Dallas Youth Sports
Official Rulebook & Amendments

Edition Dated: August 1, 2026

Staff……...…….Page 2
League Policies……...…….……. Page 2
Waivers & Agreements……....……Page 3
Baseball……...…….……. Page 4
Soccer……...…….…… Page 8
Flag Football……...……Page 11

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ARTICLE I – STAFF

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Jr Huerta ……...……...……Founder

ARTICLE II – LEAGUE POLICIES

Rule 1.00 – Name & Objective

1.01 The organization shall be known as Dallas Youth Sports (DYS).

1.02 All entities of DYS include Dallas Youth Baseball (DYB), Dallas Youth Soccer(DYs), Dallas Youth Basketball (DYb), and Dallas Youth Football (DYF).

1.03 The object of Dallas Youth Sports is to promote education, leadership, discipline, health, and wellness through sports. DYS coordinates and provides the opportunity for players and teams to participate in league and tournament competition while also expanding their knowledge and skills of the sport.

Rule 2.00 – Roster Requirements

2.01 All teams are required to have their Team Roster to play any game in league play. Any player who is not on the roster, will not be allowed to play. Roster can be in form of copy given, picture taken, and/or online at Sports Connect.

2.02 A team who does not have their league roster will forfeit the game, BUT will be required to play the game, with a modified time limit.

2.03 Any team/coach who agrees to play the other team without their roster, loses all right to protest the game or players from the opposing team.

2.04 A player can play on multiple teams, in different divisions, but not in same age group.

2.05 If any violations of these rules occur, your team is subject to forfeit.

Rule 3.00 – Player Recruiting

3.01 No team/coach/parent can recruit. Recruiting is when a member for a team encourages, gives monetary, and/or uses the team's name to bring player/s to their team.

3.02 If a team is no longer exists, all players must enter draft/player pool.

3.03 If a player chooses to leave a team, he/she must enter the draft/player pool.

3.04 The player can request to be placed on a team, but we will not guarantee that request.

3.05 This rule will not apply to summer league.

3.06 If any person affiliated with your team is found to be engaging in this matter, your team will be subject to play at a higher level within DYS, without those recruited players.

Rule 4.00 - Co-Ed Soccer Amendments

4.01 Any female player who registers can play one(1) age division younger.

4.02 Any all-female team who registers have the option to play one(1) or two(2) age divisions younger, if the coach desires to do so. 4**.02 Comment.** This option can be denied by league officials if necessary.

Rule 5.00 – Player IDs

5.01 All registered and approved players will be issued an official DYS Player ID to their assigned Team.

5.02 Coaches must present the Player IDs of all players on their team to the opposing team before the start of each game. Failure to do so can result in a forfeit.

5.03 Any player participating in the game without an issued Player ID can result in a forfeit of the game.

5.04 This rule will not apply to 4u Baseball and 4u Soccer divisions.

Rule 6.00 – Items Not Specially Covered

6.01 Any items not specially covered in this rulebook shall be referred to the Director of Sports Operations with guidance from the Dallas Youth Sports' Board.

ARTICLE III – WAIVERS & AGREEMENTS

Upon the submission of the registration application, all persons agree to the following rules.

1.00 **Participation:** Registrant understand that DYS and ALL its affiliates have the discretion of terminating my child's participation for any reason, at any time, prior to and/or during the season. Payment of fees does not guarantee participation in the Program.

2.00 **Refunds:** DYS reserves the right to not refund any fees. By registering, registrant agree to these terms.

3.00 **Refusal of Service:** Dallas Youth Sports reserves the right to refuse service to any player, coach or volunteer for any reason, at any time, deemed necessary.

4.00 **Medical Waiver:** Recognizing the possibility of physical injury associated with all sports and in consideration for accepting my child into its sports programs and activities (the "Program"), I hereby release, discharge, or otherwise indemnify DYS and ALL its affiliated organizations, sponsors, their board members, employees and associated personnel, including a participating player should injury of any kind occur as a result of my child's participation in the Program which I hereby authorize.

5.00 **Likeness:** Provided such use is related to my child's status as a participant in the Program, I hereby grant DYS, ALL its affiliated organizations, and/or sponsors the right to use the player's name, pictures, and/or likeness in print, internet, or other manner of broadcast, or distribution in connection to the Program.

6.00 **Player Placement:** I acknowledge and understand that: (1) No guarantee is made as to a player's preferred coach, team and/or age group selection as such placement is subject to the Program's rules, guidelines, availability and/or discretion; (2) No person is guaranteed a Coach assignment; and (3) No person has the ability to guarantee any player's placement on any team.

7.00 **Rules of Conduct:** All players, parents, fans, and coaches must comply with playing and conduct rules. I, being the parent/guardian of the player (a minor) agree that my child and I will abide by the rules of DYS, All its affiliated organizations and/or sponsors.

8.00 **Code of Ethics:** In accordance with the objectives of Dallas Youth Sports, it is the responsibility of the manager, coaches, or volunteers, to control and direct his players, coaches and spectators according to the following code:

- **8.09A** Will always conduct themselves in a sportsman like manner and be morally fit to coach.
- **8.09B** Will teach their players the spirit and intent of the rules, the dignity of the game, the authority of the officials and the rights and feelings of the opponents.
- **8.09C** Is responsible for the teaching and compliance of these rules to the team and staff.
- **8.09D** Only the designated coach will discuss the rules or interpretations of the rules with the umpires or referees.
- **8.09E** Unsportsmanlike conduct by any player, manager, coach or spectator will not be tolerated.
- **8.09F** Tobacco on the field or being under the influence of alcohol or drugs is not permitted.

8.09 Comment. Any violations of such rules, all punishment will be decided by governing body. All decisions are final, and no appeals will be allowed.

9.00 **Communicable Diseases:** I acknowledge and agree that participation in this program includes possible exposure to and illness from infectious diseases including but not limited to MRSA, influenza, COVID-19 and/or other communicable diseases. While particular rules and personal discipline may reduce this risk, the risk of serious illness and death does exist. I acknowledge that Dallas Youth Sports cannot guarantee that I and/or child/family will not become infected with any communicable disease. I knowingly and freely assume all such risks, both known and unknown, including but not limited to illness, disability, death, loss or damage, even if arising from the negligence of the releases or others, and assume full responsibility for participation by my child and me.

