



NATIONAL PREMIER LEAGUE

LEAGUE RULES

Version 6.0

(08.01.2025)

2025-26 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 on webpage*

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 LENGTH	MAX. GAME PLAYERS
U13 ('13)	11v11	75 x 115	5	35 Min. Halves	18
U14 ('12)	11v11	75 x 115	5	35 Min. Halves	18
U15 ('11)	11v11	75 x 115	5	40 Min. Halves	22
U16 ('10)	11v11	75 x 115	5	40 Min. Halves	22
U17 ('09)	11v11	75 x 115	5	45 Min. Halves	22
U18/19 ('08/'07) *FALL ONLY	11v11	75 x 115	5	45 Min. Halves	22

*The 07 & 06's will be a combined age group.

1. Player Eligibility.

- NPL is sanctioned through US Club Soccer, therefore, all players must have a US Club GotSport issued Player Card (TGS cards are not allowed). All players must populate on the team's printed out match card and check in with the referees using their virtual or physical US Club Soccer GotSport player cards.
- NTSSA player forms / rosters are NOT VALID – US Club Soccer GotSport Issued cards ONLY
- Team's are able to roster up to 26 players on an NPL roster. U90C - Red River NPL will source the US Club Soccer - 2025-26 Registration/Passcards & Rosters in order to populate eligible players to appear on your team's game day match card. Teams are able to use the club pass player GotSport tool to club pass players within your club. These players must have a US Club Soccer GotSport issued Player Card and appear on the team's printed out match card. *Please note: Guest players are not permitted in league play.
- Safe Sport is required for all players that turn 18 years of age during the season.
- At every game, teams must have proof (physical or virtual US Club Player ID 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.



- Player Transfers. A Red River NPL Registered Player may not play for more than 1 Red River NPL Club during the Red River NPL Season, unless the following conditions are satisfied: (i) the Director of Coaching (DOC) and/or head coach of both the prior Red River NPL Club and the proposed new Red River NPL Club consent to the transfer in writing & (ii) the new Red River NPL Club has an available spot on a Red River NPL Roster. All transfers must be submitted to emiliano.gonzalez@u90c.com. Once a transfer has been approved by both clubs, the transferred player must sit out 1 game before being eligible to play for his/her new team. The League Office has final say on all Transfers.
 - 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 within the same club, however a player cannot play for 2 teams who are in the same age group and division (i.e. If a club has two teams in the same age group & bracket, a player cannot play for both teams in the same division).
2. Team Administration.
 - Communication with teams is important to Red River NPL. Teams must have at least 2 different contacts listed on their GotSport application (Manager and Coach) and ensure that both contacts have a current email address and phone number listed. Listing the wrong email or phone number will not be a valid excuse for not responding to communication and may result in a fine if a forfeit or no-show occurs.
 3. Division Placement. Each team is strongly encouraged to play in its proper skill division in the soccer year. Red River NPL reserves the right to determine a team’s competition level.
 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. FORFEIT POLICY. Teams who forfeit a game or games will be assessed the following fees:
 - \$250 fine for teams who forfeit game more than 48 hours prior to scheduled kickoff
 - \$350 fine for teams who forfeit game less than 48 hours prior to scheduled kickoff



- \$450 fine for teams who no-show. A no-show is considered a forfeit and occurs when a team willfully does not show up to a game and does not inform the League Office. A no-show may result in the offending team being removed from the competition by the League Office.
- All fines must be paid by the Tuesday following your game to resume playing in the NPL. If the fine is not paid by the Tuesday following the game, the team's next scheduled game will be ruled a forfeit.
- Teams who forfeit 2 games or more may result in being removed from the competition as well as being ruled ineligible for NPL postseason advancement.

NOTE: In the event a league game or games have been forfeited, the score of any forfeited game will be recorded as 1-0.

7. Standings Points for Season Play. The fall and spring seasons will be played, and each team will be awarded standing points as follows:
 - WIN - THREE (3) POINTS
 - TIE - ONE (1) POINT
 - LOSS - ZERO (0) POINTS

League games can end in a tie. This point system will be used to determine League standings for each season.

8. 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. Head-to-Head
 - b. Overall team goal differential.
 - c. Total goals scored.
 - d. Most Shutouts.
 - e. Board decision.

* If Playoffs are needed to determine the age group bracket winner, teams will be notified.

- Semifinal games – if tied after regulation, will go directly to PK's.
- Championship games – if tied after regulation, will go to two (2) five minute overtime periods (no golden goal). If still tied, then PK's.

9. Match Card / Match Report Requirements. Both teams are required to print out their Got Sport match card and present to the referee crew prior to kickoff. The Winning team (Home Team in case of a tie) is required to upload the signed & completed match card into the Got Sport system within 24 hours after completion of game. Both teams are required to keep a copy of their signed match card in case of any discrepancies. Also, both teams should have the referee crew sign their match card after the game and confirm all information (score, cards, etc.) is accurate.

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
- 3) Winning Team (Home Team in case of a tie) uploads signed game card into Got Sport system

To Report Scores:



Winning team (Home team in case of a tie) reports scores immediately / remotely via the GotSport Remote Scoring Interface – requires Game #. (SEE LEAGUE WEBSITE FOR DETAILS)

10. Schedule Changes and Rescheduling.

- 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. Your team can request up to 6 dates off during the Got Sport application process. **UPON THE CLOSE OF REGISTRATION, NO ADDITIONAL CONFLICTS WILL BE ACCEPTED.**
- Every team applying and accepted to play in the Red River NPL has agreed that the team will be available to play every Saturday and Sunday during the NPL season for its respective age group.
*See approved team & coaching conflicts list below:

APPROVED TEAM CONFLICTS: A team conflict exists when a majority of the team (8+ players) is in conflict with another approved league conflict. This means your NPL game is at the same time or does not allow your team enough travel time to make it your scheduled NPL game:

- Conflicts as your NPL team is also playing in RPL Select.
- Conflicts with OUTDOOR Classic level (or higher) league games. The following outdoor leagues are approved team conflicts: Boys Classic League, ECNL, ECRL, ECNL-RL NTX, Frontier Conference, Elite Academy Boys League (EA), Girls Academy (GA), Development Player League – Girls (DPL)

*Please note: Girls Classic League, MLS Next, Frontier Development League (FDL), NPL NTX (TCSL), Plano Premier (PPIL), TCSL & Arlington (APL) are not approved NPL team conflicts.

