

THE PANHANDLE PREMIER LEAGUE

Academy/Club League FEES

See league season announcement for current league and ref fees.

Academy/Club League RULES

The Panhandle Premier League 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 their respective age divisions:

Age	Format	Games	Field Size	Ball Size	Game Duration	Max. Players
Academy						
U8	5v5	8	30 x 45	4	20 Min. Halves	NA
U9	7v7	8	40 x 55	4	25 Min. Halves	NA
U10 Dev*	7v7	8	40 x 55	4	25 Min. Halves	NA
Club						
U11	9v9	8	50 x 80	4	30 min. Halves	16
U12	9v9	8	50 x 80	4	30 min. Halves	16
U13	11v11	8	75 x 115	5	35 min. Halves	18
U14	11v11	8	75 x 115	5	35 min. Halves	18

All games will be split with a 5-minute half time break

** The Development ("Dev") Brackets are designed to create the challenge of advanced play for teams, by playing up in game format.*

In the Development Brackets, you may NOT include 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 players)

1. Team Eligibility and Guest Players

- The Panhandle Premier League is sanctioned through North Texas and US Youth Soccer.
- US Club Soccer are NOT VALID – only NTSSA Player forms/rosters.
- At every game, teams must have proof (NTTSA Player ID Card OR Electronic Copies of Player Cards) that all players are registered with NTSSA.

- 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.
- There will be NO guest players – Every player must be registered to play for Panhandle Premier League.
- An unregistered player may be added to a Panhandle Premier League registered team’s roster by approval from the league directors committee.
- A Panhandle Premier League registered player may not register for more than one (1) Panhandle Premier League team/club through the duration of any one season.
- Girls teams may play in a Boys division, but Boys teams may not play in a Girls division.

2. Division Placement

- Each team is strongly encouraged to play in its proper skill division in the soccer year.
- The league director reserves the right to move teams accordingly to facilitate a balanced competitive environment.

3. Age Requirement

- A team must have the minimum number of players for their age group (see chart below) ready to play at start of game, as well as, that number of eligible players to continue a game.

Format	Min. to Start
5v5	4
7v7	5
9v9	6
11v11	8

- If at the scheduled game, a team does not have the minimum number of players, a 5-minute grace period will be allowed. At any time during this 5-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 5-minute grace period, the team will be considered to have forfeited the game with a score of 5-0 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 five minutes or until the field is available.

4. Player Pass

- Players registered with the Panhandle Premier League will be allowed to “Player Pass” to another team if the following conditions are met:
 - The Player is on an official roster of a team within the Panhandle Premier League for the current league season
 - and-
 - The Player is registered with the club they are to Player Pass
- Players utilizing the “Player Pass” option will be allowed a maximum of 3 games total on any given weekend (Friday, Saturday, Sunday of the same week).
- No more than 2 “Player Pass” players on one team, per game.
- League Administration holds the right to allow flexibility if a situation arises that is deemed necessary for the game to be played with the players best interest.
- “Player Pass” must be done through GotSports and the coach must have a player card for the player.

- ONLY players listed on official game day roster through got sports will be allowed to play. *NO write in's will be allowed.
- No Player Pass will be allowed on the dates of Semi-Finals, Finals or in the event of a scheduled tie breaking game.

5. Willful Forfeiting of Game(s)

- Teams who willfully forfeit a game may be subject to 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 Panhandle Premier League.

6. NOTE: In the event a league game or games have been forfeited, the score of any forfeited game will be recorded as 3-0.

7. Standing Points for Season Play

- Each team will be awarded standing points as follows
 - WIN – Three (3) Points
 - TIE – One (1) Point
 - LOSS – Zero (0) Points
- These points will be used to determine League standings for each season.

8. End of Season Playoffs

- **Tie Breakers/Placement**
- If two (2) or more teams are tied in the number of points, the tie will break as follows:
 - Head-to-head
 - Head-to-head goal differential
 - Total Goals Conceded
 - Most shutouts
 - Most Wins
 - Overall Goal Differential (Up to 3 Goals Maximum)
- Semi Finals will be assigned as follows:
 - 1st Place vs 4th Place
 - 2nd Place vs 3rd Place
- The two winners of the Semi-Finals will play each other in the Final. No game will be played to determine 3rd place.
 - **Semi-Final & Finals Tie Breaker**
 - Should the Final whistle blow with the current result being a tie between the two teams, the game will move directly into a “best of 5” penalty shoot-out.
 - Should the result remain in a tie after the initial **(5)** penalty kicks, “Sudden Death” is implemented, giving additional rounds of one kick each until one team scores and the other misses.
 - *ONLY after every available rostered player, including the goalie, has been given a chance to take a penalty, will a player be allowed to take an additional penalty kick.

9. Player Jerseys/Numbers

- Each team must have numbered jerseys for all players, no two players may have the same number.
- Goalkeepers are not required to have a number on their jersey.
- Goalkeeper jerseys must be of a different color than field players on both teams.

- Jerseys must be of the same primary color and should be of identical style. If the referee orders a jersey change due to color confusion, players/teams must comply.
- Alternate jerseys or numbered t-shirts must be available with a unique number for each player
- Pinnies (mesh scrimmage vests) may be used over the jersey to resolve color conflicts as long as the numbers show through the pinnies, to the referee's satisfaction.
- 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.
- Home Team is the team listed first (left) on the schedule.
- Home team will wear white or lighter colored jerseys.
- Away teams will wear dark colored jerseys.
- AWAY TEAMS ARE NOT TO WEAR WHITE/LIGHT COLOR JERSEYS.
- If both teams show up to the game wearing the incorrect jerseys, the Away team will resolve any jersey color conflicts.

