



**USC TEXAS PDF ("USC TX PDF")  
US Club Soccer Texas serving San Antonio, Austin, Rio Grande Valley,  
and SE Texas**

**Introduction to the USC TX PDF**

The USC TX Player Development Friendlies (USC TX PDF) is open to teams in the U8, U9 and U10 age brackets. USC TX PDF aims to provide a positive and challenging environment for young players to compete and develop their skills.

The league will operate under the USC Texas and US Club Soccer organization. Member clubs and players must be registered with United States Club Soccer under the USC TX Player Development Friendlies league. Only teams affiliated with USC TX PDF member clubs can play in the league.

All participating players must be registered under US Club Soccer. New clubs to USC Texas may apply for consideration to join the league.

The league consists of 4v4, 5v5 and 7v7 brackets. No scores will be kept.

All games will be held at one site each weekend where possible.

Season registration will run from July 1 to June 30 each year. Games will be held through traditional fall and spring season calendars.

## Rules of Play

1. The following documents must be available at each game.
  - a. Valid US Club Soccer player pass-cards and a USC official roster.
  - b. Valid US Club Soccer adult pass-cards will be required for any adult to be on the team sideline - Maximum four (4).
2. Players must play a Minimum 50% playing time.
  - a. Player can play a Maximum 100 minutes in a day.
  - b. This includes the dual rostered players.
3. Game Uniforms: Teams must have distinguishable uniforms. The home team will make the necessary changes if both teams are wearing similar colors.
4. Game format:
  - a. Each U8 age bracket match will be played in the 4v4 format, with no goalkeepers, four outfield players (see 4v4 Game Format rules).
  - b. Each U9 and U10 age bracket match will be played in the 7v7 format, consisting of 6 field players and one goalkeeper. Member clubs can mutually agree to adjust the number of players on the field prior to the game.
5. Adding additional players to field:
  - a. A coach must add a player if the score differential is by 4 points.
  - b. 6 points different must add 2 players.
  - c. 8 point difference must add 3.
  - d. As score differential decreases clubs must remove the extra player/s.
6. Game start times:
  - a. All games shall start at the designated time. A forfeit shall be declared if a team cannot field a minimum of five (5) at the start time of a 7v7 game or minimum of three (3) at the start time of a 4v4 game.
  - b. Every reasonable effort will be made to complete a game if the safety of the participants and spectators is not jeopardized. Should a game not be able to be started or should a suspension of play be required due to safety concerns or unplayable conditions, the referee, coaches, Club Director's shall consult, but the referee shall have the ultimate authority to either suspend or terminate the game.
7. Hard casts:
  - a. No player will be allowed to play with a hard cast or metal brace without it being properly padded with a minimum 1/2 inch of high-density foam or the manufactures recommended protective coating. The referee will determine if the padding is enough to allow the player to play. All other casts will be up to the discretion of the referee and the Competition Director.

## 7v7 Game Format Rules

1. The Duration of the Match:
  - a. 7v7: 2x25 minute intervals with 10 minute rest period between halves.

2. The field of play: Dimensions of the field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.
  - a. 7v7 Ideal dimensions: 60 yards long by 40 yards wide.
  - b. Length: Minimum 55 yards, maximum 65 yards .
  - c. Width: Minimum 35 yards, maximum 45 yards
  - d. Goal Dimensions: Height 6.5 feet, width 18.5 feet.
3. Restriction/build out line. Each club must have a restriction line/build out line on every 7v7 field no less than 5 yards from the top of the penalty area. This line must be visible (paint or with flat cones).
  - a. On goal kicks:
  - b. The defending team must drop behind the restriction/build out line. The opposing team's players may cross the restriction/build out line after the attacker has received the ball/after the attackers first touch outside the box.
  - c. Team in possession may enter the penalty area to receive the ball off of a goal kick. Opponents may only cross the restriction/build out line after the second touch of the ball.
  - d. On goalkeeper possession:
  - e. The defending team must drop behind the restriction/build out line. The opposing team's players may cross the restriction/build out line after the attacker has received the ball/after the attackers first touch outside the box or once the goalkeeper has dropped the ball to the ground.
4. Punting Rule: Punting the ball (defined below) is not allowed in any game.
  - a. Definition of punting:
  - b. Goalkeeper cradles the ball in the palm of the hand (or both hands) drives the kicking foot forward through the ball; the kicking leg comes forward on the follow through; step forward onto the kicking foot and then ball flights. Once the ball comes out of the goal area and out of the Goalkeeper's hands will be considered punting.
  - c. It will be considered punting when the Goalkeeper drop kicks the ball. It involves a player dropping the ball and then kicking it when it bounces off the ground.
  - d. If a the GK punts the ball:
    - i. 1st offense: play is stopped, the ball brought back to the GK who is allowed to play the ball using hands or from the ground with feet.
    - ii. Any subsequent offense, during the game, from the same team: play is stopped and the opposing team is awarded an indirect free kick on the midfield line.
5. Heading the ball is not allowed:
  - a. If a player heads the ball intentionally or unintentionally outside the penalty area, a drop ball shall be awarded at the spot the ball was headed at.
  - b. If a player heads the ball and deemed to be unintentional inside the penalty area, a drop ball is awarded on the restriction/build out line.
  - c. If a player heads the ball and it is deemed to be intentional and denies a clear goal-scoring opportunity a penalty is awarded.