10.00 **Cause of Harm**: I, for myself and on behalf of my heirs, assigns, personal representatives and next of kin, hereby release and hold harmless Dallas Youth Sports their officers, officials, agents, volunteers, coaches, and/or employees, other participants, sponsoring agencies, sponsors, advertisers, board, including all sports/leagues under their umbrella, if applicable, owners and lessors of premises used to conduct the event whether arising from the negligence of releasees or otherwise, to the fullest extent permitted by law.

10.00 Comment. I hereby release and agree to hold Dallas Youth Sports harmless from, and waive on behalf of myself, my heirs, and any personal representatives any and all causes of action, claims, demands, damages, costs, expenses and compensation for damage or loss to my child, myself and/or property that may be caused by any act, or failure to act of the league, or that may otherwise arise in any way in connection with any services received from Dallas Youth Sports. I understand that this release discharges DYS from any liability or claim that I, my heirs, or any personal representatives may have against the league with respect to any bodily injury, illness, death, medical treatment, or property damage that may arise from, or in connection to, any services received from Dallas Youth Sports. This liability waiver and release extends to the league together with all owners, partners, and employees.

11.00 Registrants have read this release of liability and assumption of risk agreement, fully understand its terms, understand that I have given up substantial rights by signing it, and sign if freely and voluntarily without any inducement.

ARTICLE IV – BASEBALL

Foreword

DYBaseball plays by Premier Prospects playing rules plus these amendments for league and tournament play. Playing rules not specifically covered here, shall be governed by the Official MLB Rules of Baseball. If any conflict between any sanctioning body occurs, PPS Rules shall govern over the Official MLB Rules of Baseball. Additionally, the DYB Amendments shall govern over both PPS Rules and the Official MLB Rules of Baseball.

Rule 1.00 – Individual Player & Team Eligibility

1.01 Individual Player & Team Eligibility shall refer to *PPS Rules.*

1.02 For league play, any team who is a not a school team must use May 1st date of the current year to determine player and team eligibility.

1.03 For league play, school teams can use the grade exception if all players on the team are from the same school and same grade.

1.04 Players and teams shall refer to ***Dallas Youth Sports Age Chart*** for division eligibility.

Rule 2.00 – Sportsmanship & Ejections

2.01 Ejection offenses include but are not limited to *PPS Rules.*

2.02 Anyone who is ejected must leave to the parking lot in a timely matter or the team will forfeit the game.

2.03 A player, coach, or fan ejected from the current game will also be suspended from the next scheduled game. That person cannot return to the park for the day, or the next day of schedule games, even if that person is part of multiple teams.

2.04 Appeal. Any individual can ask for reinstatement to a current board member, within 24 hours of ejection. The appeal/reinstatement request must be in writing, addressing the situation, and must state why that individual should be reinstated. The Board will respond within 48 hours of receiving the written appeal. The Board, at its discretion, can chose to verbally deny or grant the appeal without explanation.

Rule 3.00 – Protests

3.01 Umpires will work to settle all situations on the field. Protests will be allowed for age and pitching violations or rule interpretations only.

3.02 Protests must be declared to the Umpire-in-Chief and then to the League/ Tournament Director before the next pitch following the dispute. If a call to be protested is the last recorded out of a game or on a game ending play, the protest must be declared prior to the umpires and the protesting team leaving the field of play. No protest will be allowed following the game.

3.03 Protest fee is $50.00 cash and must be paid to any league/tournament official for all protests. The fee must be paid before the protest is reviewed by league/tournament officials and will be returned only if the protest is upheld.

3.04 Leagues/tournament officials may develop their own method of fee structure, recording, and setting protests. Officials will rule on all protests and their decisions shall be final. *PPS Rules*

Rule 4.00 – Game Length

4.01 *PPS Rules.* Leagues/Tournaments may have rule amendments, alterations in time limits.

4.02 Game length per division is listed in Chart 4.02. Game shall end when either the full number of innings has been played or time limit has expired, whichever comes first.

4.03 In the case of a game being extended because the score is tied at the end of regulation, play shall continue with *Time Breaker Rule 5.00.* Not active during Regular Season or any Pool Game play.

4.04 If for any reason the game is to end, the game shall be ruled a complete game after the number of innings listed per division in *Chart 4.02*. Reasons include but are not limited to, inclement weather, power outage, acts of nature, etc. Any game that does not meet the required innings to be complete, shall be cancelled or rescheduled, starting game where last left off. This will be determined by league/tournament officials.

Division	Time Limit	Innings	Complete After
3/4U	45 mins	2 innings	2 innings
5/6U	1 hour	4 innings	2 innings
7/8U	1hr 15min	5 innings	3 innings
9/10U	1hr 30min	6 innings	3 innings
11/12U	1hr 30min	6 innings	3 innings
13/14U	1hr 30min	6 innings	3 innings

Chart 4.02

4.05 A Mercy Rule shall be imposed to complete a regulation game when one team's margin of lead is greater than or equal to the listed run differential in the corresponding listed start inning. Mercy Rule listed in *Chart 4.05*. If the home team meets the mercy requirement before or during the bottom half inning, the game shall end immediately.

Length of Game	Run Differential	Start Inning
4/5/6 innings	15	3rd inning
5/6 innings	8	4th inning
6 innings	8	5th inning
Chart 4.05		

4**.05 Comment.** A game shall also be ruled complete by Mercy Rule when calculated that the losing team cannot score enough runs to tie or win within the game length inning or time limit. This may supersede the run differential mercy rule listed in *Chart 4.05*.

4.06 For League Play Only. All players will get at least one at-bat during a game. In the case of the game being ruled complete before this has happened, game shall be set up to allow players to have at-bat. Any result of their at-bat shall not count or be recorded.

