

ECYSA

ESSEX COUNTY YOUTH SOCCER ASSOCIATION



Operating Rules

Spring 2020

www.ecysa.org

Rules changes are shown in [red](#),
[double underline with a margin side bar](#)

Table Of Contents

I. Registration	4
A. Overview	4
B. Grade Groups	9
C. Player Eligibility	10
D. Coach's Eligibility	14
E. Player and Coach Registration	15
F. Transfers/Adds	16
II. Scheduling	17
A. General	17
B. Games not played as Scheduled	18
III. Competition	23
A. Organization of Divisions & Groups	23
B. Team Placement	25
C. General Rules	27
D. Exceptions for G4 Games	40
E. Exceptions for G6 Games	43
F. Communication Guidelines	45
IV. Discipline	46
A. Overview	46
B. Cards & Card Points	47
C. Disciplinary Process	49
D. Ejections	51
E. Conditions of Forfeiture	52
F. Unbecoming Conduct	52
G. Referee Support and Control of Spectators	53
H. Protests	53
I. Protest Guidelines	54
J. Summary of Fees and Fines	55
V. Referees	55
A. Expectations for Referees	55
B. Referee Assignor	57
C. Reporting Time	57
D. Pre-Game Activities	57
E. Team Roster and Game Summary Card	58
F. Post-Game Activities	58
G. Unplayable Fields	59
H. Abandoned Games	59
I. Referee Fees & Fee Forfeiture	59
J. Referee Match Reports	59
VI. ECYSA Championship Tournament & Post Season Play	60
A. ECYSA Championship Tournament Director	60
B. Tournament Schedule	60
C. Qualification & Seeding	61
D. Rosters	62
E. Competition	63
F. Player Injuries and First Aid during ECYSA Playoffs	64
G. Massachusetts Tournament of Champions	65
H. ECYSA Tournament Brackets	66
I. ECYSA Lopsided Score Policy	66

Essex County Youth Soccer Association (ECYSA or “the league”) does not discriminate based on race, color, creed, religion, sexual orientation, or gender dysphoria and is committed to the highest standards of sportsmanship at all events and at all levels of youth soccer.

ECYSA’s Board of Directors reserves the right to invoke disciplinary authority over members that violate ECYSA operational rules as stated henceforth.

Discipline includes, but is not limited to imposing fines, cautioning, suspending, and banning of members

(including players, coaches, parents, board officials and/or Member Organizations) that have violated ECYSA operational rules.

This applies to ECYSA regularly scheduled seasons, ECYSA tournaments, ECYSA sanctioned events and any games/events where the members are representing ECYSA.

ECYSA adheres to United States Soccer Federation (USSF) rules and guidelines except as otherwise noted.

ECYSA has adopted sections of the Massachusetts Hazing Law (Commonwealth of Massachusetts General Laws 269:17, 18, 19, 269:17 Hazing, Organizing or Participating, Hazing Defined). This law was passed and enacted for educational institutions in the state of Massachusetts. Violating any of these laws carries harsh penalties of fines and/or imprisonment. Even though ECYSA does not have the jurisdiction to oversee each and every member organization, ECYSA will not tolerate any hazing or bullying activities. The term “hazing” means any conduct or method of initiation into any Member Organization, whether on public or private property, which willfully or recklessly endangers the physical or mental health of any participant or other person. Such conduct shall include whipping, beating, branding, forced calisthenics, forced exposure to the weather, forced consumption of any food, liquor, beverage, drug or other substance, or any other brutal treatment or forced physical activity which is likely to adversely affect the physical health of any such participant or other person, or which subjects such participant or other person to extreme mental stress, including extended deprivation of sleep or rest or extended isolation.

I. Registration

A. Overview

1. The focus of ECYSA is to provide competition between participating Member Organizations.
2. Each ECYSA Member Organization has jurisdiction over a unique geographic region that may include a town, a city, or multiple towns, as recognized by the Massachusetts Youth Soccer Association (Mass Youth Soccer or MYSA) and ECYSA.
3. Member Organizations in good standing with both Massachusetts Youth Soccer and ECYSA may register teams with ECYSA subject to the following:
 - a. Every member organization must submit at least three teams to participate in a given season;
 - b. Waivers to team minimums must be submitted to the regional vice president;
 - c. For Member Organizations, not in good standing, registration of teams is at the discretion of ECYSA.
 - d. To ensure that both boys and girls have the same opportunity to play soccer, ECYSA expects the number of boy's teams and girl's teams submitted by each Member Organization to be roughly equal. ECYSA may decline to roster any number of teams submitted by a Member Organization if the number of boy's teams to girl's teams or girl's teams to boy's teams exceeds a five to one ratio.
4. Registration date will be set by the Registrar and approved by the Board of Directors of ECYSA. The Registrar will publish registration requirements in advance of each season.
5. Rosters and Identification cards:
 - a. All rosters and computer printed/type written cards
 - b. with photographs taken within two years of current grade shall be submitted to the Registrar on or before the dates established. Players with unacceptable photographs will not be rostered at registration and must be added later.

- The determination of acceptability lies with the ECYSA Registrar.
- c. Hand written rosters and cards are NOT acceptable.
 - d. Every player and coach listed on the initial roster and in the registration file must have an identification card conforming to USYSA approved formats submitted at registration. Players and/or coaches without cards will not be accepted as registered and must be placed using the Add/Drop/Transfer process at such time as the card is available.
 - e. All identification cards shall include a color photograph of the player/coach. The player/coach may not be wearing dark/tinted glasses or a hat/hoodie. The player/coach shall be facing the camera.
 - f. All player photographs must have been taken within the past two years.
 - g. All player identification cards shall include the player's name, gender, and date-of-birth.
 - h. All coach identification cards shall include the coach's name.
 - i. Players and coaches may only have one (1) card. Possession and/or use of multiple cards are strictly prohibited.
 - j. Coaches may be listed on more than one roster provided they submit a card with one of the teams at registration or through the Add/Drop/Transfer process.
 - k. Player identification cards are valid for up to two years and must be re-used until the player ages up to a higher-Grade Group. Coaches' cards are valid provided they are physically intact and are affixed with a current season registration sticker. ECYSA will charge Member Organizations to replace damaged or lost cards.
6. ECYSA shall have the right to refuse any forms not properly completed.
 7. Only approved ECYSA forms will be accepted. An electronic Registration file formatted as specified by the Registrar must be submitted on or before the announced registration date. By submitting the

registration file, the submitting organization certifies the accuracy of all data contained therein to the best of their knowledge and ability. Team strength charts must be completed and released no later than the specified registration date.

8. At registration, the Member Organization must submit rosters per the seasonal instructions. A non-resident player report form shall be completed online prior to registration. Players who require approval per section I.C.6 may not be added to the online non-resident form and may not be placed on a roster until AFTER approval is received.
9. Each Member Organization shall provide the ECYSA Treasurer with a Fees Submission Form and payment for all fees due at registration. Member Organizations with unpaid invoiced fees may only register with approval from the President of ECYSA or their designee.
10. Member Organizations may form and register combined teams under the following conditions:
 - a. One of the organizations shall be the focal point for registration. A Regional Name may be used in lieu of the lead Member Organization's Name. If a Regional Name is used it must be used by all combined teams submitted by those Member Organizations and all rosters and player cards must use the Regional Name.
 - b. Each of the organizations must provide the ECYSA regional Vice-President and Registrar with a written statement acknowledging their intent to form a combined team and designating the single organization that will be responsible for registration. Written statements must be renewed every season unless ECYSA authorizes a multi- season or multi-year agreement.
 - c. The player eligibility and residency requirements of section I.C.6 apply to combined teams. A player is obligated to participate on the combined team unless they have a release from their Home Organization.
 - d. Acceptance of the combined team into the league and placement of the combined team is

at the discretion of The ECYSA Board of Directors.

- e. The focal point for registration is also responsible to identify the home field that will be used for each combined team.
11. Member Organizations and coaches are forbidden from recruiting another organization's players without that organization's permission:
- a. Recruiting includes directly or indirectly (e.g. through an intermediary) contacting a player in another organization without the consent of the player's Home Organization.
 - b. In cases where a player initiates contact with a different organization, that organization and/or its coaches must advise the player to contact their Home Organization and obtain written permission BEFORE further discussions take place.
 - c. Organizations, teams, or coaches who violate this rule may be subject to disciplinary action including forfeiture of post-season play for the organization and/or the team.
12. Grade Verification:
- a. ECYSA has the right to request grade, age and residence verification. This request must be complied with within seven (7) calendar days or the player involved will be considered unregistered and ineligible to play.
 - b. Any Member Organization wishing to request grade or age verification of players from another Member Organization is restricted to a maximum of three (3) players per season. Such requests must be accompanied by the required fee, which will be refunded if the grade or age of the challenged player is in error.
 - c. ECYSA reserves the right to randomly select a team or teams from any Member Organization(s) for grade, age and/ or residence verification purposes. This request must be complied with within seven (7) working days or the team(s) involved will be considered unregistered and ineligible to play.
13. Rosters:

- a. Roster Requirements:
- (1) A team consists of all Registered Players and Coaches meeting the minimum and maximum size limits set forth in the table below.
 - (2) A mixed gender team shall be brought to ECYSA's attention to ensure appropriate placement.
 - (3) Each team must have a minimum of one (1) coach on the roster to be accepted at registration.
 - (4) Each coach and player must have a valid ID card submitted at registration to count toward the minimum requirement.

Grade Group	Registration Minimum	Maximum ECYSA Roster Size	Maximum MTOC Roster Size
G4	7	14	N/A
G6	9	16	16
G8	11	22	22
G10	11	22	22
G12	11	22	22
PG	11	22	22

- b. Roster Exceptions:
- (1) Waivers to the Roster Size Limits (min or max) must be submitted to the regional Vice President for consideration and approval.
 - (2) ECYSA is not authorized to grant size limit waivers for MTOC rosters.
 - (3) All G8, G10, G12, and PG rosters may carry up to 22 players for MTOC.
 - (4) For any MTOC eligible team that exceeds the MTOC Roster Size, the Travel Director and Coach must provide the ECYSA Registrar with an Acknowledgement Form stating they understand the implications for post season play contained in Section VI.

- (5) ECYSA may change roster limits at any time in order to comply with roster limit changes adopted by the Leagues Committee.
14. Any member organization that has not participated for one
 - a. Calendar year (365 days) may be dropped from the Membership by a vote of the membership and upon written notification from the ECYSA President. The dropped organization will have to reapply for acceptance for future play.
15. Prior to registration each Member Organization shall verify their list of key contacts using ECYSA's online system. Key contacts include the Travel Director, President, Vice President(s), and Registrar. Whenever a Member Organization changes one or more key contact, they shall update the online system.
16. A Member Organization that wants to register a team AFTER the published registration date may apply to the Regional Vice President for an exception.
17. If a Member Organization withdraws a team from the league after the ECYSA Team Placement Meeting, they shall forfeit all fees.

