



Academy/Club LEAGUE RULES

The SPOT WTX 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	Birth Year	Format	Games	Field Size	Ball Size	Game Duration	Max. Players
U6	21/20	5v5	8	20 x 40	3	20 Min. Halves	26
U7	20/19	5V5	8	20 x 40	3	20 Min. Halves	26
U8 Dev*	19/18	7v7	8	40 x 55	4	25 Min. Halves	26
U9	18/17	7v7	8	40 x 55	4	25 Min. Halves	26
U10	17/16	7v7	8	40 x 55	4	25 Min. Halves	26
U10 Dev*	17/16	9v9	8	50 x 80	4	30 Min. Halves	26
U11	16/15	9v9	8	50 x 80	4	30 min. Halves	26
U12	15/14	9v9	8	50 x 80	4	30 min. Halves	26
U12 Dev*	15/14	11v11	8	70 x 110	5	35 min. Halves	26
U13	14/13	11v11	8	70 x 110	5	35 min. Halves	26
U14	13/12	11v11	8	70 x 110	5	35 min. Halves	26
U15	12/11	11v11	8	70 x 110	5	35 min Halves	26
U16	11/10	11v11	8	70 x 110	5	35 min Halves	26
U17	10/09	11v11	8	70 x 110	5	35 min Halves	26

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 SPOT WTX League is sanctioned through US Cub Soccer, therefore, all players must have a US Club Player Card.
- NTSSA Player forms/rosters are NOT VALID – US Club Soccer ONLY
- At every game, teams must have proof (US Club Player ID Card OR Electronic Copies of Player Cards) that all 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.
- There will be **NO GUEST PLAYERS**
- An unregistered player may be added to a The SPOT WTX registered team’s roster for the Fall it will be 9/5/26, for the spring it will be 3/19/26 or approval by the league director.
- The SPOT WTX league registered player may not register for more than one (1) The SPOT WTX 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.
- Division Placement. Each team is strongly encouraged to play in its proper skill division in the soccer year

Primary Players & Club Pass Players

- Each player can only be listed as a **PRIMARY PLAYER on ONE team**.
- Once a player is submitted on the initial roster as a primary player, **THEIR PRIMARY TEAM CANNOT BE CHANGED**.
- **Once a player participates in a game with a club, they are committed to that club for The Spot WTX season.** If that player leaves or is released from the club and joins a different club for any reason, **they will NOT be eligible to play for the new club in The Spot WTX until the following season.** This applies even if the player has been officially released by their previous club.
- Players may Club Pass to another division as long as they meet the **age requirements** and the team is within the **same club**.
- If you see “CP” next to a player's name, that player is listed as a **Club Pass Player**.
- **Club Pass Players are NOT eligible to play in Finals.**
- **THERE IS ABSOLUTELY NO PLAYER PASSING DURING FINALS.**
- Make sure **ALL PLAYERS** who will participate are listed correctly.

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 number of eligible players to continue a game.

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

2. **Player Pass.**

Players, registered with The SPOT WTX league, will be allowed to “Player Pass” to another team if the following conditions are met:

- a. The Player is rostered with a single team, for the current league season. (Make sure player is on a Spot roster Prior to deadline)
 - b. The Player is registered with the club or association in which they are to Player Pass
 - c. The player is age eligible for the team for which they are to Player Pass
 - d. A player may play on multiple teams within the same club; however, a player cannot play for 2 teams within the same group/division
- **No Player Passing will be allowed for Semi-Finals or Finals.** On the dates of Semi-Finals and Finals, all players are only allowed to play for the team in which they were originally rostered.
 - Players utilizing the “Player Pass” option will be allowed a maximum of 4 games on any given weekend.
3. Willful Forfeiting of Game(s). Teams who willfully forfeit a game within 7 days of the scheduled match will be subject to be **TOTAL amount of the referee fees for that game** and must pay the fine before being allowed to resume playing in The SPOT WTX League.
4. **Standing Points for Season Play.** Each team will be awarded standing points as follows:
- a. WIN – Three (3) Points
 - b. LOSS – Zero (0) Points
 - c. TIE (PK WINNER) – Two (2) Points
 - d. TIE (PK LOSER) – One (1) Point

These points will be used to determine the League standings for each season.

League Games **can NOT end in a tie**. The SPOT WTX will utilize the “No Mercy” rule in soccer.

Should the Final whistle blow with the current result, being a tie between the two teams, the game will move directly into a penalty shoot-out. (**No OVERTIME/ADDED TIME will be granted**)

- Coaches will not be allowed to substitute players on the field at this time and will select three currently fielded players to take penalty kicks, from a penalty marker.
- Should the result remain in a tie after the initial (3) penalty kicks, (5 penalty kicks for the finals) “Sudden Death” is implemented, giving additional rounds of one kick each until one team scores and the other misses.

*A goalkeeper substitution is allowed during a penalty shoot-out provided the player being substituted in was an active field player at the end of regulation time."