4.07 5-minute rule. A new inning shall not start if there is 5 minutes or less left on the game clock. The game shall be ruled complete. Exception for the championship game.

Rule 5.00 – Tie Breaker Rule

5.01 For League and Tournament play. Not necessary for Pool Games, only Bracket Play. *PPS Rules.*

5.02 Utilize the following Tie Breaker. The last batter from the previous inning will go to 1st base, the next to last batter from the previous inning will go to 2nd base, and the batter before that will go to 3rd base. The offensive team will start the inning with one (1) out.

5.03 If the game is still tied after Tie Breaker has been applied then the rule shall be repeated.

Rule 6.00 – Bracket Seeding Procedure

6.01 Refer to *PPS Rules*.

6.01A 1. Record 2. Head-to-Head record, with only two teams tied 3.Runs allowed 4. Runs scored 5. Run Differential 5. PPS points ranking 6. Coin flip

Rule 7.00 – Playing Rules

7.01 Playing rules shall refer to the *Foreword* located on Page 2, with any of the following DYB amendments.

7.02 The playing field shall be laid out according to the recommended dimensions listed on Chart 7.02.

Division	Base Paths	Pitching Distance
3/4U	60 ft	N/A
5/6U	60 ft	N/A
7/8U	60 ft	40 ft
9/10U	65 ft	46 ft
11/12U	70 ft	50 ft
13/14U	85 ft	55 ft
Chart 7.02		

7.03 Runs per inning: 7 per inning for all divisions.

7.03 Comment. Inter-City league is 5 runs per inning.

7.04 Infield fly rule not in affect for Rookie Division, T-ball Division, and Coach Pitch Division. *PPS Rules.*

7.05 No bunting allowed for Rookie Division, T-ball Division, and Coach Pitch Division. *PPS Rules.*

7.06 Time Given for Rookie Division, T-ball Division, and Coach Pitch Division. Umpire shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule. *PPS Rules.*

7.06 Comment. When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

7.06 Comment. It is the Umpire's judgement to determine if the runner is attempting to advance and when "Time" shall be called.

7.07 No leading-off or stealing of bases for Rookie Division, T-ball Division, and Coach Pitch Division. A runner shall be declared out for leaving base before the ball is hit. *PPS Rules.*

7.08 Courtesy Runner. When batting the entire roster, your courtesy runner will be the last batted out of the inning. If no out has occurred then the last batter not currently on base will be your courtesy runner. Courtesy runners will only be allowed for the last recorded catcher of all divisions and last recorded pitcher for kid pitch divisions. *PPS Rules.*

7.09 For League Play Only. For all divisions, no batter is allowed to slide into First Base while running from Homeplate. Batter, now runner, shall be called "Out" if violation occurs.

7.09 Comment. Slide attempt is at Umpire's judgment.

Rule 8.00 – Rookie Division

8.01 The batter shall be allowed as many swings as necessary to hit the ball in play. Once ball is hit, batter shall advance one (1) base. For each batter, every runner will advance one (1) base until the last batter. Last batter and players left on base will finish running the entirety of the bases.

8.02 Coaches on Offense. Only 4 Coaches are allowed on the field plus one in/at dugout. One coach at each base guiding the runners and one coach at Homeplate assisting the batter.

8.03 Coaches on Defense. Only 2 coaches are allowed on field. They both must be behind the infield line.

8.04 Each team must bring their own "T" to use in the game. The coach can move the "T" to adjust for height and is also responsible for moving the "T" when the ball is in play.

Rule 9.00 – T-Ball Division

9.01 The batter shall be allowed 3 swings. If the batter has not put the ball in-play after the swings, the batter shall be called "Out". If the result of the last swing is a "Foul Ball", the batter shall still be called "Out".
9.01 Comment. The batter must make direct contact with the ball to be considered a "Hit". For example, if the batter hits the "T" while attempting to hit the ball, and the ball is indirectly hit, the attempt shall be called a "Foul Ball". No matter if the ball is in fair territory. Ruling at Umpire's judgement.

9.02 Coaches on Offense. Only 3 Coaches are allowed on the field plus one in/at dugout. One coach at each baseline guiding the runners and one coach at Homeplate assisting the batter.

9.03 No coach can touch batter when player is in the box, including using any object as an extension of themself. The coach may only instruct the player verbally.

9.04 Each team must bring their own "T" to use in the game. The coach can move the "T" to adjust for height and is also responsible for moving the "T" when the ball is in play.
9.04 Comment. If the "T" obstructs the defense from making a play, the runner shall be called out. Ruling at umpire's judgement.

9.05 Coaches on Defense. Only 1 coach is allowed on field. The coach must be behind the infield line. All other must have their team's dugout within arm's reach.

9.06 A player may be intentional walk once per game by each team. This shall be done by announcement from the defensive team's Head Coach or Manager. *PPS Rules.*

9.07 The field shall include a fair ball arc with the radius of 15 feet from the tip of Homeplate. If batter does not hit the ball further or at this line then the ball shall be called a "Foul Ball".

9.08 T-ball Pitcher Restrictions. On initial hit, if a ball is hit directly back to the pitcher, the pitcher must throw the ball to First Base, instead of running and tagging the base or baserunner. On any violation of this rule, the runner shall be called "Safe".
9.08 Comment. An action move outside of their figurative 5-foot radius circle, shall not be depicted as a direct hit back to the pitcher. Ruling at umpire's judgement.

Rule 10.00 – 6u Modified Coach Pitch Division

10.01 Relatively same rules as Coach Pitch Division with the following changes. *Effective 8/29/2014*

10.02 Batter will be pitched 3 pitches from the pitching plate. If batter does not put ball in play, they will be allowed to take one swing from the "T". If result is "Foul Ball", batter is be called "Out".