B. Grade Groups

1. Birth date ranges for specific Grade Groups will be listed on a seasonal handout to member organizations and posted on the ECYSA website.
2. Requests for exceptions to and exemptions from the grade guidelines must be submitted via email to the appropriate Regional Vice-President for review and decision.
3. Should the Massachusetts Youth Soccer Association and/or the Leagues Committee revise Grade Groups, ECYSA may adopt the new Grade Groups and make exceptions to its operating rules required to implement the change.

C. Player Eligibility

1. All Players must be affiliated with Mass Youth Soccer before they may be registered with ECYSA. Member organizations are responsible to ensure that players are properly registered and affiliated with Mass Youth Soccer. No player may be simultaneously rostered on more than one team participating in ECYSA.
2. Each player is eligible to compete on a team in their Grade Group. Grade Group eligibility is based on grade and birth dates that Mass Youth Soccer establishes the Grade Groups. ECYSA will distribute a list of Grade Groups to Member Organizations with seasonal registration documents.
 - a. Member Organizations may place players in the G4, G6 & G8, grade groups one level above their eligible grade group.
 - b. Players in the G2 or lower grade groups may not be placed above their eligible Grade Group without permission from ECYSA and conform to MYSA G2 policies.
 - c. A Member Organization wishing to place a player more than one level above their eligible group (e.g. G8 playing G12) must obtain permission from ECYSA.
 - d. A player who is eligible to play in the G10 Grade Group is eligible to play in the G12 or PG Grade Group.
 - e. Once the first game of the season is played, a player placed on a team in a higher-Grade Group must remain in the higher-Grade Group for the duration of the season including any post-season competition.
3. To participate in post-season play, a player must be registered on or before the date stipulated in the current Mass Youth Soccer Leagues Agreement.
4. Residency. Players are obligated to register with the Member Organization that has jurisdiction where they have their primary residence. This is called the player's Home Organization:
 - a. Players who have parents or legal guardians residing within the jurisdiction of two different

- Member Organizations may register with either organization. They may not register with both organizations.
- b. Players who move may continue to register with their previous Home Organizations until the first time they play for their new Home Organization. The player is considered “grandfathered” to that Member Organization.
 - c. Players who attend school in a different community may register with the Member Organization that has jurisdiction where the school is located.
 - d. If Member Organizations, parents, or legal guardians cannot agree on a player’s single Home Organization, ECYSA may assign that player to a single Home Organization and such assignment will be binding on the player.
 - e. For players who register with other than their Home Organization, ECYSA may request substantiation that they meet one or more of the conditions provided by Sections I.C.5.a, I.C.5.b, or I.C.5.c. Member Organizations must provide substantiation within seven (7) Calendar days or the player involved will be considered unregistered and ineligible to play.
5. Non-Resident Players - Players who do not register with their Home Organization are termed non-resident Players.
- a. Players who desire to register with a different Member Organization must obtain written permission (a release) from their Home Organization and provide the release to the Member Organization for which they want to play.
 - b. Member Organizations seeking to roster non-resident players must do the following:
 - (1) request a written release with a stated reason for each non-resident player from the player’s Home Organization
 - (2) deleted 2/14/18
 - (3) provide a copy of the release to the requesting organization’s ECYSA regional Vice President to confirm that the request

complies with the principles of the league.

The ECYSA VP approval shall be sent to the ECYSA Registrar for player registration.

- (4) provide ECYSA with a new or updated Non-Resident Player Report listing all non-resident players.
 - c. Releases to play for a different Member Organization are valid for one season only.
 - d. If a Member Organization declines permission to play for a different Member Organization or does not respond to a request within seven (7) days of the request's date, the player may re-submit the original, dated request to the appropriate ECYSA Vice-President, who may authorize or deny the request.
 - e. If a player's Home Organization does not offer a team in the player's grade and gender group, the player must still obtain a note from their Home Organization confirming that there is not an opportunity for them to play. If a player does not have a grade assignment, then they shall play with the grade based on their birthdate of their home organization's local public school system.
 - f. ECYSA may deny any Member Organization from rostering a non-resident player, if that player's participation is inconsistent with the principles of the League.
 - g. Email is considered an acceptable form of written communication for player release.
6. Players who do not belong to an ECYSA Member Organization who want to register on an ECYSA team must follow the following procedure:
- (1) request a written release from their Home Organization,
 - (2) request a written release from their League President or designee,
 - (3) request a written release from the ECYSA President or designee,
 - (4) provide a copy of the release to the requesting organization's ECYSA regional Vice President to confirm that the request complies with the principles of the league.

- The ECYSA VP approval shall be sent to the ECYSA Registrar for player registration
- (5) provide ECYSA with a new or updated Non-Resident Player Report listing all non-resident players.
7. Players residing outside of Massachusetts who want to register on an ECYSA team must comply with Mass Youth Soccer's out of state release process and any applicable process required by their local and state organization.
 8. A player who is serving a suspension issued by Mass Youth Soccer or ECYSA of three or more consecutive games is not eligible for placement on a roster while serving such suspension. A suspended player must apply to and be reinstated by the ECYSA Board of Directors prior to being placed on a roster.
 9. **Playing Down**
 - a. The term "playing down" refers to a situation where a player from an older Grade Group may be allowed to participate on a team in a younger Grade Group.
 - b. Requests to play down must be submitted to the regional vice president along with substantiation.
 - c. Member Organizations may substantiate a play down request based on physical, mental, or behavioral issues as well as accommodations based on the Americans with Disabilities Act (ADA). Member Organizations may place players' one grade group down to play with classmates based on Mass Youth Soccer Policy. These players may be at most 1 year older than their classmates by MYSA designated grade/groups.
 10. **Gender Identification**
 - a. Requests to play on a team other than the gender on the player's birth certificate must be submitted to the ECYSA Regional Vice President:
 - (1) Each request shall be considered on a case-by-case basis.
 - (2) Information and documentation to place the player appropriately may be required.

ECYSA VP will have sole discretion with this decision.

- b. ECYSA's decisions shall be sensitive to the privacy and dignity of transgender players and take into consideration the safety of all participants in the particular grade/gender division.

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 ECYSA.
2. Each Coach and Assistant coach must have a valid ECYSA photo I.D. card stamped by the ECYSA Registrar.
2. Regardless of when a coach's card is initially stamped by the ECYSA Registrar, it will only remain valid on a season-by-season basis. Every season the coach's card must be submitted and receive a new seasonal sticker.
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 treated as a spectator, and their card will be retained by the referee or any other ECYSA official for submission to ECYSA.
4. Coaches and Assistant Coaches may be transferred, dropped and added to any team without limitation or deadline.
5. The coach's name does not have to be listed on the laminated roster.
6. Properly registered coaches with a valid ECYSA ID card are eligible to coach any ECYSA team.

7. Either the head coach or assistant coaches listed on the registration roster must attend the Spring Coaches Meeting. If one of the coaches does not attend one of the scheduled meetings, then the coaches will not be eligible to coach the first game of the season. The team can play the first game with a registered substitute coach. Games affected by this situation cannot be rescheduled for any reason. Coaches not attending a scheduled meeting will be required to attend a special make-up meeting on/or before the first day of the season. If the coach does not attend the special meeting, he/she will not be allowed to coach during the entire season.
8. A coach who is serving a suspension issued by Mass Youth Soccer or ECYSA of three or more consecutive games is not eligible to participate in any ECYSA Sanctioned event or be issued an ECYSA coaches card. A suspended coach must apply to and be reinstated by the ECYSA Board of Directors prior to being placed on a roster or participating with any Member Organization.

E. Player and Coach Registration

1. A player is considered registered if he/she is properly affiliated and listed on the proper affiliated approved roster for the team he/she is playing for and has a current identification card, stamped by the ECYSA Registrar. To be acceptable, cards must be completed in accordance with the instructions issued by the ECYSA Registrar. They must be submitted by the date set by the Board of Directors.
2. The head coach and the assistant coaches of each team are considered registered if they are properly registered and affiliated with MYSA and ECYSA and have a current/validated identification card, stamped by the ECYSA Registrar. Additional coaches I.D. Cards will be issued, upon proof of Mass Youth Soccer affiliation, to any individual who is in good standing with this league. Coaches' cards must be submitted to the ECYSA registrar for validation each season.

F. Transfers/Adds

1. Note: A team shall be limited to a total of three transferred players per season. A transaction fee will be charged for transfers/ ads after the initial registration file and package is submitted. The completed add/drop/transfer form accompanied by two (2) copies of the team's paper "Mass Youth Soccer/ ECYSA Team Roster Form" noting the changes player pass cards with current photographs attached must be submitted to the Registrar when Transferring, Adding or Dropping a player. When making changes to a team roster, the laminated roster must also be submitted. If the player is not on the laminated roster, they cannot play.
2. Registered, affiliated players may be transferred until 9:00 p.m. on the Wednesday after their current team's second game has been played.
3. Note: A Registered affiliated player is a player who is affiliated with their Member Organization, ECYSA, and Mass Youth Soccer through proper registration procedures and is included on a team roster as submitted to the ECYSA Registrar.
4. Non-registered affiliated players may be added at any time to teams that have less than maximum allowed players rostered per I.A.8.a.
Note: A Non-registered affiliated player is a player who is affiliated with their Member Organization, ECYSA, and Mass Youth Soccer through proper registration procedures, however is not included on a team roster as submitted to the ECYSA Registrar.
5. Transfers are based upon changes to a standard ECYSA roster processed in Section I.A.5. A drop and add of a registered affiliated player is considered a transfer. (See Section I.F.2 above for deadlines) The replacement being a registered affiliated player from another team is a transfer, who is counted against the maximum, limits both teams participating in the transfer.
6. A drop and add of a previously non-registered affiliated player counts as an add (See Section I.F.2 above for deadlines).

7. Players may be transferred up to an older Grade Group, or a higher competition level subject to Section I.C.2.c.
8. For player transfers or adds that do not fall within other sections of the rules, a Travel Director, or authorized designee approved by ECYSA, may submit a written transfer or add request to the appropriate regional Vice President for review and written approval.
9. Replacement ID cards and/or rosters will be treated as “adds” and be charged the associated fee.