6. Drop-balls are uncontested and go to the team in possession (According to FIFA, as of June 1, 2019)
7. Throw-ins conform with FIFA rules:
  - a. If not done correctly, instruct and allow players to retake.
8. Substitutions: At any stoppage and unlimited.

### **5v5 Game Format Rules**

1. The Duration of the Match:
  - a. 5v5: 2x20 minute intervals with 10 minute rest period between halves.
2. The field of play: Dimensions of the field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.
  - a. 5v5 Ideal dimensions: 45 yards long by 30 yards wide.
  - b. Length: Minimum 35 yards, maximum 50 yards .
  - c. Width: Minimum 25 yards, maximum 40 yards
  - d. Goal Dimensions: Height 6 feet, width 6 feet.
3. Restriction/build out line is the halfway line.
  - a. On goal kicks:
  - b. The defending team must drop behind the restriction/build out line. The opposing team's players may cross the restriction/build out line after the attacker has received the ball/after the attackers first touch outside the box.
  - c. Team in possession may enter the penalty area to receive the ball off of a goal kick. Opponents may only cross the restriction/build out line after the second touch of the ball.
  - d. On goalkeeper possession:
  - e. The defending team must drop behind the restriction/build out line. The opposing team's players may cross the restriction/build out line after the attacker has received the ball/after the attackers first touch outside the box or once the goalkeeper has dropped the ball to the ground.
4. Punting Rule: Punting the ball (defined below) is not allowed in any game.
  - a. Definition of punting:
  - b. Goalkeeper cradles the ball in the palm of the hand (or both hands) drives the kicking foot forward through the ball; the kicking leg comes forward on the follow through; step forward onto the kicking foot and then ball flights. Once the ball comes out of the goal area and out of the Goalkeeper's hands will be considered punting.
  - c. It will be considered punting when the Goalkeeper drop kicks the ball. It involves a player dropping the ball and then kicking it when it bounces off the ground.
  - d. If a the GK punts the ball:
    - i. 1st offense: play is stopped, the ball brought back to the GK who is allowed to play the ball using hands or from the ground with feet.

- ii. Any subsequent offense, during the game, from the same team: play is stopped and the opposing team is awarded an indirect free kick on the midfield line.
- 5. Heading the ball is not allowed:
  - a. If a player heads the ball intentionally or unintentionally outside the penalty area, a drop ball shall be awarded at the spot the ball was headed at.
  - b. If a player heads the ball and deemed to be unintentional inside the penalty area, a drop ball is awarded on the restriction/build out line.
  - c. If a player heads the ball and it is deemed to be intentional and denies a clear goal-scoring opportunity a penalty is awarded.
- 6. Restarts:
  - a. Kick-off taken from halfway line. Ball may travel in any direction.
  - b. Goalkicks taken from edge of goal box, stationary ball, kick-in or dribble-in.
  - c. Kick-ins or dribble-ins from sideline. Taken from the ground, stationary ball. No throw-ins. Goals cannot be scored from kick-ins.
  - d. Freekicks can be direct and indirect.
  - e. Corner kicks are taken from the corner, stationary ball, kick-in or dribble-in. Goals can be scored direct from corner kicks.
- 7. Drop-balls are uncontested and go to the team in possession (According to FIFA, as of June 1, 2019)
- 8. Substitutions: At any stoppage and unlimited.