10.03 If ball is hit from tee, hitter and runners get a max of 2 bases only. If the ball is hit from a Pitched ball, there is no limit on bases ran. *PPS Rules.*

10.04 Pitching coach CAN talk to batter, then instruct the batter when tee is brought in. *PPS Rules.*

10.05 Game will be 1-hour game time limit or 4 innings to play a game.

Rule 11.00 – Coach Pitch Division

11.01 The batter shall be allowed 6 pitches. If the batter has not put the ball in-play after the pitches or if three swinging strikes occur, the batter shall be called "Out". If the result of the 3rd strike or the final pitch is a "Foul Ball", the batter shall remain at bat until the batter has "Struck-out" or has hit the ball in-play. A 3rd strike "Foul Tip" or "Foul Ball" caught by any defensive player, will remain an "Out". *PPS Rules.*

11.02 Coaches on Defense. Coaches are not allowed on the field of play and shall coach with their team's dugout within arm's reach. *PPS Rules.*

11.03 The Adult Coach Pitcher may not communicate with batter in any way. Their purpose is only to pitch while on the field as the Adult Coach Pitcher. *PPS Rules.*

11.04 When a batted ball hits the Adult Coach Pitcher, the following shall apply: *PPS Rules.*

11.04A If in the Umpire's judgement, the coach did not make a legitimate attempt to avoid contact, the batter is declared out an no runners shall advance.

11.04B If in the Umpire's judgement, the coach did make a legitimate attempt to avoid contact, the ball becomes "Dead" and a no-pitch is declared.

11.05 A player may be intentional walk once per game by each team. This shall be done by announcement from the defensive team's Head Coach or Manager. *PPS Rules.*

Rule 12.00 – 8u Modified Kid Pitch Division

12.01 Balk Rules shall not apply.

12.02 Nine (9) defensive players shall play in the field.

12.03 A batter shall be automatically called "Out" on a dropped / missed 3rd strike by the catcher.

12.04 Runners shall not lead-off but may advance at their own risk once a pitched ball has passed Homeplate. When the runner tries to advance prior to the pitched ball passing Homeplate, the following shall apply:

12.04A If the runner advances safely, the Umpire shall call "Time" and the runner is to return to the base last legally occupied at the time of pitch.

12.04B If the runner is called "Out", the call shall stand, and the runner is out.

12.04C If the ball is hit, the defensive team shall have the option of taking the result of the play or a no pitch.

12.05 Runners shall not advance from 3rd base to Homeplate unless the runner is batted home or forced by a base by "Walk", hit batsman, or award from the Umpire. Runners shall not advance from 3rd base to Homeplate on passed balls, wild pitches, or dropped / missed 3rd strike by the catcher.

12.06 On a base by "Walk", the batter may attempt to steal second prior to the pitcher and catcher coming set, at the runner's own risk. If a runner is on 3rd base, *Rule 12.05* shall still apply.

12.07 Game will be 1:15 game time limit or 5 innings to play a game.

Rule 13.00 – Kid Pitch Division

13.01 Each team will get one "Balk Warning" per pitcher. After warning, each call shall reward runner(s) a base.
13.01 Comment. Balk warnings shall not apply for 13u/14u division.

13.02 Each team is allowed one Mound Visit within an inning per pitcher. The next Mound Visit will result in the pitcher being removed. *PPS Rules.*

Rule 14.00 – Pitching Limitations

14.01 Based on the innings pitched, a pitcher may have required days of rest before they may pitch again. There are also limits on how many innings can be pitched per day. Those limitations are listed in *Chart 14.01 & PPS Rules.*

14.02 Once the pitcher delivers a warmup pitch or a game pitch, they will be charged with a minimum of 1/3 innings pitched. If an out is made, the pitcher will only be charged with the outs and/or innings that occurred. *PPS Rules***.**

Division	Daily Limit	3-Day Limit
7u/8u	15 Outs	24 Outs
9u/10u	18 Outs	24 Outs
11u/12u	18 Outs	24 Outs
13u/14u	21 Outs	24 Outs
Chart 14.01		

14.03 Using an illegal or ineligible pitcher may result in an immediate forfeit and the pitcher being removed from the mound. Additionally, case may result in player and Head Coach being ejected. *PPS Rules.*

14.04 If a player records more than 9 outs in a day, they are required to have 2 days of rest. No Pitcher can pitch three consecutive days. *PPS Rules.*

Rule 15.00 – Items Not Specially Covered

15.01 Items not specially covered shall be referred to the Dallas Youth Sports Baseball Director with guidance from the Director of Sports Operations. *PPS Rules.*

ARTICLE V – SOCCER

Foreword

DYSoccer plays by North Texas Soccer playing rules plus these amendments for league and tournament play. If any conflict between any sanctioning body occurs, DYS amendments shall govern over NTS official rules.

Rule 1.00 – Individual Player & Team Eligibility

1.01 Individual Player & Team Eligibility shall refer to *NTXS Ch.3*.

1.02 Teams must use their players' year of birth to determine player and/or team eligibility and division of play.

1.03 For League Play. Only school teams can use the grade exception if all players on the team are from the same school and same grade to determine player and/or team eligibility and division of play.

1.04 Players and teams shall refer to ***Dallas Youth Sports Age Chart*** for division eligibility.

Rule 2.00 - Sportsmanship & Ejections

2.01 Ejection offenses include but are not limited to *NTXS Ch.8*.

2.02 Anyone who is ejected must leave in a timely manner or the team will forfeit the game.

2.03 Any individual ejected from the current game will also be suspended from the next scheduled game. They cannot return to the park for that day, or the next day of scheduled games, even if that person is part of multiple teams.

2.04 Appeal. Any individual can ask for reinstatement to a current board member with 24 hours of ejection. The appeal/reinstatement request must be in writing addressing the situation and must state why that individual should be reinstated. The Board will respond within 48 hours of receiving the written appeal. The Board, at its discretion, can choose to verbally deny or grant the appeal without explanation.

Rule 3.00 - Protests

3.01 Referees will work to settle all situations on the field. Protests will be allowed for age and rule interpretations only. No judgment calls shall be protested. *NTXS Rule 3.13*

3.02 Protest fee is $50.00 cash and must be paid to any league/tournament official for all protests. The fee must be paid before the protest is reviewed by league/tournament officials and will be returned only if the protest is upheld.

