

PRESEASON AND ANNUAL REQUIREMENTS

- Referees shall enforce the Laws of the Game and the Rules of ECYSA to the best of their ability and in an unbiased manner.
- Referees shall wear an approved uniform consisting of a USSF yellow, blue, red, green, or black jersey, **solid** black shorts, and black socks with three white stripes or approved logo. If it is cold, and you need extra layers to keep warm/dry, they should be black. **Black pants are allowed.** Baseball style hats for sun protection are allowed. Again, **should** be black with NO **advertisements**.
- A current year USSF patch is required to be displayed on your jersey on your left breast pocket.
- It is your responsibility to sign up for re-certifications, pay the course fee, pass the test, and attend. www.massref.net for course dates and locations.
- All referees age 18 and up must be CORI verified. The forms are available at www.massref.net
- Remember, I can only employ USSF referees who have recertified .

NEW REFEREES:

- Obtain your four digit ECYSA referee number by contacting the ECYSA referee assignor at refereeassignor@ecysa.org
- When you have your four digit ECYSA referee number, you must create your own account **at** www.ecysa.org under the Login tab.

ALL REFEREES:

- **Reminder, any referee related communication should include your name and your four digit ECYSA referee number.**
- If you have any changes in your personal contact information, you need to let me know ASAP at refereeassignor@ecysa.org
- Eight to twelve weeks before the start of a season, you will receive notification to fill out your Availability for the upcoming season.
- Go to www.ecysa.org and login to your referee account on the referee page using your user name and password.
 - Select heading **“GAMES”**
 - Select heading Referee Seasonal Availability
 - Complete the dates and games as shown.
 - Insure you have checked with your calendar for school event conflicts.

- Select Submit to send your availability form.
- Remember you can change your availability prior to the form coming down. Changes after dead line must be emailed to the referee assignor to let him know the changes.

PROFESSIONALISM AND PRESENTATION

- Show up a minimum of 15 minutes before your scheduled start time.
- 30 minutes before kick off is the desired time to arrive at a field.
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- Be sure all goals are anchored/weighted down (soft weights only)
Checks lines on field (if possible) & general field safety
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- Wear your uniform properly and with pride.
- Socks should be up and shirt tucked in. if it is cold put on additional layers UNDER your referee jersey.
- Under garments and hats should be **BLACK. Do not let the undergarments extend beyond the uniform, i.e. long sleeve turtlenecks should be under long sleeve referee jerseys only. Compression shorts should not extend beyond the referee short.**

ACCESSING YOUR SCHEDULE AND PICKING UP AVAILABLE GAMES

- When you are notified that you have a schedule, print it out from your ECYSA referee account
- Every time your schedule changes, picking up games, dropping games, field location changes, etc. reprint it. Carry it in your bag.
- ALWAYS keep an updated schedule with you at the field. This will help solve game numbers for coaches. If a referee shows up and says they have the game(s) you can show them otherwise. If you are at a location with multiple fields, it will help you do the correct field and games.
- Understand your schedule. Every game has a four digit game number and the grade group. The first two numbers are for the group. The second two numbers are for the game number within that group. If you want to know who is playing go to the ECYSA home page and click schedule.
- You will see several options to choose from. The easiest is to pick the grade group and gender. Scroll down to the group (first two numbers).

Find the group, scroll down to the game number that matches. And there are your teams.

- If you registered too late to receive a schedule, or did not put in availability, you will need to pick up games on the available game list. These games will appear at www.ecysa.org
 - At www.ecysa.org select the heading **REFEREES**, then select the heading **GAMES**, and finally select the heading **AVAILABLE GAMES**. Check off game(s) you wish to officiate. *BE AGGRESSIVE!* The more you bid, you increase chances of picking up games.
 - If you are assigned any of these games, you **will** be notified by an automatic generated email.
 - The Assigned games will appear on your schedule, **after I assign these games**. Remember, technology is not infallible. It is possible you won't get an auto generated confirmation email indicating you got the requested games
DO NOT ASSUME these games have been assigned to you just because you requested them, and they disappeared off your "Available Games List" – you **should** receive **confirmation AND check your schedule daily**
Failure to check your schedule, and miss an assigned game because of it, may result in loss of future games, or other disciplinary action.