#### **4v4 Game Format Rules**

Same rules as Player Development Rules with the following adjustments:

- 1. Each match will be played in the 4v4 format, consisting of 4 field players and no goalkeepers.
- 2. The restriction/build out line will be the halfway line.
- 3. The Duration of the Match:
  - a. 4v4: 2x20 minute intervals with 5 minute rest period between halves.
- 4. Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.
  - a. Ideal dimensions: 35 yards long by 25 yards wide.
  - b. Length: minimum 35 yards maximum 40 yards .
  - c. Width: minimum 25 yards maximum 35 yards
  - d. Goal Dimensions: May vary due to what each club owns.
  - e. Goal Box - minimum 2 yards maximum 3 yards from center of goal.
- 5. Heading the ball is not allowed:
  - a. If a player heads the ball intentionally or unintentionally outside the penalty area, a drop ball shall be awarded at the spot the ball was headed at.
  - b. If a player heads the ball and deemed to be unintentional inside the penalty area, a drop ball is awarded on the restriction/build out line.

- c. If a player heads the ball and it is deemed to be intentional and denies a clear goal-scoring opportunity a penalty is awarded.
- 6. Restarts:
  - a. Kick-off taken from halfway line. Ball may travel in any direction.
  - b. Goalkicks taken from edge of goal box, stationary ball, kick-in or dribble-in.
  - c. Kick-ins or dribble-ins from sideline. Taken from the ground, stationary ball. No throw-ins. Goals cannot be scored from kick-ins.
  - d. Freekicks are all indirect.
  - e. Corner kicks are taken from the corner, stationary ball, kick-in or dribble-in. Goals can be scored direct from corner kicks.
- 7. Drop-balls are uncontested and go to the team in possession (According to FIFA, as of June 1, 2019)
- 8. Goal-scoring: Usual FIFA rules.
  - a. Goals may be scored from inside teams own half.
  - b. Goals cannot be scored inside the opponents goal box.
- 9. Penalty kicks
  - a. Awarded for touching ball inside goal box.
  - b. Taken from halfway line, no player can touch before it stops moving
- 10. Slide tackling and sliding to play the ball without direct contact with another player are allowed.

## **USC TX PDF Bylaws**

### **Organization/Club responsibilities of membership:**

1. Organization: The USC Texas PDF ("USC TX PDF") shall be governed by the US Club Texas board of Directors (the "Board") and the Member Clubs.
2. Eligibility criteria:
  - a. Director of Coaching must have a Nationally recognized Youth License (USSF or NSCAA) completed within the last 2 years before the date of applying for membership. Minimum licenses accepted are:
    - b. National Youth Coaching License
    - c. USSF D License
    - d. USC National Diploma
    - e. Possess a current Training Curriculum for U8-U10 & Mission Statement.
    - f. Parent Education Program (in place or implementing).
    - g. All Academy coaches must hold a minimum of a USSF 7v7 Grassroots certificate or equivalent.
    - h. All coaches must be Risk Management cleared through US Club Soccer.
3. Membership: The members of the USC TX PDF shall consist of its registered member soccer clubs as determined by these bylaws (the "Member Clubs" and the "Membership"). The Board shall establish by resolution the criteria and standards for Membership and determine whether applicant soccer clubs meet such criteria and

standards. To become a Member Club, applicant soccer clubs must be recommended for Membership by the Board by majority vote, and be approved by a Majority Vote of the existing Member Clubs.

4. Member Club and Membership Eligibility: Any soccer club within the territory of United States Soccer Federation shall be eligible to become a Member Club of the USC TX PDF, as long as the criteria and standards established by the Board are met.
5. Eligibility shall include, but not be limited to:
  - a. Member Club is in "Good Standing" with USC.
  - b. Participating teams shall consist of U8 (2015) through U10 (2013) boy and girl teams whose players and sideline personnel hold valid US Club Soccer Pass-cards.
  - c. Director of Coaching must have a Nationally recognized Youth License (USSF or NSCAA) completed within the last 2 years before the date of applying for membership. Minimum licenses accepted are: National Youth Coaching License, USSF D License, USC National Diploma.
  - d. Possessing a current Mission Statement and Training Curriculum for U8-U10.
  - e. Parent Education Program (in place or implementing).
  - f. Host location with minimum of; six (6) appropriate sized 7v7 playing fields; and three (3) 4v4 fields.
  - g. All Academy coaches must hold a minimum of a USSF 7v7 Grassroots certificate or equivalent.
  - h. All coaches must be Risk Management cleared through US Club Soccer.