APPROVED COACHING CONFLICTS: We work around coaching conflicts for coaches who have multiple teams under the U90C platform: NPL, RPL Select, North Texas RPL SuperCopa Division, RPL Premier Copa Division & RPL Academy.

For coaches who coach teams outside of the U90C leagues, we work around 2 of your other teams should they play in the following outside approved leagues - Boys Classic League, ECNL, ECRL, ECNL-RL NTX, Frontier Conference, Elite Academy Boys League (EA), Girls Academy (GA), Development Player League – Girls (DPL)

*Please note: Girls Classic League, MLS Next, Fronter Development League (FDL), NPL NTX (TCSL), Plano Premier (PPIL), TCSL, Arlington (APL) & League Elite (PIT) are not approved NPL coaching conflicts.

- Approved Team Conflict Reschedules: If your team plays in another approved league we schedule around and they reschedule a game that places your team in conflict, it is the team's responsibility to get them to move the game so your NPL game can be played as scheduled.
- The deadline to submit any approved team and/or coaching conflict requests is the Monday @ 5 PM prior to the weekend of your game. Teams that do NOT notify NPL League Administrators of conflicts that are not caught (or submitted) until inside of 5 days (120 hours) 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. All conflict requests must be



emailed to emiliano.gonzalez@u90c.com. Calls, texts, or emailing any other email address does not mean the team has submitted a request.

- The following is a list of common unapproved conflicts teams cite for wanting to reschedule or cancel a game. We recommend the following solutions to frequently posed unapproved conflicts:
 - Too many players missing (sick, testing, etc.) – Remember that any Player from your Club is available to participate with your team as long as they are age eligible and have a US Club GotSport issued player card. In league matches, please use lower team players or players from younger teams within your club to fill out your roster.
 - Missing Coach – Any Adult with a valid US Club Soccer card for your club can coach any team in that club. If your coach has several commitments, then we recommend you have an assistant coach from the club available to cover games.
 - Tournaments/Other games – Red River NPL understands that teams will possibly play in a tournament during league, however these dates must be included in the black out dates section of your application. If your tournament dates are not included in your application, we are unable to schedule around tournament conflicts once schedules are posted.
- *If inclement weather forces league reschedules, emphasis will be placed on keeping the TEAM out of conflict – Coach Conflicts will become secondary
- 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.
- 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.
- Reschedules could be Monday thru Friday.

11. Player Jerseys/Numbers

- a. Each team must have numbered jerseys for all players, no two players may have the same number. All numbers must be permanently affixed on the jersey. Jersey numbers are not allowed to be taped on.
- 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 show 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 Team will wear dark colored jerseys. AWAY TEAMS ARE NOT TO WEAR WHITE JERSEYS. If both teams show up to game wearing white jerseys, the Away team will resolve any jersey color conflicts.

12. Equipment and Uniforms.



- a. All items of jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are forbidden and must be removed. Using tape to cover jewelry is not permitted. 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.
13. Team players and coaches are to be on the opposite side of the field from all spectators. Only US CLUB CARDED GOT SPORT issued 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.
14. 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.
15. 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.
16. 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
17. Violation of League Rules. The Red River NPL Appeals/Discipline Committee and League Office shall have the authority to suspend, fine, disqualify or otherwise impose sanctions on players, team officials or clubs for violating the League Rules and Policies.
18. 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/onsite staff immediately following the game. Any player or coach sent-off 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, parents and spectators 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. Red River NPL personnel/onsite staff shall have the right to enforce this rule.

19. 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. It is the team's and/or club's responsibility to ensure the suspended player serves the suspension. If a player does not submit a completed (signed) Sit-Out Verification form to nplschedules@u90c.com, the player will be suspended for future games until a completed form has been received.

PLEASE NOTE: The player/coach shall serve the suspension for the team with whom the violation occurred. Players may not compete for another team in their club within NPL/RPL until their suspension is served in full for the team in which they received the red card.

20. 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.
21. 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.
- a. Individual player red/yellow card accumulation: Any player accumulating 10 total caution points will be suspended for the remainder of the season.
- b. Team red/yellow card accumulation: Any team accumulating 25 total caution points will be removed from Red River NPL.
- c. A Yellow Card equals 1 caution point. A Red Card equals 3 caution points.
22. All referee decisions are final.
23. 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". Club linesmen may only signal when the ball has left the field of play, they may not call offsides or fouls.



24. In case of hard rain, snow, or lightning check the field status webpage <https://u90c.com/field-status/>. 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. Games suspended after the first half has been completed will be considered played in full with the score at the time of the weather delay being marked as the final score. In the event of inclement weather, teams should assume that the game will be played unless otherwise notified by league administration.
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. All teams have the responsibility to check their schedule including the Field Status for the latest information regarding their games.
27. 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.
28. Any other issues or situations that might arise will be decided exclusively by the League Director, whose decision will be final.
29. Refunds. Once a team has been accepted and paid, no refunds will be given.