II. Scheduling

A. General

1. ECYSA shall develop, publish, and maintain a Schedule of matches for the respective season.
2. ECYSA will make every effort to ensure that all scheduled matches are played. If for any reason a scheduled match is not played in its entirety as published, then all parties shall make every effort to ensure that said match is rescheduled per the policies, guidelines, and processes below.
3. There shall be no changes or alterations to the published schedule unless approved by ECYSA through the reschedule process.
4. If the scheduled field is declared unplayable, then the designated ECYSA official reserves the right to move games on the same day to an alternate field with 3 hours' notice. ECYSA shall notify both team coaches of such change no later than three hours prior to the originally published start time. Either posting the new field location on the website or a telephone call to the coach meets the requirements of notification.
5. ECYSA shall abide by Thunder and Lightning Policies as set forth by USYSA.

B. Games not played as Scheduled

1. Reschedules, Postponements, Cancellations, Abandonments, and any other games not played as scheduled for any reason.
2. Definition of terms.
 - a. An ABANDONED match is one that has been started but not completed. Resolution of game status will be determined by ECYSA.
 - b. A POSTPONED match is one that has been scheduled yet not played and will not be played as originally scheduled; including weather related and other field closures, and referee no-shows.
 - c. A RESCHEDULED match is one that has undergone an approved change prior to the published schedule date and has received a new date, time, and/or location.
 - d. CANCELED match is one that is eliminated from the Published schedule, whether played or not played. Canceled matches will not be played or re-played. ECYSA may cancel a previously Forfeited match. Results from canceled matches will not be considered in the determination of group standings. The ECYSA Board of Directors may cancel a match at its sole and exclusive discretion, for any reason including but not limited to inclement weather, disciplinary action, referee availability, availability of one or both teams, field conditions, and field availability. ECYSA will make reasonable efforts to ensure that all matches in the published schedule are played. ECYSA does not guarantee that all published matches will be played.
3. Deadlines:
 - a. Reschedule requests that meet the criteria of
 - b. Section 5(a) below must be submitted to ECYSA by 9:00 PM of the date set forth in the published ECYSA Season Calendar. No new reschedule requests will be considered once past the deadline.
 - c. Reschedule requests MUST be submitted no less than 72 hours in advance of the originally

- scheduled match for consideration. All requests will be responded to within 48 hours of receipt.
- d. Once approved, notification of a new date, time and location via the Game Change form on the website, must be submitted no later than one (1) week after the date the reschedule request was approved.
 - e. For all other matches not played as scheduled, notification of new date, time and location via the Game Change form on the website, must be submitted no later than one (1) week after the date on original published schedule.
 - f. All postponed and/or rescheduled matches may be played at any time during the season prior to the last Saturday of scheduled games as set forth in the published ECYSA Season Calendar.
4. Agreement
- a. In the case of a postponed match or approved rescheduled match, both coaches should agree to the new date, time and location of the match. If the two coaches cannot agree by the applicable deadlines, then ECYSA shall assign a date and time at the originally scheduled location on the Thursday evening following one week past the deadline for notification unless in the final week of the season, where the assigned date will be on a case by case basis as time allows.
 - b. In the event that one or both teams are unable to play on the assigned date, ECYSA may, at their sole discretion, cancel the match or issue forfeit(s).
5. Fees
- a. Member Organizations will be charged the Reschedule Fee per the Fee Schedule for any Postponed or Rescheduled games.
6. Reschedule Criteria
- a. The only way to change or alter the official ECYSA published schedule is with a Reschedule Request properly submitted to ECYSA via the web site.
Eligible Reschedule requests include:

- (1) Teams having less than the required minimum number of players due to:
 - a) A religious event
 - b) A school event (curricular)
 - c) Note: Required minimums for (a) & (b) are:
 - G4: 7 players
 - G6: 9 players
 - G8 and above: 11 players
 - d) School Vacation week (See Section II. B. 6. c. 1)
- (2) Catastrophic Event
 - b. All reschedule requests must be submitted to the ECYSA using procedures in section II.B.6. See below.
 - c. Only ECYSA may change scheduled matches. ECYSA may grant waivers and exemptions as necessary to account for unforeseen circumstances in the quest to complete all scheduled matches.
 - d. The referee assignor requires a minimum of 48 hours' notice for reschedules and will make every effort to provide referees for all rescheduled matches. For matches approved with less than 48 hours' notice, coaches should be prepared to play without referees. Lack of a referee in this case, is NOT grounds for further postponement.
7. Reschedule Request Process
 - a. The requesting coach and Travel Director must review above sections regarding Scheduling, ensuring that the request will meet the reschedule criteria.
 - b. The requesting Travel Director will submit individual requests for each game reschedule, even when a group of games are being rescheduled for the same reason (e.g. school/ religious event/ vacation week).
 - c. The requesting Travel Director sends a written request to ECYSA using the website form, including all details for qualification under the criteria no later than 72 hours prior to the scheduled start of the game. ECYSA will reply to

the requesting Travel Director, as well as the opponent's Travel Director. It is the TD's responsibility to communicate to the affected team's coaches. If approved, the game as listed in the schedule WILL NOT take place. The opponent's coach has no say in the decision except for a vacation week reschedule. Only if the web site is down should the TD contact ECYSA via email.

- (1) Vacation week reschedule requires the agreement of BOTH coaches.
 - (2) Either team may be involved in only one vacation week rescheduled match.
 - (3) False representation of the opposing team's agreement by the requesting team will result in a forfeit to the requesting team. Confirmation will be by email.
 - (4) Any attempt by a given team to reschedule 2 different matches on both ends of the vacation week will result in a denial of the second reschedule request.
- d. On occasion, the ECYSA BOD will preapprove certain religious holidays for possible reschedule. In these cases, notification as early as possible to allow the referee assignor to adjust the referee schedule but there must be at least one week's notice. If the reschedule policy is modified for these days, ECYSA will notify the league in advance of the season.
- e. If the request is DENIED, the game must be played as scheduled
- f. If the request is APPROVED,
- (1) The requesting coach will contact the opposing coach to determine a mutually agreeable time and date.
 - (2) The home team coach will confirm field availability for the proposed date, time and location with the home Travel Director.
 - (3) The home Travel Director will submit a Game Change form with all required information.
 - (4) ECYSA will confirm receipt of the request and validate the reschedule by reply to the

- Travel Directors for both teams, the Referee Assignor and the Grade Group
- (5) Division Director.
 - (6) Both Travel Director's will notify their coaches of the approval of the reschedule.
8. The date, time and place for all rescheduled games, including night games, is subject to approval by ECYSA.
9. Postponement Process
- g. If a significant number of matches are not played, then the ECYSA Board of Directors may decide to move those matches to another date, time, and/or location.
 - h. If it is impractical to reschedule these matches, then the ECYSA Board of Directors may cancel all scheduled matches for the impacted date. Matches that have been completed will be canceled and the results recorded as a “friendly” and not calculated into group standings. The canceled matches will not be rescheduled.
 - i. Required actions in the event of a postponement:
 - (1) For any match that is not played as scheduled, the home team coach shall enter a postponement on the ECYSA score report web page. The postponement may not be entered before the game’s scheduled starting time. The postponement must be entered no later than 48 hours after the scheduled starting time.
 - (2) The home team coach shall contact the opposing coach as soon as possible to discuss a new, mutually agreeable date and time to play the match.
 - (3) The home team coach will confirm field availability for the proposed date, time and location with the home Travel Director.
 - (4) The home Travel Director will submit a Game Change Form with all required information.
 - (5) ECYSA will confirm receipt of the request and validate the reschedule by replying to the Travel Directors for both teams, the

Referee Assignor and the Grade Group
Division Director.

- (6) Both Travel Directors will notify their coaches of the approval of the reschedule.

III. Competition

A. Organization of Divisions & Groups

1. ECYSA's Board of Directors will organize teams into Divisions and Groups based on grade, gender, and ability. Final placement is at ECYSA's discretion.
2. G4 Divisions & Groups
 - a. G4 teams shall be organized into two Divisions: Premier and Regional. The Premier Division is for highly skilled team's selected based on ability. The Regional Division is for evenly balanced, recreational teams. Travel Directors should not place competitive teams in the Regional Division.
 - b. Teams placed in the Premier Division will be organized into ability-based groups with less regard for the distance traveled to a game.
 - c. Teams placed in the Regional Division will be placed in groups comprised of teams from neighboring Member Organizations and possibly teams from their own Organization. The makeup of the regional groups will depend on the number of teams participating and may vary from season to season. The intent is to provide competitive soccer while also minimizing the travel time to games.
 - d. All G4 play shall be non-results orientated in accordance with Mass Youth Soccer rules. ECYSA will not publish game scores or standings. ECYSA will provide Member Organizations results and standings to be used only for future team placement purposes and not for broad dissemination.
 - e. Travel Directors must request placement in the Premier or Regional group at the time of registration.
3. G6 to PG Divisions & Groups – General

- a. ECYSA will organize the teams into two categories: MTOC and County. MTOC Divisions are for select teams; County Divisions are for recreational teams.
 - b. MTOC teams will be eligible to represent ECYSA in the Massachusetts Tournament of Champions (MTOC). MTOC eligibility will be determined by the results of the ECYSA Championship Tournament.
 - c. County teams will be eligible to represent their Member Organizations in the ECYSA Championship Tournament but are not eligible for participation at MTOC.
4. G6 & G8 Divisions & Groups – Detail
- a. ECYSA will the organize teams into up to four divisions including MTOC-1, MTOC-2, County-1 and, County-2. The final number of divisions will depend on the number of registered teams in each grade and gender group.
 - b. Travel Directors must request placement in either MTOC or County. ECYSA will seed teams into either the tier 1 division or the tier 2 division.
 - c. MTOC-1 teams will be eligible to represent ECYSA in Di- vision 1 at MTOC. MTOC-2 teams will be eligible to represent ECYSA in Division 2 at MTOC.
 - d. The target percent grade of teams in each group is as follows:

Division Name	Guidelines for Team Placement
MTOC 1	15%-25%
MTOC 2	25%-30%
County 1	25%-30%
County 2 (if needed)	15%-25%

5. G10 Divisions & Groups
- a. Formation of G10 Divisions and Groups depends on the number of teams that register. The ECYSA Board will strive to organize the

- teams into three divisions: MTOC1, MTOC- 2 and County.
- b. ECYSA may form a County Division if at least 4 teams of appropriate ability are so placed by ECYSA. The County division is intended to be recreational.
6. G12/PG Divisions & Groups
- a. Formation of G12, PG, or combined G12/PG Divisions depends on the number of teams that register. The ECYSA Board will attempt to organize the teams into two divisions: MTOC and County.
 - b. ECYSA may form a County Division if at least 4 teams of appropriate ability are so placed by ECYSA. The County division is intended to be recreational.

