SUPERCOPA LEAGUE

LEAGUE RULES
Version 2.0
(11.01.2026)

2026-27 - 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 the league webpage*

NTX RPL 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:

AGE	BIRTHDAY RANGE	FORMAT	FIELD SIZE	BALL SIZE	GAME DURATION	MAX ROSTER
U9	Aug. 1, 2017 – July 31, 2018	7v7	40 x 60	4	25 Min. Halves	14
U10	Aug. 1, 2016 – July 31, 2017	9v9	50 x 80	4	30 Min. Halves	16
U11	Aug. 1, 2015 – July 31, 2016	9v9	50 x 80	4	30 Min. Halves	16
U12	Aug. 1, 2014 – July 31, 2015	11v11	75 x 115	5	35 Min. Halves	18

Please note – Any team who has not paid by registration deadline may incur a 10% late fee.

League Manager: Natalie Wilson natalie.wilson@u90c.com

1. SuperCopa League teams will be scheduled for approximately 16 games (depending on the size of the bracket). Midweek games (Monday - Friday) may be scheduled depending on field availability.

2. Player Eligibility
   - SuperCopa League is sanctioned through US Club Soccer, therefore, all players must have a US Club GotSport Issued Player Card (TGS cards are not allowed).
   - NTSSA player forms / rosters are NOT VALID – US Club Soccer GotSport Issued cards only
   - SuperCopa League will source the US Club Soccer – 2026-267 Registration/Passcards & Rosters in order to populate eligible players to appear on your team's game day match cards. 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: No guest players are permitted in league play.**

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- At every game, teams must have proof (physical or virtual US Club Got Sport issued Player Cards) that all participating players are registered with US Club Soccer.
- 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.
- Club Pass Player Rule: If a club has more than 1 team in a SuperCopa League age group, any players from their club may only be club passed to 1 of the teams in the bracket. A club is unable to club pass players to more than 1 team in any age group. Once a player has played for a SuperCopa League team, they are tied to that specific team for the remainder of the season.
    - Club Passing from Premier Copa League Team to a SuperCopa League Team: A total of two players (cannot be two different players each game & must be same two players throughout the season) from a Premier Copa League team can be club passed to play for a SuperCopa League team
    - Club Passing from SuperCopa League to Premier Copa League: A total of two players (cannot be two different players each game & must be same two players throughout the season) from a SuperCopa League team can be club passed to play for a Premier Copa League team
- Players may play on multiple teams within the same club, however a player cannot play for 2 teams who are in the same 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).
- Girls' teams may play in a Boys division, but Boys' teams may not play in a Girls division
- Player Transfers: A SuperCopa League Registered Player may not play for more than 1 SuperCopa League Club and/or team during the Season, unless the following conditions are satisfied:
    - 1) The Director of Coaching (DOC) of both the prior SuperCopa League Club/Team and the proposed new SuperCopa League Club/Team consent to the transfer in writing. If and when US Club Soccer approves the player transfer, said player is eligible for the new team, however the player cannot play in any games in SuperCopa League vs. the former team.
    - 2) All transfers must be submitted to natalie.wilson@u90c.com. Once a transfer has been approved by both clubs, the transferred player must sit out 1 game (does not include any games vs. former team) before being eligible to play for his/her new team. The league office has final say on all transfers.

3. Team Administration
    - Communication with teams is important to SuperCopa League. 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.

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
7v7	5	5

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9v9	6	6

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 arrives, 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 NTX RPL: Any club whose team withdraws from the NTX RPL voluntarily after the season has begun will not be invited to return to the NTX RPL for a period of no less than one (1) year from the end of the season in which said team withdrew.

6. 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 is able to request up to 5 blackout 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 RPL SuperCopa has agreed that the team will be available to play every Saturday and Sunday during the season for its respective age group.
     *See RPL SuperCopa 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 SuperCopa League game is at the same time or does not allow your team enough travel time to make it to your scheduled SuperCopa League game. Please note: we are only able to work around 1 approved team conflict. The following outdoor leagues are approved SuperCopa League team conflicts: JCL (Boys U10), JGAL (Girls U10), Boys Classic League/Girls Classic League (U11 & U12), Pre ECNL (U11 & U12)

     *Please note: TCSL, TEAL & PIT are not approved for RPL Academy conflicts.

     APPROVED COACHING CONFLICTS: We work around coaching conflicts for coaches who have multiple teams under the U90C platform: SC+ League, RPL Select, & RPL Academy. For coaches who coach teams outside of the U90C leagues, we are able to work around 2 of your other teams should they play in the following outside approved leagues: ECNL, ECRL, Girls Academy (GA), Frontier Conference

     *Please note: No other outside coaching conflicts will be honored. Your team should be prepared to have an assistant coach or team manager cover your game.

   - 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 NTX RPL Academy of conflicts that are not caught (or submitted) until inside of 5 days (120 hours) prior to a previously

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scheduled NTX RPL Academy 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 natalie.wilson@u90c.com.

- Calls, texts, or emailing any other email address or U90C employee does **not** mean the team has submitted a request. Only requested submitted to Natalie.wilson@u90.com will be accepted.

- 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 – RPL Academy 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

7. FORFEIT POLICY

Teams who forfeit a game or games, **within 48hours of your scheduled kick off time**, will be accessed the following fees:

- $250 fine for teams who forfeit a game.

- $350 fine for teams who “no-show” a game. 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 Manager, Natalie.wilson@u90c.com. 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 RPL Academy League. The forfeit fine will be invoiced to your team on GotSport with expectations to be paid via the payment method on file for your team.

- Teams who forfeit 2 games or more may result in being removed from the league.

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- NOTE: In the event a league game(s) has been forfeited, the score of any forfeited game will be recorded as 1-0.

The exception to the mandatory forfeit fee will be teams notifying the League Manager due to a game being rescheduled in another league that would put the notifying team in conflict.

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

10. Match Card / Match Report Requirements:
Both teams are required to print out their GotSport 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 GotSport 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) Upload the image to GotSport. You can use GotSport Live.
3) Winning team (Home team in case of a tie) uploads signed game card into GotSport system

To Report Scores:

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

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 jerseys must be of a different color than field players on both teams.

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c. Jerseys must be 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. (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 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 DO NOT 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. 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.

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

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17. Violation of League Rules: The NTX RPL 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 (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, parents and spectators behavior. A "ZERO TOLERANCE" POLICY FOR SIDELINE MISCONDUCT will be enforced for NTX RPL 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.

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 natalie.wilson@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 RPL until their suspension is served in full.

20. All referee decisions are final.

21. 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".

22. 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

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inclement weather, teams should assume that the game will be played unless otherwise notified by league administration.

23. 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.

All teams have the responsibility to check their schedule including the Field Status for the latest information regarding their games.

25. 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.

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

27. Non-Acceptance: U90C reserves to right to HOST (Accept) or NOT HOST (Not Accept) any team, club, coach, or parent as a customer for any reason deemed necessary.

28. Refunds. Once a team has been accepted and paid, no refunds will be given.

U11 and Below Guidelines

29. 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 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

30. 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

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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.

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