PRE GAME ACTIVITIES AT HOME

- **Always check on-line field status before going to your games! This may be found at www.ecysa.org**
- Select the heading **Games**, then select **the heading Field Status**.
 - If the field box on which you are scheduled to referee is colored **green**, your game is on.
 - If your field **box is colored red**, the game will not happen that day.
 - **THIS IS THE ONLY PLACE YOU SHOULD BE CHECKING FOR FIELD AVAILABILITY FOR ECYSA GAMES**
- Be sure that your uniform is cleaned and available
- Insure you have all your whistles, writing instrument, score cards, working watch, **and a flipping coin**

- Pack your game bag and be sure to include some water for hydration, and a large plastic trash bag for inclement weather. This will keep all your equipment covered and dry

PRE GAME ACTIVITIES AT THE FIELD

- Referees must be at the field a minimum of fifteen minutes prior to the starting time. Thirty minutes is STRONGLY suggested
- Referees must check field for dangerous situations.
 - Stone and /or broken glass on the field
 - Manhole and sprinkler covers
 - Deep holes or standing water pools on the field
 - Equipment located off the field but not close enough for players to run into. i.e. Lacrosse nets
 - Protruding objects such as sprinkler heads that are above the field level which present a trip or falling hazard.
 - Broken goal frames.
- Referees should walk the field to check the field markings, goals and flags.
 - Goals and Nets
 - Ensure that the nets are secured to the goal post and cross bar and do not have large holes..
 - Goal frames must be safely and securely anchored to the ground, so the wind can't blow them over during a game.
 - Goal Frames can be spiked into the ground, or weighted down with soft objects. Bricks and concrete blocks shall not be used to secure a goal from blowing over
 - Nets must be used and be securely attached to the goal frames. Games may be played without a net.

Any Member Organization that fails to comply with these conditions at the start of a scheduled game shall be reported by the referee to the Referee Assignor. The game shall be played but the referee has the right to refuse to do any game if these conditions are considered dangerous to the players.-

- All fields should have technical/team 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.

- **If a technical area is not marked**, improvise! Tell both sets of coaches where you expect them to be for the duration of the match. Do not allow coaches to roam from midfield to the penalty area.
- The playing field must meet FIFA requirements except for special provisions for Grade 4 and Grade 6 play
 - G4 Play
 - Recommended minimum of 35 yards by 45 yards, not to exceed 45 yards by 60 yards.
 - Markings needed:
 - Goal lines and Touchlines.
 - Goal area 18 yards on the Goal line. 6 yards onto the playing field.
 - 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. On a Goal kick the ball must pass this 14-yard line to be considered in play.
 - Halfway line and Center circle (8-yard radius).
 - Corner Flag and corner quarter circles.
 - Goal sizes 6 feet high and from 12 feet to 18 feet wide (12 feet is the preferred size).
 - Mid-field flag (optional).
 - Grade 6 Play
 - Minimum of 45 x 70 yards and maximum of 55 x 80 yards.
 - Markings needed:
 - Goal lines and Touch lines.
 - Goal area 18 yards on the Goal line. 6 yards onto the playing field.
 - The penalty area is 34 yards on the goal line, extending into the field 14 yards.

- Halfway line and Center circle (8-yard radius).
- Corner Flag and corner quarter circles.
- Goal sizes 6 feet high and 18 feet wide.
- Mid-field flag (optional).

TEAM CHECK IN

Coach Credentials

ALL ECYSA registered coaches, 18 years of age and older, must now also have their coaches credentials visible at all times.

It shall be on a lanyard around their neck.

Coaches MUST also have a valid ECYSA coach passcard with a current season sticker on it. ”

Coaches 18 and older are now required to have both forms of credentials in order to coach from their team (technical) area.

If they do not have both forms of credentials they shall go to the spectator side. They shall not provide tactical instruction or do any type of coaching from spectator side of field..

Town and name of coach shall go into your post game report.

Coaches younger than 18 years do NOT require a credential on a lanyard. They do require a valid ECYSA coach pass

Referees MUST check and retain the roster and I.D. cards of Coaches and Players prior to all ECYSA games. Player’s equipment shall be checked for conformation and safety.

- The referee must allow a delay of a **minimum of 15 minutes** from the scheduled game start for player, and or, coaches cards to arrive at the field. **Player/coach passes & coach credentials must be physically present at the field.**
 - If player, and or coaches cards & coach credentials are not presented 15 minutes past the scheduled start time, the