B. Team Placement

1. ECYSA PLACEMENT - Youth soccer players are generally grouped together on teams based upon individual athletic ability, overall skill level, maturity, and the level of skills of the team on which they are placed. Whatever method a Member Organization uses for its player selection and team placement process it should be emphasized that the objective is to place youth soccer players at a level of competition that is most beneficial for their own development.
2. The Appropriate ECYSA Grade Group Division Director will place teams based on team make-up, team records from previous seasons, input from Travel Director's. Each Division Director's placement is subject to approval by the ECYSA Board of Directors:
 - a. As a guideline, approximately half of each organization's teams will be placed in the MTOC division(s) and half in the County division(s).
 - b. All Member Organizations must report the number of club players for each registered team on the ECYSA Team Registration Form. The number of club players will be considered in the placement process, with Travel Director team

~~submission comments expected to reference the club and level at which the club players participate. In general teams with club players will be placed in an MTOC Division. Teams with five or more club players are typically placed in the MTOC-1 Division.~~ Placement of teams with club players is at the discretion of the ECYSA Division-Grade Group Director and subject to approval by the ECYSA Board of Directors.

- c. Any team having a player from another member organization, not consistent with Section I.C.5.a through Section I.C.5.d, would be required to play in MTOC 1, after conforming to Section I.C.6.
 - d. Overall Division Champions, who remain in the same Grade Group with 50% or more returning players, will move up one Division when applicable.
 - e. Overall Division Champions, who move up in Grade Group with 50% or more returning players, will play no lower than one Division lower than current Division.
 - f. ECYSA Reserves the right to place a G8 team requested by the Member Organization to play County 1/County 2 with a full roster of 20 players in MTOC 2. This would then require the Member Organization to reduce the roster for this team to 18 players to meet the rostering rule for MTOC 1 & MTOC 2
3. Regular Season Group Seeding for G12 and PG teams:
- a. There will be no separation of regular season play for G12 and PG teams.
 - b. G12 and 19 teams will play as one Grade Group. Each team must register at the beginning of the season as G12 or PG. A G12 registered team may NOT add a PG player at any time.
 - c. G10 and older playoffs will be determined by ECYSA based upon availability of Grade Group teams and placement. The playoff format selected will be made available to the coaches prior to the start of the season.

4. Final team placement will be decided at the placement meeting, which will resolve any disagreements with the appropriate ECYSA Grade Group Division Director's recommendations. The only restrictions on the meeting's power are that teams cannot be placed below State Tournament level against their request.

C. 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.
2. Match Requirements
 - a. A registered/affiliated coach 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.
 - b. Voluntary Forfeitures. If a team knows in advance that it will have to forfeit a game, the coach (or other official team/ Member Organization representative) must notify the opposing coach, appropriate ECYSA Grade Group Division Director, and Referee Assignor at least 48 hours prior to game time, unless otherwise directed by an ECYSA official. Procedures for voluntary forfeiture are as follows:
 - (1) Forfeiting coach (or other official team/ Member Organization representative) contacts opposing coach, appropriate ECYSA Grade Group Director & Referee

- Assignor notifying them of game forfeit (using the word “forfeit” in such communication).
- (2) ECYSA Grade Group Division Director (or other ECYSA official) confirms this communication with forfeiting coach, forfeiting Travel Director, opposing coach, opposing Travel Director and ECYSA.
 - (3) Referee Assignor communicates to covering referee(s).
 - (4) Upon receiving confirmation from ECYSA Grade Group Division Director (or other ECYSA official) the opposing team need not appear at field to receive forfeiture win.
 - (5) If opposing team does not receive confirmation from ECYSA Grade Group Division Director (or other ECYSA official), they **MUST** appear at field, ready for play. Failure to appear will result in a forfeiture loss to both teams.
- c. Involuntary forfeiture. If a team is compelled to forfeit
Due to circumstances beyond their control, for example a player becomes injured during the course of a match and the team no longer has the minimum complement of players, the team will be issued a forfeit loss and the ECYSA Board of Directors will determine whether or not to assess a fine.
- d. Any team that fails to appear at the field for a scheduled game, without notifying the opposing coach, appropriate ECYSA Grade Group Division Director, and Referee Assignor at least 48 hours prior to game time, unless directed by an ECYSA official, will be assessed a forfeit loss for that game and will be fined per the ECYSA fine schedule. This is considered a No Show. Two no- shows by a team may result in suspension of that team for remainder of the season. See Section IV.I.
- e. A team that forfeits the same day the game is scheduled, whether voluntarily or involuntarily,

- may be assessed fees to cover referee assignors expenses.
- f. ECYSA Grade Group Directors will post forfeited games as zero (0) goals for the winning team and negative three (-3) goals for the losing team.
3. 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.
 - c. 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.
 - d. 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.
 - e. The goalkeeper's shirt must be a different color than his/ her team's colors, the opponent's team colors, and the referee(s) color. 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.

- f. Safe footwear must be worn at all times.
- g. 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. Exposed undergarments should (closely) match the color of the outer uniform piece.
- h. During hot weather, 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. Substitutions are not permitted during this pause, unless the ball is already out of play, in which case regular substitution rules apply.
- i. 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;
 - (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;
 - (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;
 - (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.
- 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.
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 goal posts.
 - c. Any Member Organization that fails to properly anchor goal posts and secure nets at the start of a scheduled game shall be reported to the

- appropriate ECYSA Vice-president and Grade Group Division Director by the visiting team.
- 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). The decision of whether or not to replay the match or issue a forfeit will be made by ECYSA or ECYSA Board Member acting on their behalf after reviewing the circumstances.
 - e. After the match begins, the referee may abandon the match for deterioration of any field condition that they consider dangerous to the players. The decision of whether or not to replay the match or issue a forfeit will be made by ECYSA or ECYSA Board Member acting on their behalf after reviewing the circumstances.
 - f. ECYSA may inspect fields without notice. Fields not in compliance with IFAB/FIFA requirements as modified by ECYSA will be subject to a fine on a per field, not per condition, basis.
 - g. ECYSA may postpone, reschedule, or cancel any game(s) on any field(s) found to be in violation of IFAB/FIFA or ECYSA requirements.
 - h. Fields must be available for the entire time of the scheduled game. If a game is not completed due to lack of field availability, the home team may be awarded a forfeit loss. In situations where an unforeseen delay occurs such as a serious injury or weather, abandonment may not result in a forfeit.
 - 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 ejection from the game. 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.
5. Minimum Field Requirements.
- a. ECYSA requires that each Member Organization provide adequate field space to accommodate their teams. For teams that play on Saturday, one (1) field is required for every ten teams registered. Fields must be available from 9:00 a.m. through 6:30 p.m. Sunday play requires one (1) field for every five (5) teams registered. Fields must be available from 1:00 p.m. through 7:00 p.m. Because of the inevitability of divisions containing bye games, each Member Organization must have a field available during the week. This field must be available from 6:00 p.m. through 8:00 p.m.
6. Unplayable Fields
- a. Once a Travel Director notifies the Referee Assignor that fields under their jurisdiction will be closed, they may not reopen the field on the same day.
 - b. If a field is unplayable, the Home Team Travel Director or for Sunday games the Hosting Travel Director must contact the Referee Assignor by telephone only (not email) and provide the number(s) of the field(s) being closed as follows:
 - (1) For Saturday games kicking off at 9:00 AM and 10:30 AM, the Travel Director shall call the Referee Assignor no later than 7AM;
 - (2) For Saturday games kicking off at 12:00 PM and later, the Travel Director shall call the Referee Assignor no later than 9AM;
 - (3) For all Sunday games, the Hosting Travel Director shall call the Referee Assignor no later than 9AM;
 - (4) For all mid-week games, the Travel Director shall call the Referee Assignor no later than 12 PM.

- c. For Saturday and Mid-Week Games only, after contacting the Referee Assignor, the Home Team Travel Director shall do the following:
 - (1) Ensure that all impacted teams—home and away—are contacted immediately by telephone. Generic email to all Travel Directors is not appropriate for this notification and will not be considered official, as power outages or other unforeseen circumstances may prevent timely delivery of email.
 - (2) Send email to ECYSA At-Large 3 Director and the Referee Assignor listing the impacted games.
 - d. If no decision has been made subject to Section III.C.6.a, then both teams must appear at the field, where the referee shall make the final decision on whether or not to play. Travel Directors always have the right to protect the condition of their fields. However, once the above deadlines have passed Travel Directors must do so through the referee. If only one team appears, the other team forfeits, regardless of any decision by the referee, the Travel Director, or the condition of the field.
- 7. Rosters & Player Cards - ONLY OFFICIAL ECYSA LAMINATED AND EMBOSSED ROSTER FORMS AND LAMINATED PLAYER CARDS FROM THE REGISTRAR WILL BE ALLOWED. HAND WRITTEN NAMES, PHOTOCOPIED FORMS, HAND WRITTEN FORMS OR ANY OTHER TYPE OF ROSTER FORMS OR PLAYER CARDS ARE NOT ALLOWED.**
- Other than writing player numbers in the space provided, coaches may not alter the roster. The referee shall rule invalid a roster altered in any way, other than to add player numbers. No game shall be played unless both teams have conforming, unaltered rosters.
- a. No G8 or higher game may be started with less than seven (7) players per team.
 - b. No G6 game may be started with less than six (6) players per team.

- c. No G4 game may be started with less than five (5) players per team.
- d. If any time the number of players drops to less than the minimums, the game will be temporarily suspended. If the number of players cannot be brought up to the minimum in a reasonable amount of time, the game shall be abandoned.
- e. Coaches will provide a completed, official, ECYSA pre-printed laminated roster with embossed seal to the referee prior to the start of the game. This roster will include:
 - (1) Player's names.
 - (2) Player's jersey number (handwritten on white tape if not preprinted).
 - (3) Registrar's signature.>Notes:
 - i. If the preprinted, laminated and league embossed roster is not presented prior to the start of the game, the referee will allow it to be presented up to five minutes after the completion of the first half and prior to the start of the second half. If not presented by this time, the game is to be abandoned by the referee and the referee is required to send a report of the abandoned game to the league.
 - ii. The "grace period" for presentation of an official roster until halftime DOES NOT apply to I.D. cards.
- f. Any effort by a coach, player, or spectator to persuade referee to allow them to participate without proper credentials (player/coach card and/or player's name on the roster) is subject to disciplinary action.
- g. A coach may inspect the opposing team's laminated roster once per game. The inspection may take place before the match or after the match, not during the match or at halftime (interval). The inspection shall not last more than five-minutes. The referee shall decide when the five minute inspection period is complete.

