

**P. 12 D. Coach's Eligibility**

(\*) 1. Every Coach and Assistant coach must be properly registered and affiliated with the Massachusetts Youth Soccer Association. Each Coach and Assistant coach (18 and over) must display a valid Mass Youth photo I.D credential with them at each game/practice.

Each Member Organization certifies that all coaches they register with ECYSA are fully compliant with Massachusetts Criminal Offender Record Information (CORI) requirements and have completed a Concussion Awareness Training course specified by Mass Youth Soccer.

2. Each Coach and Assistant coach must have a valid coach's ECYSA photo I.D.

3. Any coach presenting an invalid I.D. card at any ECYSA sanctioned or recognized events (games, tournaments, exhibitions, etc.) will not be allowed to coach, will be asked to go the spectators sideline and NOT coach from there. They are now a spectator for this game. Upon noticing non-compliance of coach card, referee shall make mention of it to the coach. Referee shall return card to coach. Referee shall get name of the coach and must include this information in the game report. Said coach shall be sent to the spectator sideline as a spectator. If the attempt to coach from spectator side they shall be cautioned (shown a yellow card). For a second offense, they shall be dismissed. (Shown a red card). The coach's name does not have to be listed on the roster to be eligible. Properly registered coaches with a valid ECYSA ID card are eligible to coach any ECYSA team

**P 23 General Rules**

1. Rules of the Game – IFAB/FIFA Laws of the Game shall be in effect, except as specifically stated otherwise in these rules. **See G4 & G6 rules of competition**

2. Match Requirements a. (\*) A registered/affiliated coach 18 years of age or older with a valid ECYSA photo ID card and Valid Mass Youth Soccer Photo ID credentials must represent each team. (\*)

Teams are required to arrive at the field to be ready to play at the scheduled start time. The referee shall delay the start of the match for a minimum of 15 minutes from the scheduled start time for a team or teams to appear with the specified minimum number of eligible and game legal players and coaches. Once the required minimum numbers of players and coaches (see section III.C.7.a) have arrived, the match must be started. There is no requirement to allow for warm-up or other preparation time.

**P 25 Team Uniforms – all ECYSA sanctioned events**

a. Team Uniform Jerseys shall:

(1) All shall be the same color. Member Organizations that are changing jersey styles may use both as long as the predominate colors are the same.

(2) Have a minimum three (3) inch unique team number on the back. If there are duplicate numbers, other identification such as a name, permanent additional marking or tape that uniquely identifies the player can be used.

Name or tape as a unique identifier is valid only for ECYSA sanctioned events and does not include MTOC

(3) Be tucked in and remain that way throughout the game (goalkeeper excluded).

b. SHIN GUARDS COMPLYING WITH USSF SPECIFICATIONS ARE MANDATORY FOR ALL PLAYERS AT ALL GRADE LEVELS. THE SHIN GUARDS MUST BE PROFESSIONALLY MANUFACTURED, BE

GRADE/SIZE APPROPRIATE, NOT ALTERED IN ANY WAY, NOT HAVE ANY EXPOSED SHARP EDGES AND MUST BE PLACED UNDER THE SOCKS AND COMPLETELY COVERED. NO PLAYER WILL BE ALLOWED TO PARTICIPATE IN AN ECYSA GAME WITHOUT SHINGUARDS.

4. All players with the exception of the goalkeeper shall have the same color shorts. All players with the exception of the goalkeeper shall have the same color socks.

5. (\*) Home team must change uniforms or wear different colored pinnies (practice vests) in the event of color conflict with the opponent, as determined by the referee.

6. The goalkeeper's shirt must be a different color than his/ her team's colors and the opponent's team colors, and the referee(s) color (OPTIONAL). Goalkeeper shirts need not be numbered. Goalkeepers from opposite teams may have the same color jersey. A contrasting pinnie may be used to distinguish the goalkeeper. If the goalkeeper is wearing different shorts/pants and socks (as well as a different jersey or pinnie), he/she must change to a team uniform (shorts/ pants/socks) meeting applicable field player requirements before playing as a field player.

REFER TO CHECKING IN TEAMS DOCUMENT. PRINT AND CARRY IT ON YOUR CLIPBOARD.

7. Safe footwear must be worn at all times. (sneakers are acceptable).

8. During wet and/or cold weather, the following provisions may apply: sweatshirts or jackets may be worn under the team jersey so as to expose the number and team color. Hoods must be tucked in beneath team jersey. Sweat pants, must be worn over the shorts.

9. During hot weather, (or when a team is low on numbers) ECYSA may direct referees (or a referee may act on their own given the current conditions) to pause the game at the approximate midway point of each half for a hydration break. It is VERY important to do this at an inconsequential stoppage in play, NOT a goal scoring restart opportunity.

Resume play with the appropriate restart. Substitutions are not permitted during this pause, unless the ball is already out of play, in which case regular substitution rules apply.