3.03 Protests must be declared to the Head Referee and then to the League/ Tournament Director before the play resumes following the dispute. If the call to be protested is in the last minute of a game or on a game ending play, the protest must be declared prior to the referees and the protesting team leaving the field of play. No protest will be allowed following the game.

3.04 Leagues/tournament officials may develop their own method of fee structure, recording, and setting protests. Officials will rule on all protests and their decisions shall be final.

Rule 4.00 - Game Length & Format

4.01 *NTXS Rule 4.14*. Leagues/Tournaments may have rule alterations in time limits.

4.02 TBP Leagues shall refer to *Article IV* for any specific amendments.

4.03 Game length per division is listed in *Chart 4.03*. Game shall end when the time limit has expired.

4.04 In the case of a game being extended because the score is tied at the end of regulation, play shall continue with *Time Breaker Rules 5.00.*

4.05 If for any reason the game is to end, the game shall be ruled complete any time after the first half. Reasons include but are not limited to, inclement weather, power outage, acts of nature, etc. Any game that does not meet the required innings to be complete, shall be canceled or rescheduled, starting the game where last left off. This will be determined by league/tournament officials.

Division	Format	Time	Ball Size	Roster Maximum
U4	4v4	15 min halv	3	10
U5/U6	4v4	15 min halv	3	10
U7/U8	7v7	20 min halv	3	15
U9/U10	7v7	25 min halv	4	15
U11/U12		25 min halv	4	
U13/U14	11v11	30 min halv	5	20

Chart 4.03

4.06 A Mercy Rule shall be imposed to complete a regulation game when one team's margin of lead is equal to 15 goals when the first half has been completed. In addition, if any team leads the game by 10 goals at any point after the midway point of the second half, the game shall end immediately.

4.06 Comment. This rule shall not apply for U4 Development Division.

Rule 5.00 - Tie Breaker Rule

5.01 Not necessary for Pool or Regular season games. Only needed for Bracket games. *NTXS Pg.59*.

5.02 Utilize the following Tie Breaker Rule. The game will play two (2) halves of Extra Time. Extra Time will consist of 10 minute halves. Winner will be determined at the end of Extra Time.

5.03 If the game is still tied at the end of Extra Time, the game will go into Best of Five (5) Penalty Kicks. If still tied, the game will be determined by sudden death Penalty Kicks.

Rule 6.00 - Bracket Seeding Procedure

6.01 Refer to *NTXS Rules Pg.59*.

6.01A 1. Record 2. Head-to-Head Record 3. Goal Differential 4. Goals Scored 5. NTXS Points Ranking 6. Coin Flip

Rule 7.00 - Playing Rules

7.01 Playing rules shall refer to the *Foreword* with any of the following DYS amendments.

7.02 TBP Leagues shall refer to *Article IV* for any specific amendments.

7.03 All fouls will be applied and called according to soccer rules and referees' judgment. Refer to *Chart 7.03* to determine which foul will be called

Division	Fouls Given	Penalty Cards	Offside	Penalty Kick
U4	Yes	No	No	No
U5/U6	Yes	No	No	Shootout
U7/U8	Yes	Yes	No	Shootout
U9/U10	Yes	Yes	Yes	Yes
U11/U12	Yes	Yes	Yes	Yes
U13/U14	Yes	Yes	Yes	Yes

Chart 7.03

7.04 League Play Only. Every player must play at least 25% of the game. Any violations could result in suspension and/or forfeit of game/s.

7.05 Scoring. A goal is scored when the ball fully crosses over the goal line, between the goalposts and under the crossbar.

7.06 Players on the same team must wear the same color jersey or shirt. They must also wear shin guards and stockings or socks that entirely cover the shin guards.

7.06 Comment. Goalkeepers must wear colors that distinguish them from the other players and the referees. They can wear a special goalkeeper jersey, a mesh training vest.

7.06 Comment. If both teams playing against each other wear the same color jersey/shirt, the Home Team is responsible for changing to a different colored jersey/shirt. A pinnie can also be used.

Rule 9.00 - U4 Division

9.01 No goalkeeper allowed for this division.

9.02 Any player is allowed to be in front and protect the goal at any time.

9.02 Comment. Players cannot use their hands to stop a shot.

9.03 One (1) coach is allowed on the field. This coach cannot physically interfere with the game in any capacity. If a violation occurs, the coach will be removed from the field.

Rule 9.00 – U5/U6 Division

9.01 No goalkeeper allowed for this division.

9.02 Any player is allowed to be in front and protect the goal at any time.

9.02 Comment. Players cannot use their hands to stop a shot.

Rule 10.00 - Field Etiquette

10.01 Endline. No persons are allowed to stand near or around the end line.

10.02 For teams that play on Hulcy Fields 1, 2, 3, 5 and 6:

10.02A Coaches for the first game on a field must put up the nets and corner flags.

10.02B Coaches for the last game on a field must take down the nets and corner flags.

10.03 For teams that play on Hulcy Fields 4A, 4B, 7A, 7B:

10.03A Coaches for the last game on a field must take the portable goal to its proper storage area.