- referee [can](#) abandon the match, infill the game card with the abandonment and inform the referee assignor of the abandonment. NEVER start a game without player & coach passes & coach credentials
- The Referee Assignor **through electronic or verbal communication** may authorize a referee to allow a player without a card to participate in a game. The referee shall note the communication in the game report. Any person with a valid ECYSA coaching pass card and credentials may coach any team. They do not have to be from that organization.
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 - The referee must allow one half of play to be completed and the 5 minute half time for the roster to arrive at the field.
 - If the team roster is not presented by the scheduled start of the second half, the referee shall abandon the match, infill the game card and game report with the abandonment and inform the referee assignor of the abandonment. [But, you MUST have the player passes and at least one coaching pass & coaching credential to START a match!](#)
 - Coach/Assistant coach must be affiliated with Mass Youth Soccer and must have a valid ECYSA **ID card stamped by the ECYSA Registrar and with a season appropriate sticker**. Coach credentials are mandatory
 - The ID card will only remain valid on a season-by-season basis with the appropriate season sticker.
 - **Coaches are not required to be listed on the roster.**
 - Any person with a valid ECYSA Coach's ID card and season appropriate sticker & coach credential is eligible to coach any ECYSA travel team.
 - If the person does not have a stamped and stickered valid ID card & coach credential at any ECYSA sanctioned or recognized events (games, tournaments, exhibitions, etc.) They will not be allowed to conduct normal coaching activities. [Driver's licenses are not acceptable for coaches cards. Coaches card from other Mass. Leagues are not acceptable.](#)

- They shall be told to go to the spectator side of the field and will be treated as a spectator. **They shall not coach from the spectator side of the field.**
- The invalid ID coaching card will be retained by the referee or any other ECYSA official for submission to ECYSA.
 - **Retained** Coaches card shall then be mailed to
 Referee Assignor Ben Reed
 12 Middle St. #5
 Gloucester MA, 01930
- Players must be listed on the official laminated and embossed sealed roster and have a valid player ID cards.
 - 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. The “grace period” for presentation of an official roster until halftime DOES NOT apply to I.D. cards.
 - ID Cards
 - The Player ID card shall include the players name, current picture of the player, signature of the ECYSA Registrar, grade appropriate stamp and list the town/organization affiliation
 - **Each Player must have a card AND be listed on the roster to participate.**
 - A referee will not officiate a game where an entire team is missing I.D. cards being physically at the field. Electronic nor photographic recreations are invalid. Original passes must be physically present at the field.
 - Rosters
 - All team rosters used at games will be approved by ECYSA, laminated, and will carry an embossed league seal.
 - 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.

- It **IS** legal to write on tape on the side of a roster respective player's numbers
 - Hand written, typed paper, or local town rosters, will not be allowed. Only ECYSA laminated and sealed, applied rosters are official. There is now an exception to this at the G4 level. Check G4 rules for more information.
- Game Summary Card, or Game Card will be supplied by the home coach.
 - It should have been completed by the home coach with the teams competing in the match, age group, division, gender, game number, and date.
- Player Eligibility Disputes
 - Where the validity of any player's documentation (card and/or name on the roster) or right to participate in the match is 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. **Write the questioned player's name and team on the game card. Supply the Referee Assignor with all pertinent information.**)
- Players Uniforms
 - All players *with the exception of the goalkeeper* shall have the same color shorts and all players shall have the same color socks. In other words they must match except for the goalkeeper.
 - The goalkeeper's shirt must be a different color than either his/her team's colors, the referee (**if possible**) and the opponent's team colors. Goalkeeper shirts need not be numbered.
 - Goalkeepers from opposite teams may not 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 substituting as a field player. (**They can play as a field player any time they are out of the penalty area as the keeper**)

- Home team must change uniforms or provide and wear different colored pinnies (practice vests) in the event of color conflict with the opponent. Color conflicts shall be as determined by the referee
- 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 **and remain tucked-in**. Sweat pants, must be worn over the shorts. Exposed undergarments should (closely) match the color of the outer uniform piece.

- Team Jerseys

- All be the same predominant color. Member Organizations that are changing jersey styles may use both as long as the predominate colors are the same.
- Have a minimum unique 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 which uniquely identifies the player can be applied by the coach and then explained to the referee.
- Name or tape as a unique identifier is valid only for ECYSA sanctioned events, which does not include MTOC.
- Be tucked in and remain that way throughout the game (*goalkeeper excluded*).

- Team Shorts

- All be the same **predominant** color.
- Shall not extend below the knee
- Shall not be worn wrapped at the waist.

