

Subset of ECYSA Rules for Referee Reference

Note: page numbers in the form “P nn” refer to page numbers in the full set of ECYSA Operational Rules.

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Coach’s Eligibility

1. Every Coach and Assistant coach must be properly registered and affiliated with the Massachusetts Youth Soccer Association.
2. Each Coach and Assistant coach (18 and over) must display a valid Mass Youth photo I.D credential with them at each game/practice.
3. 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.
4. 2. Each Coach and Assistant coach must have a valid ECYSA photo I.D. card stamped by the ECYSA Registrar.
5. ***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.***
6. ***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. Upon noticing non-compliance of coach card, referee shall make mention of it to the coach. Referee shall return card to coach. Referee shall get name of the coach and must include this information in the game report. Said coach shall be sent to the spectator sideline as a spectator. If the attempt to coach from spectator side they shall be cautioned (shown a yellow card). For a second offense, they shall be dismissed. (Shown a red card)***
7. 4. Coaches and Assistant Coaches may be transferred, dropped and added to any team without limitation or deadline.
8. ***5. The coach’s name does not have to be listed on the laminated roster to coach that game- to be eligible***
9. 6. Properly registered coaches with a valid ECYSA ID card are eligible to coach any ECYSA team

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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.**

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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 predominant 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. (3) Shirts should 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 from field players. 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, legal and appropriate footwear must be worn at all times (sneakers are acceptable).

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 can be any color in the rainbow.

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 for a hydration break. It is VERY important to do this at an inconsequential stoppage in play, NOT a goal scoring restart opportunity. Resume play with the

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

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;) Soft hair control devices such as headbands **with tied knots** baseball style hats with hard brims or hard visors
- (3) Wrist sweatbands;
- (4) Face masks and head gear that are not IFAB/FIFA approved (coaches, parents, and players who misrepresent IFAB/FIFA approvals to referees may face disciplinary action);
- (5) Casts or splints) Exposed hard knee braces uncovered by a manufacturer's sleeve or wrapped with an ace bandage and free from exposed clips;
- (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).

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; (**concussion prevention garb**)
- (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.

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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, or held down by SOFT heavy items. A game shall **NOT** start until both goal frames are safely secured or held down 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 by the referee to the referee assignor. It **MUST** be included in your post game report. Report must be completed **ASAP**
- 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** referee shall declare the match abandoned. A referee will **NEVER, EVER** use the word *forfeit*
- e. After the match begins, the referee may abandon the match for deterioration of any field condition that they consider dangerous to the players. 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.

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- j. Coaches must remain inside the limits of the technical area, on the sideline, during the game or face a possible verbal warning, caution or ejection from the game. Any of these occurrences **MUST** be reported by the referee. This means the referee **MUST** get the coach's name to be entered into the report. If the technical areas are not delineated, coaches are still required to remain within the boundaries described above.

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Operating Rules

- 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.

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Rosters & Player Cards - ONLY OFFICIAL ECYSA LAMINATED AND EMBOSSED ROSTER FORMS AND LAMINATED PLAYER CARDS FROM THE **ECYSA** 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 **current season** 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, on the field? A photo of the roster on a phone or other device is unacceptable. It **MUST** be physically present. 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. **The referee shall NOT stay to officiate a "Friendly."**
- ii. **The "grace period" for presentation of an official roster until halftime DOES NOT applies to I.D. cards. I.D. cards must be physically present at the field before a game can start**
- iii. 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.

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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.** Should a team arrive late, they are not entitled to a "warm up" period. Have them stretch while checking them in. Get the game started.
- 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 (**not declared by the referee information to be entered in referee's game report**). 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. (**not declared by the referee to be entered in referee's game report**).
- 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. **The assignor WILL notify the referee of the situation prior to the game being played.**

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Grade Group	Playing Periods /	Ball Size
G4	(2)25	#4
G6	(2) 30	#4
G8	(2) 35	#5
G10 & G11	(2) 40	#5
G12 / PG	(2) 40	#5 (Spring 2021 only)

- a. Official halftimes are 5 minutes long and times are to be kept only by the center referee.

10. Substitutions:

- a. All substitutions require permission of the referee. **All subs must be at the half way line and ready to enter at the time of substitution**
- b. The number of times a player may be substituted **in a game** is unlimited.
- c. With the exception of substitution for an injured player, there is no limit to the number of players who may be substituted at one time. **If an injured player is substituted, then the opposing team may substitute one player providing the substitute is ready at midfield at the time of the injury.**
- d. Substitutions may take place at the following stoppages in play:
 - (1) Prior to a goal kick; **both teams, unlimited**
 - (2) After a goal by either team; **both teams, unlimited**
 - (3) Attendance to an injured player without issuance of a card. The injured player is the only allowed substitution for that player's team; **if an injured player is substituted, then the opposing team may substitute one player providing the substitute is ready at midfield at the time of the injury.**
 - (4) Prior to a throw-in, the team in possession may substitute. If the team in possession substitutes then, and only then, may the opposing team also substitute;
 - (5) At the interval (half-time)
- e. Except for injuries and the interval, substitute players must enter the field at the halfway (midfield) line. before play is stopped in order to 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. **If an injured player is substituted, then the opposing team may substitute one player providing the substitute is ready at midfield at the time of the injury.**

7) after a caution, the offending player may be substituted, at the discretion of the coach and referee.

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- 3. **When a referee sanctions a coach or assistant coach, they shall show the coach a yellow or red card** A coach who is dismissed may not participate in the remainder of that match. The coach must leave the field complex immediately

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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 **two** white stripes or approved logo. The referee shall wear a current year USSF patch. During inclement **or cold** 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. **Coaches are to be made aware of the situation and in agreement with the choice of the club linesman. This person must be MYSA & ECYSA CORI affiliated with all credentials present at the field.**
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 **(the referee's)** 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.

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C. Reporting Time

1. Referees must be at the field a minimum of fifteen minutes prior to the starting time. 30 minutes prior to the starting time is the proscribed arrival 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:
Check field for lines and safety issues and goal frames that are anchored or weighted down with soft objects.
 - 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 injured, ejected and cautioned players/coaches and field conditions on the game summary card provided by the home coach.
2. The 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.

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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, player injuries, yellow/red cards to players, coach warnings, yellow/red cards to coaches.
3. By 9:00 pm. the day after you officiate a game the referee will enter all information on the game card into the online reporting system. Ideally the game report is completed ASAP, especially if the game had issues
4. Failure of the referee to enter game information into the online system in a timely manner may result in loss of \$5/ game for each tardy report.
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 by 9:00 pm. the day after you officiate a game. If the referee does not have access to the online system, they may mail the report within 24 hours. 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