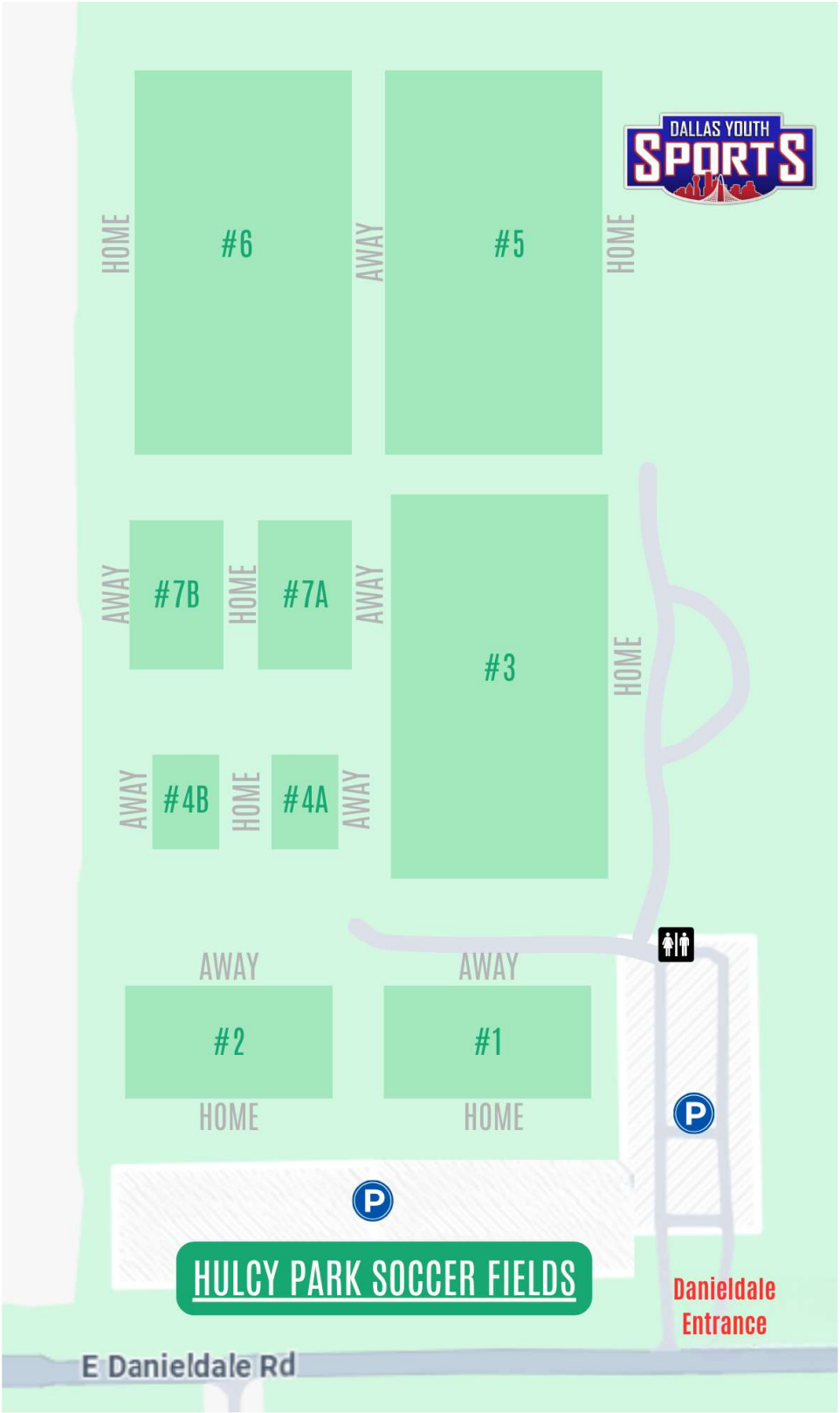
10.04 See Hulcy Field Map for the correct seating arrangements for Home and Away.

10.04A This will not apply to teams with back-to-back games.

Rule 11.00 - Items Not Specifically Covered

11.01 Items not specifically covered shall be referred to the Dallas Youth Sports Soccer Director with guidance from the Director of Sports Operations.

Rule 12.00 – Hulcy Park Field Map



ARTICLE VI – FLAG FOOTBALL

Foreword
Dallas Youth Sports- Flag Football plays by the NFL Flag Football playing rules plus these amendments for league and tournament play. If any conflict between any sanctioning body occurs, DYS amendments shall govern over NFL Flag Football official rules.

Rule 1.00 – Individual Player & Team Eligibility
1.01 Individual Player & Team Eligibility shall refer to *NFLTG Section IV*.
1.02 Teams must use their players' year of birth to determine player and/or team eligibility and division of play.
1.03 For League Play. Only school teams can use the grade exception if all players on the team are from the same school and same grade to determine player and/or team eligibility and division of play.
1.04 Players and teams shall refer to ***Dallas Youth Sports Age Chart*** for division eligibility.

Rule 2.00 - Sportsmanship & Ejections
2.01 Ejection offenses include but are not limited to *NFLFR Section XVI.*
2.02 Anyone who is ejected must leave in a timely manner or the team will forfeit the game.
2.03 Any individual ejected from the current game will also be suspended from the next scheduled game. They cannot return to the park for that day and next day of scheduled games.
2.04 Appeal. Any individual can ask for reinstatement to a current board member with 24 hours of ejection. The appeal/reinstatement request must be in writing addressing the situation and must state why that individual should be reinstated. The Board will respond within 48 hours of receiving the written appeal. The Board, at its discretion, can choose to verbally deny or grant the appeal without explanation.

Rule 3.00 - Protests
3.01 Referees will work to settle all situations on the field. Protests will be allowed for age and rule interpretations only. No judgment calls shall be protested.
3.02 Protest fee is $50.00 cash and must be paid to any league/tournament official for all protests. The fee must be paid before the protest is reviewed by officials and will be returned only if the protest is upheld.
3.03 Protests must be declared to the Head Referee and then to the League/ Tournament Director before the play resumes following the dispute. If the call to be protested is in the last minute of a game or on a game ending play, the protest must be declared prior to the referees and the protesting team leaving the field of play. No protest will be allowed following the game.
3.04 Leagues/tournament officials may develop their own method of fee structure, recording, and setting protests. Officials will rule on all protests and their decisions shall be final.

Rule 4.00 - Field Etiquette
4.01 The Home team will wear the jersey side of their choice. If the Referee decides the jerseys colors are too similar, the Away team will be responsible to reversing/changing their jerseys to the other sided color.
4.02 Home Team fans and bench will occupy the East side of the field. *See Article VIII. Rule 11.02*
4.03 Away Team fans and bench will occupy the West side of the field. *See Article VIII. Rule 11.02*
4.04 Home Team provides game football to referee. Away Team will have back up football, if needed.
4.05 Belt must be on every player with each flag hanging properly on each hip. No clothing should be on top of flags. **4.05 Comment.** Nothing shall impede flags from being pulled.
4.06 Flag belts and flags cannot be the same color as the player's shorts or pants.

