you have the choice of presenting a game card printed from your GotSoccer account or a completed [PrimeTime Sports League Game Report](#)

- If your team does NOT have all players listed in your GotSoccer account, you must present a completed PrimeTime Sports League Game Report
- When the game is over, the referee will give the game reports to PrimeTime Soccer on-site staff

**Rainout Policy:**

- In the event of a rainout, the rainout game will automatically be rescheduled to the first available rainout weekend.
- Any team unable to attend their rescheduled rainout game will forfeit the game and be scored as a 0-3 loss, per the forfeit policy.

**Forfeit Policy:**

- Any team who forfeits a game will be assessed a \$125 fine due before the next game played. A small portion of this will be retained for administration purposes with the remainder credited to the team forfeited against for not receiving their guaranteed games. The forfeited game will be recorded as a 0-3 loss.
- Opponents winning by forfeit may request the forfeited game be rescheduled instead of receiving a credit. If the game is rescheduled and played, the score will not be reported as 0-3, the opponent will not receive a credit and the forfeiting team will not owe the \$125 fine.
- A forfeiting team will owe PrimeTime Sports the referee fees, if you forfeit after Wednesday at 5pm the week of the game.

**Schedule Request Policy:**

- All schedule requests must be filled out via the Schedule Request form on the PrimeTime Sports website. This form can be found at [primetimesportz.com/soccer/leagues/requests/](http://primetimesportz.com/soccer/leagues/requests/)
- Schedule requests left by voicemail, email, speaking with a PrimeTime Sports staff member or text message will not be considered.
- Schedule requests must be received on Wednesday at 5pm CT, the week of a game, to be considered.
- Schedule requests are not guaranteed to be met.

**Game Guarantee Policy:**

- League teams are guaranteed 8 or 16 games depending on the league teams register for.
- Teams will receive a percentage refund of their registration fee should all rainout weekends result in rainouts or should a team forfeit a game and opponent decline a reschedule.
- We suggest teams avoid tournaments on all league dates including rainout weekends.
- Teams will receive a credit of 10% of their entry fee for each game less than 8 that are played.
- Teams will receive a credit of 6% of their entry fee for each game less than 16 that are played.
- Credits are to be used in future PrimeTime Sports outdoor soccer tournaments or leagues within one calendar year from the end of the league season.

**BYLAWS**

## **THE MISSION OF PRIMETIME SPORTS**

PRIMETIME SPORTS was founded with the mission of improving the developmental environment for American youth players. We recognize that coaches and parents play the largest role in creating a positive training and competition environment that promotes learning, growth, as well as the development as both a person and as a player.

The growth of a young athlete is not an easy one, and is filled with both moments of accomplishment and elation, as well as moments of challenge and disappointment. Coaches and parents have a responsibility to provide guidance to players along this path, and to serve as an example to help these players fulfill their athletic and personal potential.

PRIMETIME SPORTS is committed to providing young athletes a competitive, challenging, and most importantly, a safe opportunity to grow and develop. This commitment extends to the standards expected of any coach, parent, spectator, on-site staff, referee or any other person at a PRIMETIME SPORTS activity.

To that end, we have outlined the CODE OF CONDUCT that will be adhered to by all when participating in any PRIMETIME SPORTS activity.

## PRIMETIME SPORTS CODE OF CONDUCT

ALL PERSONS acting in association with a PRIMETIME SPORTS activity are expected to conduct themselves appropriately and reasonably both verbally and non-verbally avoiding any and all of the following:

- Assault
- Harassment
- Racial or Religious Violence
- Sexual Violence or Harassment
- Taunting or Showboating
- Vandalism
- Drug, alcohol, and/or tobacco use
- Gambling
- Inappropriate language and/or actions
- Providing false information
- Harassment of other club officials, referees, coaches and/or players

Any person(s) acting in association with a PRIMETIME SPORTS activity found in violation of this CODE OF CONDUCT will be subject to the following actions:

### **1<sup>ST</sup> OFFENSE**

- A meeting must take place with all involved persons and the PRIMETIME SPORTS Appeals and Discipline Committee. *This meeting will be done via phone conference.*
- Participation in all PRIMETIME SPORTS activities will cease until this meeting has occurred. Consequences will be determined after this meeting has occurred.

### **2<sup>ND</sup> OFFENSE**

- The person in violation will be suspended from any PRIMETIME SPORTS involvement for a period of time to be determined by the PRIMETIME SPORTS Appeals and Discipline Committee. *This meeting will be done in person at PRIMETIME SPORTS offices.*
- Any future return to PRIMETIME SPORTS involvement is not guaranteed but may be granted, depending on the nature and severity of the infraction. Involvement will then be granted on a probationary basis.
- Any violation during that probation period will result in permanent suspension from PRIMETIME SPORTS.

*If an offense is severe in nature (extreme, violent and/or dangerous) PRIMETIME SPORTS reserves the right to move directly to the consequences of the second offense, after which a meeting may take place.*

## **PLAYER/COACH LEAGUE MANAGEMENT**

Sports, by nature, are a high-energy endeavor. As a league organizer, PRIMETIME SPORTS recognizes that the high-energy is shared by coaches, players and spectators. That said, there is a level of energy that, on occasion, will boil over. PRIMETIME SPORTS tracks all actions that may be taken against a coach, player or spectator.

### **COACH SEND-OFF ACCUMULATION**

If a coach or assistant coach receives 3 (three) send offs, he shall be immediately suspended pending a hearing with PRIMETIME SPORTS A&D Committee. Coaches will be assessed a fine of \$100 for each red card that resulted in their suspension (payable to PRIMETIME SPORTS).

*Issues of referee abuse and assault will be sent directly to US CLUB and/or NTSSA.*

### **PLAYED CARD ACCUMULATION**

If, during the current year, a player has accumulated a total of 7 (seven) cards - meaning any combination of red and yellow cards totaling 7 (seven), he shall be immediately suspended pending a hearing with the PRIMETIME SPORTS A&D Committee and assessed a fine of \$100.00 (payable to PRIMETIMESPORTS).

If a player receives 3 (three) red cards, he shall be immediately suspended pending a hearing with the PRIMETIME SPORTS A&D Committee and assessed a fine of \$100.00 (payable to PRIMETIMESPORTS).

### **SPECTATOR ACCUMULATION**

If, during the current year, a spectator has accumulated three (3) dismissals, he/she shall be immediately suspended pending a hearing with the PRIMETIME SPORTS A&D Committee and assessed a fine of \$100.00 (payable to PRIMETIMESPORTS).

## REFEREE COMMUNICATION

When it comes to game officials, support, encouragement and protection is non-negotiable. Without them games don't happen. PRIMETIME SPORTS has developed a 1-2-3-4 method of referee action when it comes to coach or spectator actions that go beyond what is acceptable.

**LEAGUE MANDATE #1:** Only the Coach or Team Manager can approach or question the referee

**LEAGUE MANDATE #2:** Coaches are responsible for their spectator's actions, before, during or after the game.

### PRIMETIME SPORTS 1-2-3-4

1. If there is an issue with a spectator or coach, the referee will ASK the coach to comply
2. If the improper behavior continues, the referee will TELL the coach to comply
3. If there is still no change in behavior, the referee will DISMISS the coach/spectator
4. If the behavior continues, the game could be ABANDONED