- h. If a team does not meet the roster and card requirements of this section, ECYSA may fine the team's Member Organization an amount equal to the game forfeit fee.
8. Identification Cards
- a. ECYSA issued coach and player I.D. cards must be given to the referee prior to all ECYSA games in order for the player(s) and coach(es) to participate in the game. Each Player must have an ID card AND be listed on the roster to participate. Each coach must display their MYSA photo credential to be able to coach. The referee will keep the I.D. cards and roster until the end of the game. The referee must allow a delay of 15 minutes from the scheduled game start for player cards to arrive at the field.
 - b. If a player/coach is ejected his/her I.D. Card will be kept and forwarded by the referee to the ECYSA Referee Assignor.
 - c. If one team is missing its I.D. Cards, that team shall receive a forfeit loss. The team with its I.D. Cards shall be granted a win. Should both teams be missing their I.D. cards, both teams shall be awarded a forfeit loss.
 - d. A referee shall not officiate a game where an entire team is missing I.D. cards.
 - e. The Referee Assignor may authorize a referee to allow a player without a card to participate in a game if the Referee Assignor is in possession of the player's card (e.g. for a prior suspension) or is aware that the card is in route to the player and knows of extenuating circumstances that prevented the card from being at the field.
9. Playing Periods / Ball Size

Grade Group	Periods	Ball Size
G4	(2) 25	#4
G6	(2) 30	#4
G8	(2) 35	#5
G10 & <u>G11</u>	(2) 40	#5

G12 / PG	(2) 45	#5
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- 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 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. The injured player is the only allowed substitution for that player's team;
 - (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)
 - e. Except for injuries and the interval, substitute players must enter the field at the halfway (midfield) line. Except for injuries, a goal, or the interval, substitute players must be at the halfway line (midfield) before play is stopped in order to be eligible for substitution.
 - 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 play to deal with an injury. The injured player, inclusive of the goalkeeper, is required to be substituted. No other substitutions shall be allowed at this stoppage.

11. All Grade Group Game Score Reporting Responsibilities

- a. The Home coach:
 - (1) Will place on the game score card the date of the game, both home/visitors Member Organization and team names, and along the game number as printed on the schedule.
 - (2) Will then provide the referee with the completely filled out game score card
- b. The Home Team Coach or Team Representative must report the status of the game to their appropriate ECYSA Grade Group Director via the score reporting section of the ECYSA website at www.ecysa.org within two (2) days after playing the game by 9:00 P.M. (i.e. Saturday games must be reported by 9:00 PM Monday.) Failing the ability to report the status of the game via the website, the status must be called in to the appropriate Grade Group Director within (2) two days after playing the game by 9:00 PM. Results of the last game of the season must be reported on the day the game is played by 9:00 PM. Failure to report a score during the season will result in an ECYSA Board of Director's specified fine per offense to the offending team's Organization. The opposing team involved is not affected in any way. If a game is not played as scheduled, it is still the home coach's responsibility to list the game as not played on the website.
- c. Coaches should retain the respective copy of the game score card given to them by the referee at the conclusion of the game. This game summary will have the final score, the referee's name/number and game date/number.

This could be important if there is a tiebreaker at the end of the season. If a mistake is found by one of the coaches, he should bring this to the attention of the referee. If the referee agrees that a mistake has been made, he must bring all parties together to make the correction. If that cannot be done, then a report must be written so the Referee Assignor/ECYSA Board can verify the correct score.

12. Standings

- a. ECYSA shall maintain standings for each group in all divisions of all grade brackets except G4.
- b. Points shall be awarded as follows:
 - (1) Three (3) points for a win.
 - (2) One (1) point for a tie.
 - (3) Zero (0) point for a loss or forfeit.
- c. Tiebreakers per ECYSA tournament rules.

13. Referee No-Shows

- a. In the event the referee does not arrive within fifteen (15) Minutes after the scheduled kickoff, both coaches should make every effort to agree on an acting referee so that the match is played and counted as an official game.
- b. If the referee or acting referee of a match with only one game official becomes injured and is forced to withdraw from the match, both teams' coaches should make every effort to agree on a replacement referee, who meets the requirements of this section, so that the match is played and counted as an official game.
- c. An acting referee may be an ECYSA referee with a valid referee number or a coach with a valid ECYSA coaches' card. In the younger Grade Groups, it is also possible to have a youth (under the age of 18) referee the game if that youth has experience because a CORI check is not required.
- d. Spectators and parent volunteers who are not registered with ECYSA may not serve as an acting referee.
- e. In the event that both coaches cannot agree on Acting referee the game shall be postponed under Section II.B.7. The home coach shall

notify their Travel Director who will notify the Appropriate ECYSA Grade Group Division Director and the Referee Assignor about the no-show referee.

- f. After the ECYSA Assignor has notified the home Travel Director that a referee will not be provided by ECYSA, the Home Organization Travel Director may select a substitute referee who meets the requirements of this section.
- g. In order for a match to be considered official, the name, Member Organization affiliation, address and phone number of the acting referee must be printed on the game card.

D. Exceptions for G4 Games

1. G4 Grade Group shall play Seven vs. Seven (7 v 7).
2. G4 soccer is a non-pressure, non-results orientated, instructional form of soccer whose purpose is to provide a FUN atmosphere and a positive playing experience for the children participating. All participants win when Coaches, Parents, Referees, and Players enjoy the game. IFAB/FIFA Laws shall apply with the following exceptions.
3. The Field of Play
 - a. Recommended minimum of 35 yards by 45 yards, not to exceed 45 yards by 60 yards.
 - b. Markings needed:
 - (1) Goal lines and Touchline's.
 - (2) Goal area 18 yards on the Goal line. 6 yards onto the playing field.
 - (3) A 14-yard line parallel to the Goal line running from touchline to touchline (not to be called penalty area). A Goalkeeper can handle the ball anywhere in this area.
 - (4) Halfway line and Center circle (8-yard radius).
 - (5) Corner Flag and corner quarter circles.
 - (6) Goal sizes 6 feet high and from 12 feet to 18 feet wide (12 feet is the preferred size).
 - (7) Mid-field flag (optional).
4. The ball size that will be used will be a number 4.

5. Seven (7) players including the Goalkeeper shall be on the field for each team. A team will play with no less than five (5) players. If at any time the number of players' drops below five (5), the game will be temporarily suspended. If after a reasonable amount of time, the team cannot field five (5) players, the game shall be abandoned. Total number of players is covered in Section I.A.13.a.
6. The game will have two (2) twenty-five (25) minute playing periods.
7. For any goal kick the defending team must be in their own half of the field until the ball is kicked and has moved.
- ~~7. Any goal kick that leaves the field of play (over the touch line or goal line) prior to completely passing over the 14-yard line will be retaken. A goal kick is in active play after it has passed completely over the 14-yard line and entered the field of play. The defending team must be in their own half of the field until the ball is kicked for the goal kick.~~
8. The offside law applies to the attacking team only in the opponent's side of the field between the goal line and the 14-yard line.
9. A ball set into play as a goal kick or released (throw, punt, or drop kick) by the goalkeeper within the 14-yard line must touch the ground or another player before it crosses the halfway line. If it does not touch the ground or another player, an indirect free kick will be awarded to the opposing team at the point where the ball crossed the halfway line.
10. IFAB/FIFA Laws of the Game shall apply to direct and indirect free kicks with the following exceptions and additions:
 - a. For kick-off, free kicks, and corner kicks, opponents must be at least 8 yards from the ball;
 - b. If the attacking team commits a foul between the defending team's goal line and 14-yard line, no attacking players may be between the defending goal line and 14-yard line on the restart;
 - c. When the defending team takes a free kick between their goal line and 14-yard line, the ball

- must pass beyond the 14-yard line before being touched by any player. If the ball is touched prior to passing the 14-yard line, the kick is retaken;
- d. No Penalty kicks will be taken;
 - e. All direct and indirect free kicks awarded to the attacking team for fouls or infractions inside the defending team's 14-yard line shall be taken from the defending's team's 14-yard line at the point closest to where the foul or infraction was committed
11. A player who takes a throw-in or a kick-off improperly will be given a second try.
 12. Sanctions for improper substitution:
 - a. On the first occasion when a player (or group of players) enters or leaves the field of play without the referee's permission, the referee shall remind the coach that players may not enter or leave the field without permission. The player(s) shall not be shown a yellow card. The coach shall not be given an official warning (equivalent to a yellow card).
 - b. On subsequent occasions when a player (or group of players) enters or leaves the field of play without the referee's permission, the referee may sanction the coach of that team with an official warning (equivalent to a yellow card). The player(s) shall not be shown a yellow card.
 13. ECYSA will invite all registered teams to participate in a free Friendship Jamboree held after the conclusion of the regular season.
 14. The US Soccer Association has adopted policies to reduce the number of concussions sustained by youth soccer players. ECYSA's implementation of these policies includes treating deliberately heading the ball or attempting to head the ball as dangerous play. When a player deliberately heads the ball, or attempts to head the ball, the referee shall stop play immediately (do not play advantage) and award an indirect free kick to the opposing team, even if the player's action may have denied a goal. The location of the restart shall be according to the Laws of the Game as amended by the G4 section.
 15. G4 Guest Players

- a. A "Guest Player" is one who may play with a team in their organization that is different from their primary team where their name is listed on the laminated roster.
- b. A coach may present up to three (3) Guest Players at an ECYSA Grade 4 match.
- c. A Guest Player must be from the presenting team's organization.
- d. Each Guest Player must present a properly labeled ECYSA player pass for the current season.
- e. Each Guest Player must be listed on an official Guest Roster Form, presented to the match official for check in along with the team's official, laminated ECYSA roster.
- f. Member Organizations are not obligated to use Guest Players.
- g. Member Organizations are responsible for establishing their own internal procedure to use and approve Guest Players.
- h. Member Organizations are responsible to ensure coaches and parents understand their procedures including the transfer and return of player passes between coaches.
- i. Guest Players should remain obligated to their primary team unless the town and coaches deem their absence from a regular team match will not compromise either viability or competitiveness of the regular team that day.

E. Exceptions for G6 Games

1. The G6 Grade Group shall play Nine vs. Nine (9 v 9). IFAB/FIFA Laws shall apply with the following exceptions.
2. Field of play
 - a. Minimum of 45 x 70 yards and maximum of 55 x 80 yards.
 - b. Markings needed:
 - (1) Goal lines and Touchlines.
 - (2) Goal area 18 yards on the Goal line. 6 yards onto the playing field.