**Member attendance at USC TX PDF meetings:**

1. All PDF member clubs must attend regularly scheduled PDF meetings and must have an representative present. Failure to attend a meeting will be addressed as follows:
2. Failure to attend one meeting in one season results in an official warning.
3. Failure to attend three meetings during the season will result in club team(s) suspension from the league for the rest of the season, or a percentage of the following season depending upon when the third violation occurs.
4. Should a member club fail to attend a meeting where upon the other member clubs vote on a matter the member club not in attendance forfeits their vote.

**Eligible Age Groups:**

1. The USC TX PDF League is comprised of U8, U9, U10 aged players. Teams are divided into A, B, C and D groupings with subgroups of A-, B+, B-, C+, C-.
2. Brackets can be cross gender.
3. Clubs are responsible for ranking each team.
4. Clubs may play two games prior to setting brackets to ensure appropriate ranking and bracketing.
5. Team placement may be based upon findings of competitive skills, risk of injury to players, the best interest of youth soccer players.
6. Rostering: Team rosters will not be required.

7. Players are rostered to a pool format allowing flexibility in rosters for developmental purposes.
8. An USC TX PDF player wishing to leave the club must be released by the club DOC prior to that player registering with another USC TX PDF club, at any ages between 4 to 10 years old.
9. Any non-USC TX PDF player or non-academy registered player can join the club at any point throughout the year.
10. The maximum size of the roster per games will be no more than 10 players per game. This is to align with ethical fair play and ensure a player-centered game environment which provides maximum playtime.

**Contacting/recruiting a current USC TX PDF registered player:**

1. Organization/Club representatives contacting players and/or parents:
  - a. No team member, coach, parent, or any club member or club representative can directly or indirectly contact a specific player(s) that has (or have) already signed for or is affiliated with a member club of the PDF League during the regular season to recruit, guest play, or invite to practice. This means at any time and place during the season (See article 6 regarding emails and flyers). For the regular season registration and membership of a club is considered to start August 1st and ends at the final whistle of the final spring season game in May following year.
2. Player contacting another USC TX PDF member club:
  - a. If a player currently signed to and playing for a PDF league member, contacts the coach, or a player, parent or DOC of another PDF league member, then that player can only join the other league member, at the end of the regular season with the approval from the current player's DOC. All players must honor their commitment to their team for both the fall and springs schedules. The club contacted during the season should pay the courtesy of contacting the original club the player plays for, to let them know they have been contacted by the club's player. It is up to the original club the player desires to leave, to try and encourage the player wishing to leave to continue to play at some satisfactory level within the club.
3. USC TX PDF player commitment date:
  - a. Once a player commits to a club, that player must be registered by August 1st prior to fall league play of that year. Once this date has passed, the player will be considered registered with that particular club and must stay with their PDF club for the remainder of the season of the following year.
4. Transfer Window:
  - a. The only exception(s) where a transfer shall be considered will be if a player relocates and is living thirty (30) miles or more from the training site of the original club or team he or she is leaving. Or, if a player no longer wishes to play for a club/PDF team and does not want to move to or join another team, then

that issue should be resolved between the club and individual player. Informing a player or parents of the transfer process now falls to individual clubs who should inform the parents/players prior to the August 1st date. Any transfer policies must be clearly defined and evenly applied. It is the leagues responsibility to ensure all PDF clubs adhere to this policy. This means that a player can choose to move to another USC TX PDF club, if desired in the offseason, after the last game in May and before the August 1st final registration date.