The League Director will reserve the right to allow any team a leniency period in which to have uniform violations corrected

10. Equipment and Uniforms

- 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 on whether the player can play.
- Players must wear shin guards that are completely covered by socks.
- Cleats with metal studs or a toe cleat are not allowed. Referees may require players to change improper/unsafe footwear.
- Dress code: The Panhandle Premier 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.
- 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 complies.

11. Field Orientation

- Each coach and team will be placed on the same sideline of the field as the opposing team. Spectators are to sit on the opposite side of the field as the players and coach, occupying the same half of the field as their teams benches. This will be the COACHES responsibility to enforce.

12. Match Ball

- 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.

13. Substitutions

- There will be free substitutions from both teams at any stoppage of play with the referee's consent:
 - Players must be waiting at halfway prior to calling for a sub and must enter at halfway.
 - Entering players must wait for the substituted player to exit the field of play or be waved on by Referee or Assistant Referee.

14. Send-Off/Ejection

- 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 parents are not in attendance, they may, with the League Director's permission, sit on their team's sideline, AWAY from the team bench.
- Any coaches or spectators sent-off by the referee MUST leave the complex immediately.
- Coaches and managers are responsible for the players, parents, and spectators' behavior. A "ZERO TOLERANCE" POLICY FOR SIDELINE MISCONDUCT will be enforced for Panhandle Premier League games.
 - This includes inappropriate language, racial slurs, or verbal abuse towards referees, players, and game officials on and off the playing field.
 - Parents are not allowed to enter the field of play before or after games. Walk around the field.
 - Parents are not to approach the Referees before, during or after games. Including the area where Refs are staging for games.
 - Anyone found to be in violation of the ZERO TOLERANCE policy will be removed from the complex and not allowed to re-enter.

15. ALL REFEREE DECISIONS ARE FINAL

16. Water/Heat Breaks

- Once game temperatures exceed 90 degrees, the league may institute 2-minute water breaks (Referee's Discretion with both Coaches Agreeance before the game).
 - The water breaks would occur in 1st and 2nd halves of play and the official time will NOT stop.
- ***In the event of establishing water breaks, coaches will be made aware prior to the start of the game ****

17. All teams have the responsibility to check the schedule for the latest information, regarding their games.

18. Compliance with all Complex Rules

- Every rostered individual and spectator participating in the league is required to adhere to all playing complex rules.

19. Non-Acceptance

- Panhandle Premier League reserves the right to HOST (Accept) or NOT HOST (Not Accept) any team, club, coach, or parent as a customer for any reason deemed necessary.

20. U11 and Below Guidelines

- Players in U-11 programs and younger shall not engage in heading, either in practices or games.
- In adherence to this requirement, 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.

5v5 & 7v7 Standards of Play

21. 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.
22. **Slide Tackling.** (5v5 Format)
- NO slide tackling will be allowed.
 - A Player will be allowed to slide as an attempt to score or keep a ball in play but may not slide tackle or challenge an opposing player who holds possession or advantage of the ball.
 - Referees may, but are not required to, enforce a 2-minute sit down for players who violate the No Slide Tackle Rule.
23. **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 or 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.
 - 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 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.

Sideline Conduct Policy

The sidelines of every youth soccer game are lined with parents and spectators wanting their team to succeed. Fans communicate in many ways, from chanting and cheering, to clapping and yelling. Bad sideline behavior is

typically rooted in good intention, fueled by emotion, unsupported by education, and has a negative impact on the development environment that is carefully and deliberately cultivated. As a community, we are committed to a positive player experience of learning and individual growth of our athletes.

In all Panhandle Premier League programming, parents, coaches, & Panhandle Premier staff are committed to fostering an environment where players grow in confidence as masters of their own on-the-field decision-making. To honor this commitment, all participants are encouraged to take the pledge:

1. I pledge to let players do the thinking and provide encouragement to my team.
2. I pledge to hold my spectators accountable to positive cheering, a high standard of civility and sportsmanship.
3. ***I pledge to abide by Panhandle Premier League's sideline behavior guidelines and accept my team may face point deductions & removal from the event for inappropriate sideline behaviors.***

The Panhandle Premier League takes matters of coach, player, and spectator behavior seriously and will hold all persons accountable by reporting it to their club's leadership.

Behaviors Considered As "Unsportsmanlike or Inappropriate Behavior"

Cautions and dismissals of players, coaches, and spectators are subject to any action that, in the opinion of any member of the referee team, has violated the Sideline Conduct Policy. The following list provides guidance but is not exclusive to any additional actions that may occur that are deemed inappropriate.

1. Approaching the referee any time before, during or after the match to negatively react, by word or action, to events of the game
2. Verbal abuse directed at the referee, players, or coaches involved in the match.
3. Any use of foul language directed at the referee, players, or coaches involved in the match.
4. Unruly or disrespectful behavior between opposing fan sections.
5. Any physical altercations of any kind. (Immediate Red Card Dismissal)
6. Any use of controlled substances or alcohol near the field of play.

Any spectator or coach dismissals will be subject to review from the PPL A&D chair.

No artificial noisemakers

Artificial noisemakers (anything deemed by ref or admin. as artificially disruptive to the playing environment) will be prohibited at PPL events. This may include but not limited to: air horns, whistles, propane tanks, clappers, flashing lights, etc. Anyone in violation may be asked to leave.

*****ALL TEAMS HAVE AGREED TO THE SIDELINE CONDUCT POLICY PLEDGE IN THEIR LEAGUE APPLICATIONS*****