*ONLY after every fielded player, including the goalie, has been given a chance to take a penalty, will a player be allowed to take an additional penalty kick.

5. **End of season Tie Breakers/Placement.** If two (2) or more teams are tied in the number of points, the tie will break as follows:

- i. Overall, Team goal differential
- ii. Total Goals Against
- iii. Total Goals Scored

- iv. Most shutouts
- v. Head-to head- First Game (In the event of a tie in head-to-head, the outcome of the penalty shootout will determine the winner)
- vi. Flip of a coin

End of Season 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.

6. **NOTE:** In the event a league game or games have been forfeited, the score of any forfeited game will be recorded as 5-0.
7. **6 game Guarantee**
 ONLY in the events of cancellations due to inclement weather, brackets not finishing a full 8 games will utilize the results from the first six completed games within the bracket.
8. **Player Jerseys/Numbers**
 - Each team must have numbered jerseys (or shirt) for all players, no two players may have the same number. (League director may give some leeway at beginning of season due to jerseys not coming intime)
 - 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.
 - Jerseys must be on 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.
 - 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 team listed first (left) on the schedule. Home Team will wear white or lighter colored jerseys(Red is not a home color) . Away team will wear dark colored jerseys. AWAY TEAMS ARE NOT TO WEAR WHITE/LIGHT COLOR JERSEYS. If both teams show up to game wearing white jerseys, the Away team will resolve any jersey color conflicts. If both teams show up wearing dark color the home 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

1. **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 shing 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 SPOT WTX 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.
- 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 complies.

2. **5v5-7v7-9v9** Home coach, team bench and spectators will sit on the opposite side of the field from Away coach, team bench, and spectators. Home team will have a full side of the field and the away team will have the other full side of the field.
11v11 Coaches & Teams benches will both set up on same predesignated side of the field. All spectators will sit on the opposite side of the field facing your team and coach.
3. 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.
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5. **Substitutions.** There will be free substitutions, with the referee's consent at the following times:
 - i. A player receiving a yellow card (the player carded ONLY)
 - ii. Prior to a throw-in for the team in possession (the opposing team may substitute when the team in possession subs)
 - iii. Prior to a goal kick
 - iv. After a goal, by either team
 - v. After an injury, by either team, WHEN THE REFEREE STOPS THE PLAY.
 - vi. At half-time by either team
 - vii. At the referee's discretion
6. An official send-off occurs when the referee ejects the player, coach, or spectator from the remainder of the game AND may be require a misconduct report. Any send-offs should be reported to the League immediately following the game. Any player or coach sent-off shall serve the suspension in the subsequent match. (Even if it is a playoff game.) Egregious actions warranting more penalties will be decided exclusively by the League Director, whose decision WILL BE FINAL. The League Director reserves the right to adjust match suspensions.
Any player who is sent off must leave the complex immediately. If a parent or guardian is not present, the player may, with approval from the League Director, remain on the team's sideline but must sit away from the team bench. All coaches and spectators who are sent off by the referee are required to leave the complex immediately. Play will not resume until the individual(s) sent off have exited the field area.

Coaches and managers are responsible for the players, parents, and spectators' behavior. A "ZERO TOLERANCE" POLICY FOR SIDELINE MISCONDUCT will be enforced for The Spot WTX League games. This includes inappropriate language, racial slurs, or verbal abuse towards referees, players, and game officials on and off 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.

7. Zero Tolerance Policy:

PLAYERS:

- A player who has been ejected for VIOLENT CONDUCT shall not be allowed to participate in the next **TWO** scheduled matches (subject to review by the League committee).
- FIGHTING will not be tolerated for any reason. Players sent off for fighting (striking or attempting to strike another coach, team official, player or spectator) will receive a minimum TWO game suspension and are subject to a longer suspension based on severity of aggression and pending league official's decisions.

- Referees will do their best to identify players that are involved in violent conduct and only those players will be punished. If violent conduct turns into a larger altercation the whole team will be subject to disciplinary actions.
- If, in the opinion of the Center Referee, a match must be terminated due to violent conduct, the offending team forfeits that match. If no offender can be clearly identified the game will be called a NO CONTEST and no winner will be named regardless of match type or score. (INCLUDING PLAYOFFS AND FINALS)
- At referees discretion he may ask a player to sit for a moment to help deescalate a situation.

FIGHTS OR UNCONTROLLED VIOLENT SITUATIONS:

- In case of a violent situation within the field, **coaches with valid IDs and Referees are the ONLY authorized adults that may enter the field to control the situation.**
- **If a parent or spectator enters the field, it will be considered a FIELD INVASION.**
- Every instance of field invasion will be subject to a minimum of one (1) game spectator suspension. This suspension may be extended based on the severity of the incident.
- If spectators engage in a fight or violent situation before, during, or after a match the offending team forfeits that match. If no offender can be clearly identified the game will be called a NO CONTEST and no winner will be named regardless of match type or score. (INCLUDING PLAYOFFS AND FINALS)
- If spectators engage in a fight or violent situation the entire teams' spectators will be subject to suspension based on severity and pending league officials' decision.

