METROPLEX PREMIER LEAGUE

OFFICIAL RULES & REGULATIONS
Last Updated: August 15, 2026

I. ELIGIBILITY & ROSTER REQUIREMENTS

Player Eligibility

- **General Age Limits:** Open to any individual 16 years of age or older as of January 1 of the current soccer year.
- **Under 18 Requirements:** Players under 18 who are still in high school must submit written parental consent.
- **SafeSport Certification:** Clubs must ensure all coaches, players, and staff are SafeSport certified if any player on the roster is under 18.
- **Professional Status:** Currently registered professional soccer players are fully eligible to compete.
- **Dual Registration:** Players may compete in other leagues (e.g., Dallas Soccer Alliance, UPSL, NPSL, College, MLS) as long as they are also registered with the MPL.
- **League Cap:** A player may only register with one (1) MPL team per season. Playing for two different teams on the same weekend results in an automatic forfeit for the second team.
- **Suspended Individuals:** Anyone currently suspended by another association must formally petition the Executive Board for permission to play.

Identification Requirements

All players must provide one of the following valid, government-issued photo IDs showing their full name and birthdate:

- State-issued driver's license
- State-issued identification card
- Passport
- Government-issued citizen ID
- Military identification

Game Day ID: Players must present their physical ID card to the referee before kickoff or have a visible photo profile uploaded to the official league website.

Roster Limits

- **Season Roster Size:** Minimum of 11 players; no maximum limit.
- **Game Day Roster:** Maximum of 25 players.
- **Substitutions:** Maximum of 9 substitutes per game with no re-entry allowed.

II. REGISTRATION & FINANCIAL POLICIES

Registration Procedures

- **Deadlines:** All fees, registration forms, and ID materials must be fully completed (typed or legibly printed) and submitted on designated registration dates. Late registrations require Secretary/Registrar approval.
- **Roster Information:** Roster forms must include complete player details: full name, address, city, state, zip code, phone number, and date of birth.
- **Liability Releases:** Every player must have a signed liability release on file. Presenting a league ID card at a game acts as a renewal of this active release.
- **Sanctioning:** All teams are registered with the U.S.S.F. through USSSA Soccer.
- **Club Spreadsheet Payments:** Clubs may opt to submit a master player spreadsheet and issue a single, one-time total payment rather than tracking individual player transactions online.

Financial Penalties & Forfeits

- **Returned Checks:** Bounced checks will incur the maximum penalty fee allowed by Texas State Law, capped at $50.00. The offending team and player are suspended from play until all balances are cleared.
- **Outstanding Dues:** Teams with past-due balances will be barred from playing, and their opponents will be awarded a forfeit win. All season dues must be completely cleared by the date set by the league prior to the postseason.
- **Team Withdrawals:** No refunds are issued if a team withdraws after the season schedule has been prepared. Any team that withdraws specifically to avoid playing in their assigned competitive division will be banned from the league for one (1) year.
- **Returning Team Status:** A team is classified as a 'returning team' if at least five (5) players return from the previous season's roster. All historical disciplinary points and financial assessments carry over directly to this group.

III. ROSTER FREEZES & TRANSFERS

Roster Changes

- **Seasonal Deadlines:** No roster modifications are permitted after August 1st for the Fall season and March 1st for the Spring season.
- **Roster Freeze:** General rosters and transfers freeze strictly at the 8-week mark of the regular season to secure fixed playoff lineups.
- **Freeze Exceptions:** A player may register right before a freeze if they submitted timestamped written notice (via text or email) to the league prior to the deadline. The League President/Commissioner reserves the right to open a 1-day registration window for all clubs if widespread team injuries threaten fair league play before the postseason.

Transfer Rules

- **Player Commitment:** Players are bound to their team once they sign the league registration form and fees are paid.

- **Disputes & Interpersonal Conflicts:** If a player wishes to change teams due to philosophical differences, they must document an initial attempt to resolve the matter with their current club. If a club blocks a transfer out of spite, the league handles the release directly.
- **Transfer Limits:** A player is allowed a maximum of five (5) transfers per season before their roster placement is locked. All transfers require written approval from the League Registrar and a signed release form from the current team.

IV. REF FEES & MATCH OFFICIALS

Standard Fees

- **Cash Payments:** Referee fees must be paid in physical cash by both teams prior to kickoff.
- **Regular Season Fee:** $140.00 per club, per game (covering a standard 3-referee crew).
- **Postseason Fees:** $140.00 per club if a 3-referee crew is assigned; $165.00 per club if a 4-referee crew is assigned.

Attendance & Shortages

- **Two-Referee Minimum:** If only two officials arrive, the match is legally covered and must be played. Refusal to play under a dual-referee system results in an automatic forfeit.
- **Delayed Official Arrival:** If referees arrive 30-45 minutes late, the league will issue a financial credit to both clubs toward their next match.

Forfeiture Fees

- **Single-Team Forfeit Costs:** If a team forfeits due to non-appearance, insufficient players, missing ID cards, or failure to provide goal nets, that team is solely responsible for the entire referee crew fee plus a $50.00 league assessment fee.