5. Guesting for another Team/Club:
  - a. A player cannot guest for another PDF team in a league game during the regular season. However, a player can guest for another PDF team for a tournament outside of USC TX PDF league play with approval from the players DOC. For a USC TX PDF player that wishes to guest for a USYSA or U11 team as a play-up, then the player must obtain a US Club soccer player loan form to be completed by the DOC of their original USC TX PDF club the player plays for currently and the approval from DOC of their original USC TX PDF club.
6. General recruiting Information:
  - a. A club can send a general email or flyer out at any time of the year. General emails or mail outs are acceptable for contacting players. However, specifically mentioning an individual's name in an email or mail out is not acceptable and will be considered direct contact. This offense will be dealt with accordingly. It should be a general email. No flyers under wiper blades at parks etc. In addition, no direct email should be sent to individual players at any time during the regular season.

#### **Risk Management:**

1. All team officials must possess a valid STYSA risk management pass.
2. Each adult on the team side of the field will be required to have a certified risk management pass.
3. Player Eligibility
4. All players must have a valid US Club Soccer player pass.
5. If it is discovered that an ineligible player was used, the member club could be removed from the league.
6. Requests concerning player eligibility should be directed to the member clubs DOC.

#### **Scheduling:**

1. The member clubs DOC's will meet not less than three 3 weeks prior the league start date to set brackets .
2. No less than 2 weeks prior to the league start date a schedule will be approved by each DOC and published.
3. Each club must post the schedule on their website.
4. The league will play two initial play dates (the first two league games) then brackets will be reshuffled as DOC see fit.

5. Teams may be moved midseason upon agreement of the clubs DOC.

**Fields:**

1. Any cancellation due to a field closures for weather MUST BE reported to member clubs at the earliest point possible.
2. Each member club must supply a playing venue to host games
3. Each club must have a minimum of:
4. 7v7 x (5) six playing fields for their host week.
5. 4v4 x (2) two playing fields for their host week.
6. Field size, lines and equipment must conform to USC TX PDF Game Rules.
7. Each club is responsible for fees associated with their playing venue/s.
8. There must be an active field coordinator for each club. This person will be responsible for all fields used by their club.
9. The DOC or a club representative must supervise every coach, player and parent at the game for his/her club.
10. All accountability will fall on that DOC or Club representative.
11. DOC are responsible for addressing issues within their club or follow DOC's if the issue is between clubs.
12. Each member club is responsible for proper preparation of their fields. This means the grass must be cut, fields properly lined, nets properly secured in all areas, corner flags installed, spectator lines clearly visible, no obstacles on the playing field and the field is in playable condition.
13. At game time a referee may declare the field unplayable.
14. See USC TX PDF Game Rules document about restriction line on each field.

**Scoring & Game Management:**

1. Results, standing nor scores will be kept. All games are considered to be friendly matches.
2. DOC's are responsible for ensuring each game is competitive in nature. I.E. If a team on one field is beating another by a large margin the DOC's can step in and move players around to create an evenly match game.
3. Competitive definition
4. Players of same ability playing each other.
5. Games close in score.
6. Clubs, teams or coaches who violate the nature of ensuring games are competitive can be removed from the league.
7. DOC's should encourage staff coaches to meet with the opponent coach and referee prior to the game kick-off to clarify PDF rules of play.

**Club responsibilities for in-game management:**

1. Every member of the organization is responsible for the actions of its coaches, players, officials and spectators before, during, and at the conclusion of the game.
2. Each coach during the game is responsible for the verbal and physical actions of its team, coaches, and spectators.
3. A coach may be asked to leave the field as a result of a violation of this rule.
4. Any USC TX PDF League player, coach or spectator involved in any unsporting like incident reported by the game officials in any competition, shall be suspended immediately from any involvement in USC TX PDF League related activities for a period to be determined by the USC TX PDF members.
5. Any player, coach or team official who assaults (civilly or criminally) a referee, shall automatically be suspended for the rest of the season.
6. Academy DOC or club representative must be at the venue.
7. They will ultimately be responsible for any action or issues their club is involved in and/or requires immediate action to address issues at hand.

#### **Coach Responsibilities:**

1. Ensure player safety is top priority .
2. Adhere the integrity of the USC TX PDF League Philosophy .
3. Adhere to proper protocols and policies of the league.
4. Foster a player-centered environment .
5. The coach must not micro-manage the game for the players.
6. Show respect to all official of the game, regardless of the quality of the game they are officiating.