- (3) The penalty area is 34 yards on the goal line, extending into the field 14 yards. A Goalkeeper can handle the ball anywhere in this area.
 - (4) Halfway line and Center circle (8-yard radius).
 - (5) Corner Flag and corner quarter circles.
 - (6) Goal sizes 6 feet high and 18 feet wide.
 - (7) Mid-field flag (optional).
3. The ball size that will be used will be a number 4.
4. Nine (9) players including the Goalkeeper shall be on the field for each team. A team will play with no less than seven (7) players. If at any time the number of players' drops below seven, the game will be temporarily suspended. If after a reasonable amount of time, the team cannot field 7 players, the game shall be abandoned. Total number of players is covered in Section I.A.13.a.
5. Off-sides will be called in the entire attacking half of the field.
6. A ball released (throw, punt, or drop kick) by the goalkeeper from their penalty area must touch the ground or another player before it reaches the opponent's penalty area. If it does not touch the ground or another player, an indirect free kick will be awarded to the opposing team at the point where the ball crossed the halfway line.
7. For kickoffs, free kicks and corner kicks, opponents must be at least 8 yards from the ball.
8. The penalty spot is 10 yards from goal line, centered between the goal posts. All players other than the kicker and the keeper must be at least 8 yards from the ball, behind the penalty mark, outside the penalty area and arc. The keeper must stay on the goal line until the ball is played.
9. Sanctions for improper substitution:
 - a. On the first occasion when a player (or group of players) enters or leaves the field of play without the referee's permission, the referee shall remind the coach that players may not enter or leave the field without permission. The player(s) shall not be shown a yellow card. The coach

- shall not be given an official warning (equivalent to a yellow card).
- b. On subsequent occasions when a player (or group of players) enters or leaves the field of play without the referee's permission, the referee may sanction the coach of that team with an official warning (equivalent to a yellow card).
The player(s) shall not be shown a yellow card.
10. The US Soccer Association has adopted policies to reduce the number of concussions sustained by youth soccer players. ECYSA's implementation of these policies as dangerous play:
- a. When a player deliberately heads the ball, or
 - b. Attempts to head the ball,
- The referee shall stop play immediately (do not play advantage) and award an indirect free kick to the opposing team, even if the player's action may have denied a goal. The location of the restart shall be according to the Laws of the Game.

F. Communication Guidelines

1. COACHES:
 - a. Travel Directors are the primary contact between ECYSA and the coaches. If a coach has a question they should first contact their Travel Director, then, if necessary, the appropriate ECYSA Grade Division Director. The Travel Director will pursue an answer and get back to the coach. In the case of reschedule request, the coach contacts their Travel Director to make the request. The coach should NOT contact the At Large 3 Director.
 - b. Individual coaches should not contact Board members other than Grade Group Division Directors. Travel Directors are the lines of communication with the league. League officials other than Grade Division Directors will not accept phone calls from coaches.
2. TRAVEL DIRECTORS/LEAGUE REPRESENTATIVES:

- a. Any questions you have should be directed to the appropriate League officer, i.e. Registrar, Treasurer, Grade Division Director, etc.
 - b. Questions of rules, policy or general information should be directed to your Regional Vice-President first.
3. ECYSA BOARD MEMBERS /OFFICIALS
 - a. Travel Directors shall be included in all communications between ECYSA and any member of their organization.
 4. Parents, guardians, spectators, and players may not initiate direct communication with any ECYSA Official. Parents, guardians, spectators, and players who want to communicate with ECYSA must do so through their coach and/or their Travel Director using procedures established by ECYSA. ECYSA may assess teams card points for each instance in which a parent, guardian, player, or spectator violates this rule.

IV. Discipline

A. Overview

1. ECYSA's President will appoint members to a Standing Committee for Discipline (SCD). The SCD shall be chaired by an ECYSA Vice-President. If an ECYSA Vice- President is not available, the President may appoint another ECYSA Board Member as chairperson. The SCD may include representation from board members of Member Organizations.
2. ECYSA may deny a player, coach, spectator, team or Member Organization the opportunity to participate in games and tournaments sanctioned by ECYSA for violations of the Rules and Procedures.
3. Referees enforce the Laws of the Game and may take disciplinary action in accordance with the Laws of the Game. The Laws of the Game do not provide a remedy for contesting sanctions - yellow cards, red cards, warnings, or dismissals issued by the referee during a match. Receipt of any sanctions may not be protested or appealed.

B. Cards & Card Points

1. When a referee sanctions a player with a yellow card, a red card or a combination of red and yellow cards, the player's team will be assigned card points as follows:
 - a. One yellow card in a game = 1 point
 - b. One red card in a game = 2 points
 - c. One yellow card and one red card in a game = 3points
 - d. Second yellow card and red card = 2 points
2. A player who is shown a red card may not participate in the remainder of that match. The player must leave the field complex immediately. In the event that a parent or guardian is not available to transport a G8 or younger player from the field complex, the player may remain on the bench, wearing a pinnie or cover over their jersey, and be placed under the supervision of a coach who assumes full responsibility for the player's conduct and who will be held accountable for any further misconduct committed by the player. In addition, the player shall be suspended from their next game.
3. When a referee sanctions a coach or assistant coach, they do not show the coach a yellow or red card. The referee must inform the coach that they are being warned or dismissed. When a referee sanctions a coach, the coach's team will be assigned card points as follows
 - a. One warning in a game = 1 point
 - b. Dismissed from a game = 2 points
 - c. Second warning and dismissal = 2 points
4. A coach who is dismissed may not participate in the remainder of that match. The coach must leave the field complex immediately. In addition, the coach shall be suspended from their next game.
5. Once points are assessed to a team, coach, or player, they may not be voided by transferring the player or coach to another team or by dropping the player or coach from the team's roster.
6. Teams that receive excessive card points in a single season will receive the following additional sanctions:

- a. For teams with an eight-game regular season schedule the following game points will be deducted from the team's total in their group standing:

Number of Card Points	Game Point Deductions
0-8	0
9-12	1
13-16	2
17-18	2
19 or more	Not Eligible for Playoffs

- b. For teams with a six-game regular season schedule the following game points will be deducted from the team's total in their group standing.

Number of Card Points	Game Point Deductions
0-12	0
13-16	2
17-18	3
19 or more	Not Eligible for Playoffs

7. Any player receiving three (3) individual Yellow Cards, in a season, without the issuance of a Red Card will result in a one game suspension served during their team's next game played to completion.
8. After the conclusion of the regular season and prior to the ECYSA Championship Tournament, all card points for a team are voided. Card points for players and coaches carry over into post-season play.
9. Suspensions can only be served against an actual game played to completion. Postponements, forfeits or reschedules do not count towards suspension(s) served. ECYSA will deem a suspension served if a game is played to completion even if the game is subsequently canceled.

C. Disciplinary Process

1. ECYSA and its designated officials may take disciplinary action against Coaches, Players, Referees, Spectators and Officials of Member Organizations using one or more of the following procedures:
 - a. After receiving and reviewing a written report documenting an individual's violation of the Laws of the Game, ECYSA Rules & Procedures, or the ECYSA Behavior Policy, in the Boys or Girls Commissioner may take the following actions against players, coaches, teams and/or spectators:
 - (1) Take no action,
 - (2) Issue letters of reprimand,
 - (3) Place a player, coach, or spectator on probation,
 - (4) Issue a suspension of one or more games,
 - (5) Issue card points to players, coaches, or teams (for unacceptable conduct by spectators),
 - (6) Recommend a Full Disciplinary Hearing.
 - b. A person suspended by a Commissioner may request and is entitled to a Full Disciplinary Hearing by written notification to the Commissioner who issued the suspension within 3 days (72 hours of the date and time of notification). Except in cases documenting physical assault, the person is permitted to participate in ECYSA activities until the Full Disciplinary Hearing is held and a ruling issued.
 - c. A Full Disciplinary Hearing will be conducted according to USSF and Mass Youth Soccer requirements. The President of ECYSA may call for a Full Disciplinary Hearing based on any information suggesting a violation of the Laws of the Game or of ECYSA Rules and Procedures. ECYSA's SCD will hear all Full Disciplinary Hearings. The Chairperson may not vote except to break ties. The SCD is not bounded by decisions previously made by the Boys or Girls Commissioner and May, at its discretion, uphold,

increase, or decrease the severity of sanctions. The SCD may take the following actions against players, coaches, teams and/or spectators:

- (1) Take no action, effectively upholding the Commissioner's ruling,
- (2) Nullify or reduce the sanctions/decisions of the Commissioner,
- (3) Issue letters of reprimand,
- (4) Place a player, coach or spectator on probation,
- (5) Suspend players, coaches, or spectators for one or more games,
- (6) Issue card points to players, coaches, or teams (for unacceptable conduct by spectators),
- (7) Recommend to the full ECYSA board suspension of teams or organizations for one or more games, or for one or more seasons.

d. A person suspended by a Full Disciplinary Hearing may appeal the decision to the ECYSA Board of Directors. The ECYSA Board of Directors may take the following actions against player's coaches, teams and/or spectators:

- (1) Uphold the sanctions/decisions of the Full Disciplinary Hearing.
- (2) Nullify or reduce the sanctions/decision of the Full Disciplinary Hearing.
- (3) Increase the sanctions/decisions issued by of the Full Disciplinary Hearing.

e. ECYSA shall notify any coach, player, or spectator of disciplinary action taken against them in writing by email or regular mail. This notification shall include the date and time by which an appeal must be submitted. ECYSA shall also provide the same information to their Member Organization's Travel Director.

f. A person, team or Member Organization may appeal disciplinary decisions of ECYSA's board of directors in accordance with Mass Youth Soccer rules and procedures.

2. Reports of physical assault on a referee will be referred To the Massachusetts State Referee Committee (MSRC). ECYSA may still hold a hearing and administer disciplinary action in advance of or after an MSRC hearing.

D. Ejections

1. Each on field Player Ejection will result in the offending team playing one (per ejection) player short for the remainder of that game. Ejection penalties in the last game of the season carry over to the following season. A second ejection during a season will result in banishment from all league activities for the Playing Season.
2. Failure of a player to leave the field complex after being sent off or of a coach to leave the field complex after being ejected is grounds for the referee to abandon the match.
3. If a team member leaves the bench to participate in a disturbance on the field and thereby is ejected by the referee, that team member shall automatically be suspended for the duration of the season and may be subject to additional disciplinary action.
4. All assaults on the Referee will result in a minimum of one calendar year suspension (one year from date of action). All Referee Assaults will be referred to the State Associations (Mass Youth Soccer and MSRC).
5. If all coaches are ejected from the same team and no affiliated coach (with card) is available to take over, the game shall be considered a forfeit loss. If all coaches are ejected from both teams and a situation exists where no affiliated coach is available, both teams are awarded a forfeit loss.
6. Any Player, Spectator or Coach who has been suspended by ECYSA or Mass Youth Soccer for three or more consecutive games must reapply to the ECYSA Board of Directors for reinstatement.