- Team Socks

- All be the same **predominant** color.
- Shall completely cover the shin pads

- Shall not have excessive amount of tape. Tape should be same color as sock (or close to it)
- Shin Guards
 - Comply with USSF Specifications for all players at their specific age group.
 - Shall be professionally manufactured and not altered in any manner.
 - Shall not have any exposed sharp edges
 - Must be placed under the socks and completely covered.
 - Shall be age and size appropriate.
 - Is required for every player.
- Footwear
 - Shall be deemed safe as determined by the referee
 - If cleats are worn shall not have a toe-cleat.
 - If cleats are used shall be designated soccer cleats.
- The referee may exclude any item that the referee deems as dangerous to the Player, teammate or opponent. Excluded items include, but are not limited to:
 - Jewelry (Rings, Watches, Earrings, Bracelets, etc.) will not be allowed at any ECYSA Sanctioned Game. **It is up to the parents or players to remove the jewelry and decide if the player shall play.**
 - Medical bracelets/necklaces are not considered jewelry and need not be removed but **MUST BE TAPED TO THE BODY** to avoid risk of injury.
 - No hard or metallic hair control devices such as clips, barrettes or bobby pins are allowed. Only soft hair ornaments (yarn, rubber bands, and cloth ponytail holders) will be allowed.
 - Single piece sweatbands may be worn for hair control only. Wrist sweatbands and or neckerchiefs or other devices with knots are not allowed.
 - No head wear may be worn other than FIFA approved headgear.

- No protective face wear or masks shall be worn.
Prescription glasses and sports goggles are allowed.
- No casts or splints are allowed at any ECYSA sanctioned game. Knee braces may be worn but must be covered by a manufacturer's sleeve or wrapped with an ace bandage without exposed clips. Wrist braces with metal or hard plastic inserts are not allowed. If the metal or plastic insert can be removed and the remaining brace is not considered dangerous, it may be worn. Ankle braces may be worn if there are no sharp edges but must be worn under the socks.
- Soft rubber or neoprene type braces (no hinges) are not an issue.
- Players may not tape, cover up, or otherwise hide prohibited items, **i.e. earrings**. Doing so may be a cautionary act.

GAME RULES

- Variations from FIFA rules:
 - All Grade Groups
 - The referee shall delay the start of the match for a minimum of 15 minutes from the scheduled start time for teams to field the minimum number of players and a coach as required to start the game.
 - If a minimum player requirement or a coach is not present, the referee shall abandon the match.
 - Once the required minimum numbers of players and coaches have arrived, the match must be started. There is no requirement to allow for warm-up or other preparation time.
 - Unlimited Substitutions by either team at goal kicks and kick offs.
 - At throw-ins the attacking team may have an unlimited substitute. If the attacking team does substitute only then can the defending team substitute, Defending team only substitutes will not be allowed at throw-ins.
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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. 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 Touchlines.

(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, the game will be temporarily suspended. If after a reasonable amount of time, the team cannot field 5 players, the game shall be abandoned. The game will have two (2) twenty-five (25) minute playing periods.

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 non-goalkicking team must be in their own half of the field until the ball is struck. It is your job to make sure this happens

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. 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; at G4 games

e. For any foul committed by the defending team between their goal line and the 14 yard line, the attacking team will be awarded a direct or indirect free kick outside the 14 yard line at the point closest to where the foul 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 fee-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. All “Guest Player(s)” 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 39 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.

Exceptions for G6 Games

1. The G6 Grade Group shall play Nine vs. Nine (9 v 9). 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 Touch lines.
 - (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) player. 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 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.

- G8 Game

- 11 v 11 with a minimum of 7 players
- Size 5 Ball
- 2-35 minute halves

- G10 Game

- 11 v 11 with a minimum of 7 players
- Size 5 Ball
- 2-40 minute halves

- G12 & PG Game

- 11 v 11 with a minimum of 7 players
 - Size 5 Ball
 - 2-45 minute halves
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- **Late Arriving Players:**
 - **It is not unusual to have a player arrive late for a game. Ask coaches if any players will be arriving late. If yes, tell coach to send that player game ready to you with their player pass when they are ready to be substituted into the game.**
 - **Delay restarting the game for a moment and do an equipment check on the field. Then, **PUT THE PASS INTO YOUR DATA WALLET, NOT YOUR POCKET.** Every time a goal is scored or a player carded, the pass will be in your way.**
 - **At half time take the pass from your data wallet at half time and check it against the corresponding team's roster. Make sure everything matches up. Now you can put it with the rest of that team's passes. If said player arrive during the second half, follow the same procedure at game's end.**
- Coach/Player and Spectator Locations
 - Coaches must remain inside the limits of the technical area, on the sideline, during the game. If they drift from the technical area a verbal warning shall be given. **A second verbal notification is considered a caution and the coach verbally informed.** A third violation in one game results in an ejection from the game.
 - Coaching from the spectator side is forbidden and may result in disciplinary action.
 - If the technical areas are not delineated, coaches are still required to remain within the boundaries as they are determine by the referee and communicate to the coach and players.
 - Players and substitutes shall enter and leave the field of the play at the half line. If they do not a verbal warning shall be given to the coach to remind his players of the substitution location.
 - Spectators must be 3 feet from the touchline on the opposite team side of the field from the teams. . No person, spectator or coach will **be behind the end lines or goals.**