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**Players are not allowed to participate in any ECYSA match if they are wearing one or more of the following prohibited items:**

- (1) Jewelry including but not limited to rings, watches, earrings, necklaces, and bracelets;
- (2) Hard or metallic hair control devices such as clips, barrettes, or bobby pins, **baseball style hats with hard brims or hard visors**
- (3) Wrist sweatbands;
- (4) Face masks and head gear that are not IFAB/FIFA approved (coaches, parents, and players who misrepresent IFAB/FIFA approvals to referees may face disciplinary action);
- (5) Casts or splints;

- (6) Wrist braces with metal or hard plastic inserts;
- (7) Ornamental items such as ribbon or yarn not required for hair control or to secure medical data tags **except as noted in section C.3.j.1-2a below**;
- (8) Tape or covers intended to hide prohibited items (such action may also warrant a caution for unsporting behavior if the referee believes there is a deliberate attempt to deceive them).

**j. Players are permitted to wear the following items** provided the referee determines that they are not dangerous to the player, teammates, or opponents;

- (1) Medical bracelets or necklaces that are taped to the body in a manner that secures them during the match;
- (2) Soft hair control devices such as sweatbands without knots, yarn, rubber bands, and cloth ponytail holders;
- (2a) **Ornamental hair adornments, including beads, if secured in a bun or ponytail and/or covered by a soft cap in such fashion as to not present a safety hazard to players, teammates or opponents.**
- (3) IFAB/FIFA approved head gear or head gear conforming to American Society for Testing and Materials Standard F2439 Standard Specification for Head Gear Used in Soccer;
- (4) **Knee braces covered by a manufacturer's sleeve or wrapped with an ace bandage and free from exposed clips;**
- (5) Soft wrist braces without plastic or metal inserts;
- (6) Ankle braces without sharp edges that are worn under the socks.

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k. The referee is the final authority on whether a player's equipment including items listed in, or not listed in, sections III.C.3h and III.C.3i is safe. If, while checking in a team, you have a question about what a player is wearing get the coach involved. Ask questions and get clarification. Then make your decision accordingly. **NEVER TOUCH A PLAYER. EVER!**

#### **4. Fields –**

- a. (\*) The playing field must meet IFAB/FIFA requirements except for special provisions for G4 and G6 play noted below.
- b. (\*) Portable goal posts must be anchored securely to the ground. Nets should be used and be securely attached to the goalposts.
- d. The referee may refuse to officiate a game due to any field condition that they consider dangerous to the players (a net which is not secured is not considered a danger).
- e. After the match begins, the referee may abandon the match for deterioration of any field condition that they consider dangerous to the players.
- h. (\*) Fields must be available for the entire time of the scheduled game.

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i. There should be technical areas on one side of the field. Both teams must be on the side where the team's technical area is located. The technical area starts five (5) yards from

midfield line and is three (3) yards by ten (10) yards in size, and at least 3 feet off the touchline.

j. Coaches must remain inside the limits of the technical area, on the sideline, during the game or face discipline pursuant to the LOTG. If the technical areas are not delineated, coaches are still required to remain within the boundaries described above.

k. Spectators must be on the opposite side of the field from players and coaches and be a minimum of 3 feet from the touchline at all times.

Spectators are not permitted behind either goal line or goal. Tactical Instruction from the spectator side is strictly forbidden, and may result in disciplinary action.

**Exceptions:** 1) A field with stands/bleachers behind the team bench or goal/end line. 2) A field that does not have room for a spectator sideline. In this case, a town should establish a technical area per LOTG - Law 1 and set a 6' outer boundary for spectator viewing area. At all times, the referee has the authority to move spectators and establish a boundary for spectators per LOTG - Law 5.

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Playing Periods / Ball Size

Grade Group Periods	Ball Size
G4 (2) @25 minutes	#4
G6 (2) @30 minutes	#4
G8 (2) @ 35 minutes	#5
G11 (2)@ 40 minutes	#5
PG (2) @ 45 minutes	#5

a. Official halftimes are 5 minutes long and times are to be kept only by the center referee. b. Games that are not played in their entirety must be replayed in their entirety.

### **10. Substitutions:**

a. All substitutions require permission of the referee.

b. The number of times a player may be substituted in a game is unlimited.

c. With the exception of substitution for an injured player, there is no limit to the number of players who may be substituted at one time.

d. Substitutions may take place at the following stoppages in play:

(1) Prior to a goal kick;

(2) After a goal by either team;

(3) Attendance to an injured player without issuance of a card. If an injured player is substituted, then the opposing team may substitute one player, providing the substitute is ready at midfield at the time of the injury

(4) Prior to a throw-in, the team in possession may substitute. If the team in possession substitutes, then and only then may the opposing team also substitute;

(5) At the interval (half-time)

(6) after a caution, the offending player may be substituted, at the discretion of the player's coach and the referee.

e. Except for injuries and the interval, **substitute players must enter the field at the halfway (midfield) line.** Before play is stopped in order to eligible for substitution.

**Players that are substituted for must leave the field at the halfway (midfield) line.**

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f. The goalkeeper may be changed via substitute per the above. Also, the goalkeeper may be changed with any player on the field provided play is already stopped. Prior to any keeper change, the referee must be notified. The coach should get a confirmation of this notification from the referee.

g. Players who have left the field at the request of the referee due to blood, jewelry or equipment problems must report to the referee for review upon re-entering the game as a substitute or the substitution may be deemed illegal and the player cautioned.

h. A substitution is mandatory when a referee has stopped dynamic play to deal with an injury. The injured player, **inclusive of the goalkeeper**, is required to be substituted. If an injured player is substituted, then the opposing team may substitute one player, **providing the substitute is ready at midfield at the time of the injury.**