V. FIELD RULES & VENUE OPERATIONS

Field Dimensions (FIFA Law 1 Grounding)

League / Match Type	Min Length	Max Length	Min Width	Max Width
MPL	90m (100 yds)	120m (130 yds)	50m (50 yds)	90m (100 yds)
MPL2	90m (100 yds)	120m (130 yds)	45m (50 yds)	90m (100 yds)
MPL3	90m (100 yds)	120m (130 yds)	45m (50 yds)	90m (100 yds)
International Matches	100m (110 yds)	110m (120 yds)	64m (70 yds)	75m (80 yds)
US Open Cup	100m (110 yds)	120m (130 yds)	60m (65 yds)	75m (80 yds)
The League of Clubs	100m (110 yds)	120m (130 yds)	60m (65 yds)	75m (80 yds)

Venue Restrictions

- **Banned Locations:** Match play is prohibited at Hobby Field (Garland, TX) and Harmon Soccer Complex (Fort Worth, TX) Fields 1, 2, & 3 unless both clubs sign a mutual waiver.
- **Southwest Park (Irving, TX):** Open for MPL2. Top-tier MPL teams may only utilize this venue as an absolute last resort to avoid match cancellations.

Home Team Operational Responsibilities

- **Field Prep:** Home teams must fully prepare the field, ensuring netting, visible lines, and field lighting.
- **Official Match Balls:** Home teams must supply four (4) size-5 match balls. Kickova is the official provider; failure to supply official league balls results in a $50.00 fine per match.

VI. GAME SCHEDULING & RESCHEDULING

Scheduling Controls

League Intervention & Schedule Updates: League management has the explicit right to update and adjust schedules due to disputes and conflicts where club management cannot agree on playing a match. This rule is strictly enforced to keep moving the schedule forward dynamically and ensure games are played on the field.

- **Home Team Rights:** Home teams retain final authority over match dates and times within the league window since they bear field rental costs. Visiting clubs may suggest times but cannot dictate terms.
- **Notice Requirements:** Home teams must confirm weekend venue details at least 10 days in advance, and weekday details at least 14 days in advance to accommodate player work schedules.
- **Short-Notice Relocations:** In emergency facility conflicts, the home team may relocate a match within their proposed timeframe but must provide at least a 72-hour notice to the visitor.
- **Valid Exemptions:** The Lamar Hunt U.S. Open Cup is the only automatic ground for a schedule override. Double-booking or scheduling independent club events during league matchweeks is not permitted and results in an automatic forfeit.

VII. GAME DAY RULES & MATCH SHEETS

- **Official Game Sheets:** Teams must use official league-issued game sheets generated via player registration. Hand-written names or alterations are strictly prohibited and result in an automatic 1-point deduction from team standings.
- **Submission Timeline:** Final game sheets must be uploaded or sent to the league office within 48 hours of match completion. Missing this deadline results in an automatic match forfeit (0-1 scoreline).
- **Hydration Breaks:** Automatically enforced if the temperature hits 90°F or above at kickoff. Breaks occur near the midway mark of each half and are capped at a maximum of 3 minutes while the game clock runs continuously.

VIII. COMPETITIVE STRUCTURE & STANDINGS

- **Points Layout:** 3 points for a win, 1 point for a tie, 0 points for a loss. For uneven match counts, positions are determined by average points per game.

- **Promotion & Relegation:** The 1st and 2nd place clubs from MPL2 earn automatic promotion to the top-tier MPL. The bottom-tier MPL club is automatically relegated to MPL2. The league holds absolute final veto power over promotion based on team operations and standards.

IX. SUSPENSIONS, FINES, & MISCONDUCT

- **Red Cards:** Direct red cards carry an automatic $50.00 fine and a minimum 1-game suspension covering the next official match (including postseason).
- **Violent Altercations:** Physical fighting or targeted verbal abuse carries a minimum 3-game suspension; joining an ongoing fracas carries a minimum 4-game suspension; spitting carries a minimum 5-game suspension.
- **Parking Lot Harassment:** Threatening behavior or physical harassment in the parking lot post-match resulting in police involvement will result in an automatic full 1-year suspension from all league events.

X. FORFEIT CONDITIONS

Matches are declared as official forfeits (resulting in a 3-0 win for the opponent) under the following conditions:

1. Failing to field at least seven (7) players within 15 minutes of the scheduled kickoff time.
2. Roster count dropping below seven (7) players before the conclusion of the first half.
3. Utilizing unregistered, suspended, or ineligible players during a match.
4. Failure to pay match officials their cash fees prior to kickoff.
5. Failure to submit the match sheet report within 48 hours of game completion.
6. Match abandonment caused directly by player, staff, or spectator abuse/harassment.

- **Multi-Forfeit Policy:** Accumulating two (2) forfeits in a single season results in a 2-point deduction and an automatic ban from registering for the following season. Returning clubs must post a mandatory $200.00 performance bond.

XI. PLAYOFF & POSTSEASON PROTOCOLS

- **Postseason Qualification:** Roster limits freeze strictly at the 8-week mark of the regular season. No player arriving after halftime may participate in any postseason match.
- **Match Completion:** Postseason games must be played out. Neutral stoppages prior to the 67th minute require a complete replay; matches past the 67th minute with a clear leader are considered official full games.
- **Championship Funding:** Neutral site finals have field rental and streaming costs split equally three ways (League, Home Club, Visiting Club). If a finalist elects to host the final at their home venue, they retain home-field advantage but must absorb 100% of the financial costs.

XII. PROTESTS, APPEALS, & CONFLICTS

- **Deadlines:** Regular season protests must be filed in writing within 3 days of match completion; postseason matters must be filed within an expedited 1-day window.

- **Red Card Appeals:** Players have a strict 10-day window to submit video evidence to contest a red card. The player remains temporarily available to play while the appeal is actively under review.

XIII. LEAGUE COMMUNICATIONS

- **Official Platform:** The Band Application is the exclusive, legally binding communication system for all official league notifications, roster freezes, and emergency policy updates.