E. Conditions of Forfeiture

1. Violation of the ECYSA Game Behavior Policy
2. Violation of Section I.C. Player Eligibility
3. Violation of Section I.D Coaches Eligibility
4. Violation of Section II.B.2 Reschedule deadlines
5. Violation of Section II.B.3 Agreement
6. Violation of Section III.C.2 Match Requirements
7. Violation of Section III.C.3.d Color conflict
8. Violation of Section III.C.4.a and b Fields
9. Violation of Section III.C.6.d Appear at field
10. Violation of Section III.C.7.a and b Minimum number of players; Rosters
11. Violation of Section III.C.8.c. ID Cards
12. Violation of Section IV.D.5. No available coach
13. For non-results, oriented Divisions (e.g. G4 boys and girls) and seasons for which there is no post season play, ECYSA may sanction a team with an administrative forfeit. An administrative forfeit allows the result of a game to stand and preserves ECYSA's authority to issue fines.

F. Unbecoming Conduct

1. Any player, spectator, official, or coach who engages in unbecoming conduct may be subject to disciplinary action by the appropriate Boys or Girls Commissioner. Examples of unbecoming conduct include but not limited to, violations of the game behavior policy, providing technical instruction from the spectator side of the field, fighting, foul language, taunting, running up an excessive score or use of noise makers such as cow bells, vuvuzelas and whistles.
 - a. No further action
 - b. Written Warning
 - c. Probation not to exceed more than a calendar year
 - d. Suspension up to three (3) games, including the original penalty
 - e. Referral to the Discipline Committee for further review and action

2. The Discipline Committee has the right to impose further penalties for multiple violations by Team or Team Members.
3. The appeals process for any decision rendered by an ECYSA Commissioner shall be to the following:
 - a. ECYSA Discipline Committee
 - b. ECYSA Appeals Committee
 - c. Mass Youth Soccer
 - d. United States Youth Soccer Association (USYSA)

G. Referee Support and Control of Spectators

1. Refer to Game Behavior Policy detailed in the front section of the Schedule Handbook.
2. All players and coaches must stay within the technical area except for players on the field and those waiting at the midline ready to substitute. Spectators are expected to stay 3 feet from the touchline on the side of the field opposite the teams. No spectators will be allowed behind the goals or end lines.
3. Penalties for unruly fans will be recommended by the Discipline Committee to the ECYSA Board of Directors and could include having a team play all away games, suspension of a team from the league, and/or requiring a team to play without any spectator support.

H. Protests

1. There are only two acceptable causes for the Protesting of a game after it has been played. They are:
 - a. A team knowingly plays an unregistered, ineligible, or suspended player within ECYSA, or
 - b. There has been a clear misapplication of the laws of the game [of ECYSA Rules of Competition](#) that directly affects the outcome of the match, and the referee acknowledges it. The referee assignor must obtain a written admission

of the error from the referee(s) within 48 hours of the protest being filed for this to be heard by the protest committee.

2. No protests will be entertained if they are based on judgment decisions made by the referee during play. The Laws of the Game clearly state in Law V (Referees) that, "Each match is controlled by a referee who has full authority." The decisions of the referee regarding facts connected with play are final." A game cannot be protested because one coach, or both for that matter, thinks the referee was unskilled. This matter can be handled by following Communications Guidelines, Section III.F.

I. Protest Guidelines

1. All protests must be type written and will not be accepted otherwise.
2. The Member Organization's Travel Director, or their authorized representative approved by ECYSA, may submit a protest, together with the protest fee, to the Vice President in whose area the game was played. If the game was played in the Northeast the protest will be sent to the Northeast VP; if played in the North Shore, the North Shore VP. See the Travel Director listing on the ECYSA web page for the list of Member Organizations and regions.
3. All protests and fees must be received by ECYSA within in forty-eight (48) hours of the protested game's completion.
4. All protest decisions will be reported in writing, within two (2) weeks of the receipt of the protest, to any coaches involved, the appropriate Travel Directors, Referee Assignor and the appropriate Division Director.
5. If the protest carried, only the appeal fee shall be refunded. One copy will be kept on file with all relevant documents. Any appeal of the Protest Committee's decision shall be directed to ECYSA Appeals Committee with the additional specified fee. If the appeal is carried, only the appeal fee paid to ECYSA will be refunded in full. Any appeal of the ECYSA Appeals Committee's decision shall be

directed to Mass Youth Soccer. Appeal beyond Mass Youth Soccer will be directed to USYSF.

6. The Protest Committee shall not exceed five (5) members. The President with approval of the Board of Directors will appoint up to four (4) members, the fifth member being one of the sitting Vice-Presidents. No person can sit on any Protest Committee if that person is involved with any of the teams, players, or Grade Group involved with the protest.

J. Summary of Fees and Fines

1. Fees
 - a. All fees must be submitted at the time of registration on the current ECYSA Team Fee Submission Form.
 - b. The amount of the fees will be determined seasonally by the Board of Directors.
 - c. Appearance Bond: In the following cases, Member Organizations must post an appearance bond, which will be held in escrow by the League.
 - (1) New Member Organizations.
 - (2) Existing Member Organizations, for each team that has forfeited two or more games because of no-shows in the last season in which that team participated. Any fines will be deducted from this bond. The remainder of the bond will be returned.
2. Fees Structure will be reviewed seasonally by the ECYSA Board of Directors and published in the Operation Rules.

V. Referees

A. Expectations for Referees

1. Referees shall enforce the Laws of the Game and the Rules of ECYSA to the best of their ability and in an unbiased manner.
2. Referees shall wear an approved uniform consisting of a USSF yellow, blue, red, green, or black jersey,

black shorts, and black socks with three white stripes or approved logo. The referee shall wear a current year USSF patch. During inclement weather, referees may wear black warm up pants over their shorts and a black hat on their heads.

3. Referees shall conduct themselves in a professional manner.
4. Each game will have only one center referee. When a three referee system is in use, and only two referees are present, one of those referees shall be the center and one shall be an assistant. The center referee may, at their discretion, use a club linesman in lieu of a second assistant referee.
5. Club linesmen should receive instruction from the center referee before the start of the game. The center referee should make it clear that their decisions are final and must not be questioned. The relationship of club linesmen to the center referee must be one of assistance, without undue interference or any opposition. Club linesmen are to signal only when the ball is entirely over the goal line or touch line.
6. Referees do not issue forfeits. Only ECYSA may issue forfeits.
7. Where the validity of any player's documentation (card and/or name on the roster) or right to participate in the match is or becomes a matter of dispute between the two teams, with no resolution prior to the match, the referee must allow the player to participate and then must include all details in the match report. (An example would be the case where one team says that an opposing player has been suspended and is not eligible to play in this game, but the player's team disputes this.)
8. All referees must have completed a concussion awareness course within the past 2 years to participate in ECYSA sanctioned events. Each Referee shall submit evidence of course completion to the ECYSA Referee Assignor.

B. Referee Assignor

1. The Referee Assignor will provide referees and is responsible to assign all regular season games and the ECYSA Championship Tournament. Referees assigned by the Referee Assignor will have current USSF certification and wear a current year badge.
2. If the Referee Assignor does not have sufficient coverage for all games, the Assignor will return uncovered game(s) to the home team's Travel Director for assignment of an acting referee.
3. Even if a prospective acting referee meets the qualification requirements, the visiting team has the right to accept or reject the use of an acting referee prior to scheduled game time. Once the game begins, it is considered an official match. If the game is not played due to disagreement over an acting referee, then the game must be rescheduled using the Game Change form by following the guidelines set forth elsewhere in this document. Note also that the home team coach must report the game as not played in the scoring section of the ECYSA website. The ECYSA Board of Directors encourages coaches to accept acting referees unless there is a compelling reason to do otherwise.

C. Reporting Time

1. Referees must be at the field fifteen minutes prior to the starting time.

D. Pre-Game Activities

1. Prior to all games in all divisions, referees **MUST** verify player, coach, and team credentials by checking the following:
 - a. The photograph on each player and coach ID card looks like the player/coach presenting the card.
 - b. The player name on each ID card has a match on the laminated roster.

- c. The birth-date printed on each player's card matches their birth-date shown on the laminated roster.
 - d. For G4 Games Guest Player names, Guest Player Form, roster names, ID Cards and photographs.
 - e. Each coach's Mass Youth Soccer Identification Card
2. Referees shall retain all laminated rosters, guest rosters, and ECYSA ID cards (not Mass Youth Soccer ID Cards) for the duration of the match to utilize as needed for their game score card and game reports.
 3. Referees will check the safety of the player's footwear, shin guards with socks covering them entirely (mandatory), and will not allow a player to play with any jewelry or dangerous items.
 4. Players with casts or splints will not be allowed to play in any ECYSA games.

E. Team Roster and Game Summary Card

1. All team rosters used at games will be approved by ECYSA, laminated, and will carry an embossed league seal.
2. The team roster will be presented to the referee for team check-in, retained by the referee until the conclusion of the game, and returned to the respective coaches along with the coach's copy of the Game Summary Card.

F. Post-Game Activities

1. Referees will fill in the score, names of ejected and cautioned players/coaches and field conditions on the game summary card provided by the home coach.
2. The pre-addressed game summary card must be completed at the field and copies given to the respective coaches after the game has been completed.

3. The final score must be entered using ECYSA's online, score reporting system.

G. Unplayable Fields

1. The referee will make the final decision on whether or not a field is playable.

H. Abandoned Games

1. If the Referee abandons a game for any reason, they should not accept an offer to continue officiating the match as a "friendly" game because the game is no longer considered sanctioned by ECYSA.

I. Referee Fees & Fee Forfeiture

1. Referee fees will be established prior to the start of the season.
2. After a game is completed, the referee will fill out the game card including the score and any sanctions.
3. Within 48 hours of a game's completion, the referee will enter all information on the game card into the online reporting system.
4. Failure of the referee to enter game information into the online system in a timely manner may result in loss of payment for that game.
5. Failure of the referee to submit a Match Report may result in loss of payment for that game.
6. A referee will forfeit fees when he/she fails to abide by the Rules and Regulations established by ECYSA. This includes but is not limited to the wearing of the proper uniform and current USSF patch.

J. Referee Match Reports

1. All Referee Match Reports shall be submitted using the ECYSA online Match Report form within 24 hours. If the referee does not have access to the on-line system, they may mail the report within 24 hours.