Rule 5.00 – Basic Playing Rules
5.01 All passes must be forward and received beyond the line of scrimmage. Direct handoffs as well as unlimited backward pitches and passes ARE allowed behind the line of scrimmage.
5.01 Comment. No backwards passes or direct handoffs are allowed past the line of scrimmage.
5.02 The quarterback can't run with the ball unless it is handed off first.
5.03 Any defensive player lined up seven (7) yards off the line of scrimmage is eligible to rush.
5.03 Comment. If the ball is handed off, any defender may rush.
Offensive players must steer clear of the Rusher and may not get in their way.

5.04 Interceptions are returnable for 6 pts. during a scrimmage down or for 2 pts on any extra point attempt. A backwards pass intercepted in the air, behind the line of scrimmage, can also be advanced by the defense for a score.

5.05 There are no fumbles. Instead, the ball stays in possession of the offense and is spotted where the ball-carrier's feet were when the fumble occurred.

5.06 The ball is dead when it hits the ground, the offensive player's flag is pulled from their belt, the ball-carrier steps out of bounds, or the ball-carrier's body—outside of their hands or feet—touches the ground.

5.07 The common snap is between the center's legs. They can also snap the ball while positioned to the side.

5.08 **Flag Football Terms-**

No run zone: The rules for flag football include no run zones that are located five yards before each goal line and the midfield. If the ball is spotted within a no run zone, the offensive team must use a pass play to earn a first down or touchdown. The objective is to prevent power football in tight spaces, limiting contact.

Flag guarding: This flag football term happens when the ball-carrier prevents a defender from pulling down their flags. For example, they might stiff arm, cover their flag with their open hand, or lower their elbow. It is illegal and results in a penalty.

Rush line: An imaginary line running across the width of the field seven yards (into the defensive side) from the line of scrimmage. In other words, any defensive player who is positioned seven yards off the line of scrimmage is eligible to rush.

Rule 6.00 - Game Length & Format

6.01 Home team will have possession to begin first half. Away Team will have possession to begin second half.

6.02 The offense begins on its own 5-yard line and has four downs to cross midfield for a first down.
If the offensive team crosses midfield, they have four downs to score a touchdown.

6.03 If the offense fails to advance across midfield or score a touchdown after three tries, they have two options:
6.03A Comment. They can "punt," which means they turn the ball over to the opposing team who starts its drive from its own 5-yard line.
6.03B Comment. Or they can go for it. But if they still fail to cross midfield or score a touchdown, the opposing team takes over possession from the spot of the ball.

6.04 Flag Football Scoring: A touchdown is 6 points, and safety is 2 points. Teams must announce which they will go for: 1-point conversion from the 5-yard line. 2-point conversion from the 10-yard line.

6.05 Game length per division is listed in *Chart 6.05.* Game shall end when time limit has expired, or the *Mercy Rule* is applied.

Division	Halves Length (2)	Halftime Length	Timeouts per half (60s)
7/8U	20 minutes	5 minutes	2 per team
9/10U	20 minutes	5 minutes	2 per team
11/12U	20 minutes	5 minutes	2 per team

Chart 6.05

6.06 Mercy Rule. If a team is winning by a point margin of 28 or greater, the game is over and the team doesn't attempt an extra point.

6.07 Play Clock. Each time the ball is spotted, the offense has 25 seconds to snap the ball.
6.07 Comment. In addition, the quarterback has a seven-second pass clock to get rid of the ball.

6.08 Game Clock only stops for injuries, halftime, and timeouts.

Rule 7.00 - Tie Breaker Rule

7.01 Not necessary for Regular Season games or Tournament Pool games, only Bracket Play.

7.02 Utilize the following Tie Breaker A. Coin flip to decide which team has ball possession. Each Team will have one (1) drive from mid field for a chance to score. If the opening defense gains possession of the ball by interception or turnover by downs, no ball at spot. They will start their drive at mid field.

7.03 If the game is still tied after Tie Breaker A, Tie Breaker B will be applied. Relatively same format as A, but each team will start their one (1) drive from the 10-yard line. This is repeated until a winner is declared.

7.04 Only one (1) timeout per team for each overtime period. No game clock but play clock is in effect.

Rule 8.00 - Bracket Seeding Procedure

8.01 1. Record 2. Head-to-Head Record, if two teams tied 3. Points Allowed 4. Points Scored 5. NFLFF Points Ranking 6. Coin Flip

Rule 9.00 - Flag Football Fouls

9.01 Spot fouls are penalties that are assessed from the spot on the field where the foul occurred. Offensive spot fouls result in a loss of down. But any loss of down on the third down results in a turnover.