Field Invasions and Violent Conduct by Spectators

Any spectator who enters the field of play to incite or engage in a violent act will result in an automatic forfeit for the offending team—regardless of the score or type of match. Spectators must not enter the field under any circumstances and must allow match officials and coaches to manage all in-game situations. In addition to forfeiture, the team associated with the offending spectator may face suspension from the event without refund. All field invasions are subject to internal investigation, and the League Director reserves the right to adjust disciplinary actions as deemed necessary. The League Director's decision is final.

ZERO VIOLENCE AGAINST MATCH OFFICIALS.

Any violence whatsoever by a player, coach, or spectator against a match official will result in the immediate ejection of the team involved from the event. No refunds will be issued.

BEHAVIOR TOWARDS The SPOT WTX STAFF:

- The Spot WTX staff is here to provide a service to you and your team. This service is a privilege and not a right. Any person that verbally assaults, harasses, or threatens an SPOT staff member will be subject to suspension for themselves and, if applicable, their player.
- **"WE RESERVE THE RIGHT TO REFUSE SERVICE TO ANYONE"**

Coach Behavior and Consequences

- **Coaches will be held to the highest standard** and we expect every single coach to behave in a manner that aligns with the values of this league. Coaches will be respectful, supportive, and will do their best to promote good sportsmanship and fair play, so that in return they may instill in their players the same values.

- If a coach is being disrespectful, rowdy, or showing poor sportsmanship the following will apply:
- The coach will be given a verbal warning and will be shown a yellow card (caution).
- If coaches continue to display the same behavior, they will be shown a red card and asked to leave the fields.
- If the coach does not leave, the offending team will forfeit the game regardless of the score or match type. If there is no other coach present with a valid and present coach ID, the offending team will forfeit the game regardless of the score or match type.

Parent Behavior/Consequences

- Parents and Spectators are expected to behave in a manner that aligns with the values of this league. Parents and Spectators will be respectful, supportive, and will do their best to promote good sportsmanship and fair play.
- Parents and spectators are not, at any point, allowed to directly address or confront referees or league officials. ALL concerns within a 48-hour period after the scheduled game must be addressed ONLY by the team's head coach. Any parent or spectator that confronts a match official during or after a game may subject their player's team to the terms of a Field Invasion.
- If a parent or group of parents are being disrespectful, rowdy, or showing poor sportsmanship the following will apply:
 - Referees will verbally warn the head coach and ask them to control their spectators.
 - If behavior continues, coach will be shown a yellow card (caution)
 - If behavior continues, head coach will be shown a second yellow card, subsequent red card, and will be sent off.
 - The game will continue if the coach leaves, and spectators improve their behavior. If those two things do not happen, the game will be stopped and forfeited by the offending team regardless of the score or match type. If there is no other coach present with a valid and present coach ID, the offending team will forfeit the game regardless of the score or match type.

8. **ALL REFEREE DECISIONS ARE FINAL**

9. Once game temperatures exceed 90 degrees, the league may institute 2-minute water breaks (mandatory or referee's discretion). The water breaks would occur in 1st and 2nd halves to 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 ****

LIGHTNING & SEVERE WEATHER PROCEDURE

Player, spectator, coach, referee, and staff safety is the highest priority. The Spot WTX reserves the right to suspend, delay, or cancel play when lightning or other severe weather creates an unsafe condition.

- **If lightning is detected or observed in the area, ALL GAMES AND FIELD ACTIVITY WILL STOP IMMEDIATELY.**
- **Everyone must leave the playing fields and field areas. Players, coaches, referees, parents, and spectators may not remain on or around the fields during a lightning delay.**
- All participants and spectators must go to the parking lot and seek shelter in their own vehicles. Do not remain on the sidelines, under tents, near goals, or in other open areas.
- **Play will be suspended for a minimum of 30 minutes after the most recent lightning occurrence. Each new lightning occurrence will restart the 30-minute waiting period.**
- **DO NOT return to the fields until The Spot WTX issues an official all-clear or instructions to resume play.**

- Updated information will be sent by email and text message and will also be posted on Facebook on The Spot WTX page and the WTX Soccer Exchange.
- Depending on the length of the delay, field availability, and overall conditions, games may be resumed, shortened, rescheduled, or canceled at the discretion of The Spot WTX.

10. All teams have the responsibility to check the schedule for the latest information, regarding their games. The Wednesday before the game.
11. Compliance with all Complex Rules. Every rostered individual and spectator participating in the league is required to adhere to all playing complex rules.
12. Non-Acceptance: The SPOT League reserves the right HOST (Accept) or NOT HOST (Not Accept) any team, club, coach, or parent as a customer for any reason deemed necessary

U11 and Below Guidelines

13. Per USCS 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

14. 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.

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17. **Slide Tackling.** (4v4 and 5v5 Formats)
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 sit-down time frame for players who violate the No Slide Tackle Rule.

18. 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 drops 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.