2. The referee shall submit a Match Report whenever one or more players is/are injured or to report unusual incidents including but not limited to an abandoned game, disputed player eligibility, and dismissal of a coach or spectator.
3. The referee shall submit a Match Report when so directed by the Referee Assignor.

VI. ECYSA Championship Tournament & Post Season Play

A. ECYSA Championship Tournament Director

1. The ECYSA Tournament shall be conducted under the auspices of the ECYSA appointed Tournament Director, who shall 1) oversee all facets of the Tournament, 2) develop procedures to govern Tournament play and enforce the Tournament Rules, and 3) appoint Site Directors when games are played at multiple field complexes.
2. Any rules outlined in the Tournament section of the ECYSA operating rules are for informational purposes only. The ECYSA Board of Directors will establish effective tournament rules and the Tournament Director will present & discuss them at the playoff coaches meeting.
3. Unless otherwise specified in the Tournament Rules or in this section, all regular season rules apply to The Tournament.

B. Tournament Schedule

1. The ECYSA Championship Tournament schedule is final after Memorial Day. ECYSA Division Directors must inform Coaches of their team's eligibility as soon as possible after the season ends. The Division Directors must also notify the Tournament Director as to the teams competing in the playoffs. All teams that make the ECYSA playoffs and know they cannot complete the entire playoffs must notify the appropriate Grade Group director and At-Large Director prior to the coaches meeting.
2. If any team has potential conflicts (religious and school events only) with the dates (set in the

beginning of each spring season) of the ECYSA Championships tournament, they must contact the At-Large Director on or before, the Thursday before Memorial Day. ECYSA will try to accommodate requests made on or before this date. Not all requests will be able to be honored.

3. Coaches of playoff teams are required to attend a pre-playoff coaches meeting scheduled for the first Tuesday after the end of the season. Division Directors will notify Coaches of the time and location of the meeting once playoff teams' status has been determined.

C. Qualification & Seeding

1. For G6 and older, tournament matches will be scheduled to determine ECYSA's MTOC 1&2 and County 1&2 Grade Group champions.
2. First and second place teams in each group of regular season play in MTOC 1&2 and County 1&2 will participate in the ECYSA Tournament.
3. If two teams are tied on points for all games played during the regular season, the tournament qualifier will be selected using the tie-breaker process outlined below. If three or more teams are tied for two playoff berths, the same process will be applied in two rounds. Once the first qualifier is identified, the process will start over again from the beginning with all originally involved teams minus the first qualifier:
 - a. Head-to-head competition. (Points, in games played against each other. NOTE: Head to Head Competition can ONLY be used if ALL teams currently involved have played the same number of games against each other.)
 - b. Least overall losses.
 - c. Total goal differential points according to the following table. Goals against do not affect this tie breaker. The coach of a team that deliberately scores own goals to optimize goal differential may be subject to disciplinary action including suspension for one or more game:

Game Goal Differential	Goal Differential Points Per Game
1	1
2	2
3,4,5, or 6	3
7	4
8	5
9	6

- d. Lowest overall goals against, maximum of three against per match.
 - e. A playoff game between those teams. Teams must be prepared to play a Sunday or a weekday game. Playoff games are typically scheduled for Monday.
4. Qualification and Seeding of G10 and older Teams into the ECYSA Championship Tournament will follow the same procedure used for all other ECYSA Grade Groups. ECYSA may combine G12 and PG teams into a single playoff bracket or establish separate playoff brackets for each Grade Group. G12/ PG Boys and Girls Divisions may use different playoff formats.

D. Rosters

1. All players properly rostered for the regular season are eligible to play in the ECYSA playoffs. This includes all players on teams with expanded rosters.
2. For teams that represent ECYSA at the Massachusetts Tournament of Champions (MTOC), the maximum number of registered players per team shall be determined in accordance with MTOC rules. (See ECYSA Fact Sheet.)
3. Mass Youth Soccer sets a date for MTOC rosters to be frozen. On or by this date, Member Organizations who have elected to use expanded rosters must provide the ECYSA Registrar an MTOC roster listing at most the maximum required per grade in

accordance with MTOC rules. (See ECYSA Fact Sheet).

4. Regular season roster minimums apply to all tournament games.

E. Competition

1. Length of matches
 - a. Same as regular season play except that overtime will be used.
 - b. Overtime will be played according to MTOC rules.
2. All team coaches will check in at the Registration Tent at least 1/2 hour before the scheduled start of the game. Any player not properly registered will not be allowed to play. Teams will report to their appropriate field, 10 minutes before the scheduled kick-off. The referee and assistant referees will check player equipment, ID cards and rosters on the field.
3. Only team uniforms will be allowed on the field. No sweats, except on Goalies, no headgear, such as head-bands or kerchiefs, and all jerseys must be tucked in. No other items of clothing will be allowed unless consistent with the team uniform. No casts or splints are allowed.
4. The Tournament Site Director will resolve uniform color conflicts. Home team (highest group) should have pinnies available in case of color conflicts.
5. Notification of any protest concerning ECYSA Playoffs must be made within fifteen (15) minutes after completion of the game at the appropriate registration site, followed by a written protest and specified fee within 30 minutes of notification. Protests must be made to the ECYSA President or Tournament Site Director.
6. Coaches will be responsible for the actions of their spectators. All spectators will stay behind the spectator line along the side of the field and may be asked to leave the facility for violation of this rule.
7. During the tournament, if a winning team cannot participate in their next scheduled game, the losing opponent will advance to the next scheduled game.

8. **Coaches Conduct:** The ECYSA Playoffs are a showcase for the organization. As such, coaches are expected to set an example and conduct themselves in the highest manner of sportsmanship towards players, referees and tournament officials. Any coach ejected from an ECYSA tournament game will be subject to disciplinary action up to, and including, suspension from involvement in any further league activities as determined by the ECYSA tournament committee. Suspended coaches must submit a written request for reinstatement to ECYSA before participating in future league activities.
9. NO PETS are allowed on tournament fields or at tournament complexes.

F. Player Injuries and First Aid during ECYSA Playoffs

1. Certified Athletic Trainer (A.T., C. hereinafter "Athletic Trainer") will be provided by ECYSA for the duration of the playoffs.
2. If the referee stops play due to an injury to a player, the Athletic Trainer will attend to that player. Coaches will not remove any injured player from the field.
3. The Athletic Trainer will make the final determination as to any injured player's involvement in the remainder of the game and any succeeding games in the playoffs.
4. If play of the game was stopped due to injury, the Athletic Trainer will attend to the injured player(s) and that or those player(s) must leave the field until the Athletic Trainer approves the player's return. The only substitution allowed will be for the injured player.
5. If play was stopped during normal play and the injury dealt with afterwards, the Athletic Trainer will determine if the player or players must leave the field or continue to play.
6. Substitutions will occur in accordance with the rules of the stoppage and/or if the injured player or players are required to leave the field.

G. Massachusetts Tournament of Champions

1. ECYSA's MTOC 1 and 2 champions of respective Grade Groups (except G4) will represent ECYSA at MTOC.
2. If a team is unable to participate at MTOC, they must notify the ECYSA President or Tournament Director prior to the Championship Game. If the Division Champion is unable to participate at MTOC, the Division Finalist will be the first team invited to replace the champion and represent ECYSA at MTOC. If the division finalist is unable to participate at MTOC, ECYSA's representative will be chosen using a procedure established by the Tournament Director.
3. If there are wildcards spots at MTOC – the next best team at the ECYSA Championships will have the spot. Possibility of an additional game does exist. Teams must be able to play at any time through the conclusion of ECYSA tournament weekend or forfeit their spot at MTOC.
 - a. ECYSA's G12 and PG representatives to MTOC will be selected based on the outcome of the ECYSA Championship Game using the following guidelines: If both teams are G12 registered – the winner will go as ECYSA's G12 entry and the runner-up will go as ECYSA's PG entry;
 - b. If there is one G12 team and one PG team each will go as ECYSA's respective entry;
 - c. If both teams are PG they will play for the one PG slot and ECYSA will host a G12 championship game from the next two highest G12 teams within ECYSA (see tiebreaker rules for determining the teams);
 - d. If there is a PG wildcard spot at MTOC, the next best team, G12 or PG, at the ECYSA Championships will have the spot;
 - e. If ECYSA is awarded a G12 wildcard spot at MTOC, the next best G12 team at the ECYSA Championships will have the spot;
 - f. Additional games may be held at the discretion of ECYSA to resolve the team or teams that will represent ECYSA at MTOC.

4. Any fines, including but not limited to no-show fines, assessed to a team representing ECYSA at MTOC shall be the responsibility of that team's Organization.
5. Disciplinary actions — including red cards and expulsions — issued to players and coaches at MTOC will be reviewed by the ECYSA Board of Directors for potential carry over into the next ECYSA season in which the player, coach, or spectator is eligible to participate.
6. Players participating in ECYSA under the auspices of an ADA waiver are not automatically qualified to participate at MTOC. The player's Home Organization and parent/guardian must comply with current MTOC rules and procedures in order for the player to participate at MTOC.

H. ECYSA Tournament Brackets

1. The Tournament Director will post the brackets online @ www.ECYSA.org prior to the Tournament.

I. ECYSA Lopsided Score Policy

1. While most of the approximately 2,000 ECYSA games played each season are fairly well balanced, there are invariably situations where one team is clearly superior, and the game's score becomes lopsided.
2. ECYSA is implementing a policy to address these issues. It may seem excessive, but we try and make the soccer experience a good one for all involved and lopsided scores are not fun for anyone.
3. What defines a lopsided game?
 - a. Any Grade 6 through Grade 12/PG match with a winning margin of 7 or more goals will be deemed a "lopsided score" and the Travel Director will be contacted to review circumstances with the coaches involved.
4. Disciplinary Sanctions: Weekly scores will be reviewed by the ECYSA Board of Directors. The winning team in a match involving a lopsided score

will receive reduced standing points for the match according to the schedule below. In addition, ECYSA may request coach and referee reports to determine if the coach or coaches of the winning team are subject to individual sanction under Sportsmanship and Coaches Code of Conduct Policies.

- a. 1st Offense - Team is credited with 2 standings points instead of 3 for win.
 - b. 2nd Offense – Team is credited with 1 standings point instead of 3 for win.
 - c. 3rd and all further Offenses – Team is credited with 0 standings points for win.
5. Point's deductions will be automatic. A Travel Director may request a review of the deduction if there is evidence of extenuating circumstances provided. Please note that lopsided score occurrences will be given significant weight in future team placements for individual teams as well as programs. Travel Directors are reminded that detailed and accurate strength chart submissions are a key to proper placement and minimizing competitive imbalances.