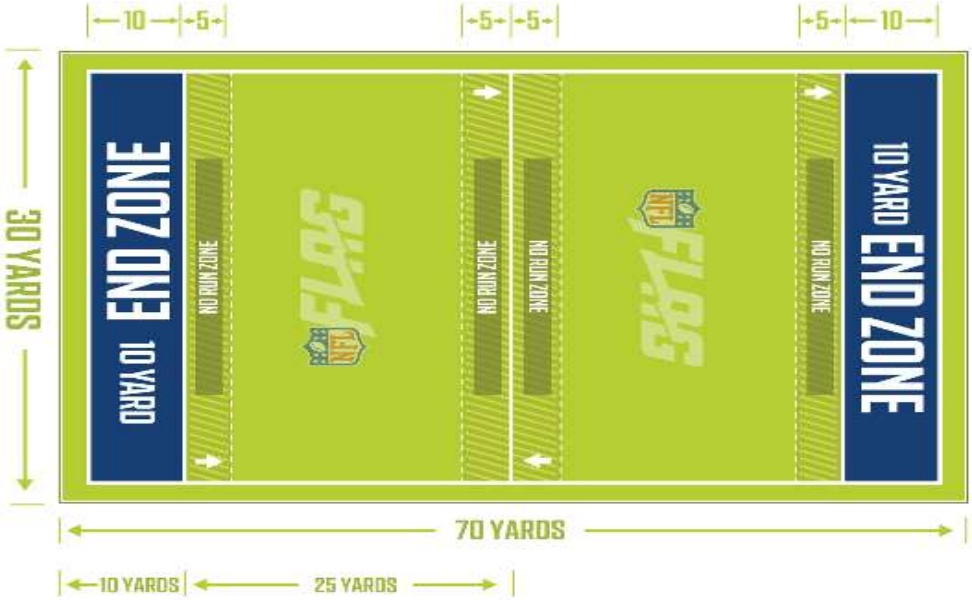
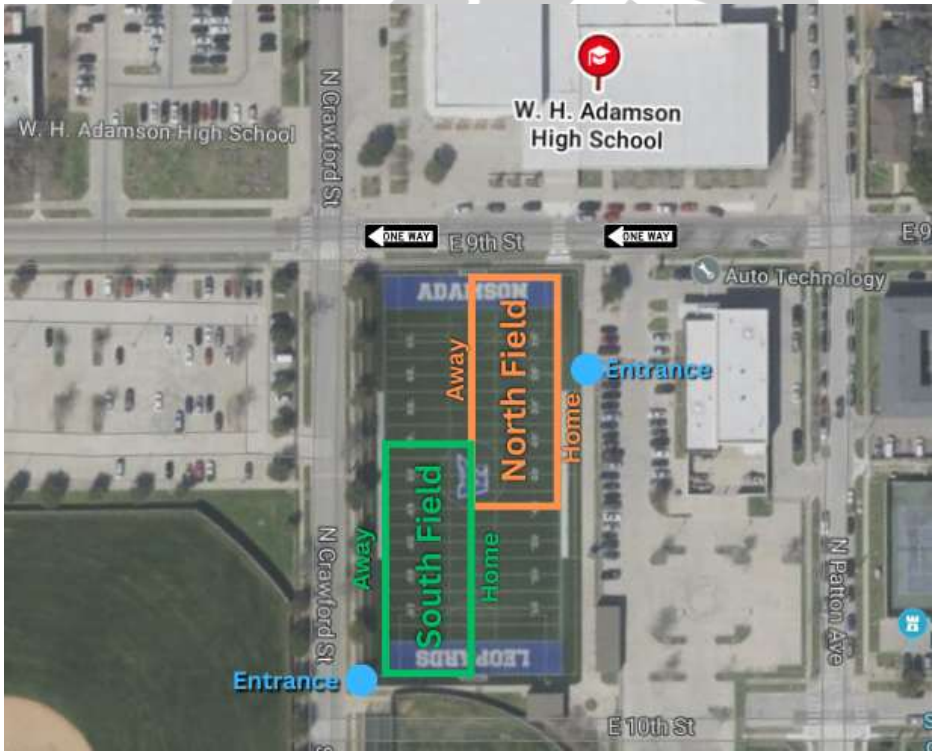
Defensive spot fouls	Description	Yardage
Defensive Pass Interference	The player significantly hinders an eligible receiver's opportunity to catch the ball	Automatic first down
Holding	The player restrains another player who is not in possession of the ball	+5 yards & Automatic 1st down
Stripping	A player smacks or grabs the football out of the ball-carrier's possession	+10 yards & Automatic 1st down
Offensive spot fouls	**Description**	**Yardage**
Screening, Blocking or Running with the ball	The player uses physical attempts to gain yardage by obstructing the path of their opponent	-10 yards & loss of down
Charging	The player challenges their opponent for space without using their arms or elbows	-10 yards & loss of down
Flag Guarding	The ball-carrier intentionally or unintentionally obstructs the defender's access to their flag	-10 yards & loss of down

9.02 Many penalties for improper movements on the line of scrimmage or behavior oriented. Referees can issue penalties to coaches and spectators. Infractions for unsportsmanlike behavior can be physical or verbal.

Defensive penalties	Description	Yardage
Unnecessary Roughness	Using methods beyond what is necessary to pull the flag off the opponent	+10 yards & automatic first down
Unsportsmanlike Conduct	Examples: excessive celebration, abusive language, punching/kicking an opponent	+10 yards & automatic first down
Offside	A player crosses the line of scrimmage before the ball is snapped	+5 yards from the line of scrimmage & automatic first down
Illegal Rush	The rusher is not lined up at least seven yards off the line of scrimmage	+5 yards from the line of scrimmage & automatic first down
Illegal flag pull	A player pulls the flag off an opponent before they have full possession of the ball	+5 yards from the line of scrimmage & automatic first down
Roughing the Passer	A player makes contact with the passer after they've thrown a forward pass	+5 yards from the line of scrimmage & automatic first down
Taunting	Unsportsmanlike conduct where the player purposely creates ill will between teams	+5 yards from the line of scrimmage & automatic first down
Offensive penalties	**Description**	**Yardage**
Unnecessary Roughness	Using methods beyond what is necessary to pull the flag off the opponent	-10 yards & loss of down
Unsportsmanlike Conduct	Examples: excessive celebration, abusive language, punching/kicking an opponent	-10 yards & loss of down
Offside/False Start	A players charges/moves in a way that indicates the start of the play before the ball is snapped	-5 yards from line of scrimmage & loss of down
Illegal forward pass	A player throws the ball forward once they are past the line of scrimmage	-5 yards from line of scrimmage & loss of down
Pass Interference	The eligible receiver significantly hinders the defensive player's opportunity to intercept ball	-5 yards from line of scrimmage & loss of down
Illegal Motion	Players shifting and not coming to a complete stop before the ball is snapped	-5 yards from line of scrimmage & loss of down
Delay of Game	Team fails to snap the ball and put it in play	-5 yards from line of scrimmage & loss of down
Impeding the Rusher	The rusher's path or line is occupied by a moving offensive player	-5 yards from line of scrimmage & loss of down

Rule 10.00 - Items Not Specifically Covered
Items not specifically covered shall be referred to the Dallas Youth Sports Football Director with guidance from the Director of Sports Operations.

Rule 11.00 - Field Diagrams
11.01 NFL Flag Football Field Dimensions



11.02 Game Day Field Set Up