#### **Violation of Responsibilities:**

1. Result in suspension and/or removal from the USC TX PDF to that specific coach or club.
2. Coaches, Assistant Coaches & Bench Personnel
3. It is the responsibility of all coaches to maintain the highest standards of conduct for themselves, their players and supporters in all matches. Failure to do so undermines the referee's authority and the integrity of the game resulting in a hostile environment for players, the referee(s), coaches, assistant coaches, bench personnel and spectators.
4. Coaches shall not interact directly or indirectly with the coaches or players of the opposing team during the game in any manner that may be construed as negative, hostile or sarcastic either by way of demonstrative actions and gestures or by ill-intentioned remarks.
5. Coaches shall not offer dissent to any call made by the referee(s) at any time.
6. Coaches and club staff will only position themselves on the team side of the field, between the point of the halfway line and the edge of the penalty area. Coaches will not leave this area with the purpose of coaching unless agreed upon by game coaches on both teams.
7. Coaches are not to address the Referee(s) during the game except to:
  - a. Respond to a referee who has initiated a conversation.
  - b. Point out emergency or safety issues.

- c. Make substitutions.
- d. Ask the referee, "What is the proper restart (i.e. direction and Indirect Free Kick or Direct Free Kick)?"
- e. Ask for the time remaining in the half.

**Violations (Coaches, Assistant Coaches & Bench Personnel):**

1. In the opinion of the referee, depending on the severity of the offense, the referee may take any of the following actions:
  - a. The referee may issue a verbal warning to the offending coach, assistant coach or bench personnel.
  - b. The referee may eject the offending coach, assistant coach or bench personnel. Once ejected, the individual will be required to leave the field immediately.
  - c. NOTE: Referees are instructed not to display any cards to bench personnel. They are strictly reserved for players and substitutes.

**Parents & Spectators:**

1. Spectators are to sit on the sideline across from the team they are supporting.
2. Parents or any other person without proper registration passes, are not allowed on coaching area.
3. No parent or spectator shall address the referee or assistant referees at any time. This includes, but is not limited to:
4. Parents and spectators shall not dispute calls during or after the game.
5. Parents and spectators shall not make remarks to the referee(s) or advise the referee(s) to watch certain players or attend to rough play.
6. Parents and spectators shall not make remarks to the players(s) or advise players(s).
7. Parents and spectators shall not yell at the referee(s), including criticism, sarcasm, harassment, intimidation or feedback of any kind before, during or after the game.
8. The only allowable exceptions to the above are:
9. Parents and spectators may respond to a referee who has initiated a conversation, until such time as the referee terminates the conversation.
10. Parents and spectators may point out an emergency or safety issues, such as a player apparently injured that referee does not see on the field or observed fighting. Additionally, parents and spectators shall not make derogatory comments to players of either team.

**Violations (Parents & Spectators):**

1. DOC's may suspend parents from attending games. In the opinion of the referee, depending on the severity of the offense, the referee may take any of the following actions:
2. The referee may issue a verbal warning to the coach of offending party's team.
3. The referee may stop the game and instruct the coaches to direct the parent/spectator to leave the field.

4. The referee may abandon the game, and suspended the game, if the parent/spectator does not leave the field.

**Referee Abuse:**

1. Referee abuse is a verbal statement or physical act not resulting in bodily contact which implies or threatens physical harm to a referee or the referee's property or equipment.
  - a. Abuse includes, but is not limited to the following acts committed upon a referee:
    - b. Using foul or abusive language toward a referee that implies or threatens physical harm.
    - c. Spewing any beverage on a referee's physical property.
    - d. Spitting at (but not on) the referee.

**Referee Assault:**

1. Referee Assault is an intentional act of physical violence at or upon a referee.
2. For purposes of this Policy, "intentional act" shall mean an act intended to bring about a result which will invade the interests of another in a way that is socially unacceptable. Unintended consequences of the act are irrelevant.
3. Assault includes, but is not limited to the following acts committed upon a referee:
4. Hitting, kicking, punching, head butting, choking, spitting on, grabbing or bodily running into a referee.
5. The act of kicking or throwing any object at a referee that could inflict injury.
6. Damaging the referee's uniform or personal property, i.e. car, equipment, etc.