GAME SITUATIONS:

- Substitutions:
 - Unlimited substitutions shall only occur at the following times:
 - Prior to any goal kick
 - Prior to any kick off. **Allow some extra time after a goal is scored for teams to substitute.**
 - Prior to the start of the second half.
 - At throw-ins, the attacking team is allowed unlimited substitutions.
 - At throw-ins when the attacking team substitutes, the defending team may also substitute, if at halfway line and ready. **If the attacking teams does not want to substitute, the defending team can not substitute.**
 - After an injury resulting in stoppage of play, injured player must be replaced and substituted. **This includes the keeper.** Injury stoppage requires that substitutions be allowed strictly for the injured player(s) and no one else. If the ball goes out of bounds and the injured player is then noticed. That player will be required to leave the field only if the coach enters the field of play with the referee's permission. If not, play shall continue after the correct restart and appropriate substitutions with that restart.
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 - Goal Keeper substitutions can occur during any stoppage in play.
 - Requires communication of a goal keeper change with the referee
 - Requires consent of the referee
 - Can occur with a field player or substitute.
 - Referee should allow extra time for keeper to change jersey, gloves and any other equipment.
 - With consent of the referee, substitutes and players will leave and enter from the center of the half way line.
- Injury/bleeding Player Substitutions:
 - When the referee stops play for an injury or bleeding, a substitution of that specific player is required. No other player at this specific stoppage shall be replaced.
 - The injured/bleeding player can not refuse substitution.
 - Injured/bleeding goal keepers are required to be substituted.

- If play is stopped for a goal kick or a throw-in, unlimited substitutions including that of the injured/bleeding player will be allowed.
 - Once the injury or bleeding player is ready to return, they should report to the referee who has the ultimate determination in allowing the participant to play.
 - At tournaments and playoffs, a medical trainer will have the ultimate responsibility to declare the participant game ready.
 - 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
- Half Time
 - Official halftimes are 5 minutes long and times are to be kept only by the center referee.
 - **Take late arriving ID cards from your wallet and check them against the roster and then place them with the appropriate team.**
 - Infill the game card with your name and referee ID number and any issues of the first half.
 - Hydrate
- Issuing a caution or ejection
 - Once you have determined if the play deserves a caution or ejection, blow your whistle.
 - Stand calmly, motion and call the player towards you without shouting.
 - When the player is about 6 feet from you motion for the player to stop and then ask the player to show you their number. Write it into your data wallet. Requesting name of carded player (at that moment) is optional.
 - Pull the appropriate card and hold your arm straight up so that all can see. Do not shout at them. Be respectful and calm. If it is a yellow, player can return to their respective position. If it is red, dismiss the player from the match. That team now plays short for the rest of the game.

It is suggested that the red card be in your rear shorts pocket and that your yellow card be in your shirt pocket. That ensures you

know which card you really want and will not fumble to sort them out.

- After you have issued the card, instruct the player to get ready to play or to leave the field whichever is appropriate. Do not get into a shouting match and be patient. If the player refuses to leave, instruct the coach to have his player leave or the game will be abandoned.
 - If the coach is asking for the reason, you can let him know in a normal tone if you are close or at the next stoppage in play approach the coach and inform him of the reason in a normal tone.
 - Remember two yellow cards in one game equals a red (ejection).
 - An ejection means that the player must also leave the playing area. If they are young and do not have a parent available to take them from the field. They must remain silent and behind the bench under the control of the coach.
 - Remain calm, keep your distance from the player and instruct players to separate if needed during the process.
 - Report all cautions and ejection in your game report. Record the name, team, player number and reason for the infraction post game on game card. THIS IS REQUIRED
 -
 - Remember to retain the ID card of the ejected person and mail it to the Referee Assignor.
- Ejection:
 - If a player or coach is ejected from a game, he/she is prohibited from participating in any manner in the game from which he/she has been ejected and they must leave the field complex area immediately.
 - Failure to leave the field complex will result in the referee abandoning the game. If the ejected player is in any age group of G8 and below, AND his/her parents or guardian are not present at the field, the ejected player MAY stay in the players' area. The head coach will assume all responsibility of any further actions by that player and could be subjected to disciplinary actions if anything further arises from said player.
 - Ejection will result in the offending team playing one (per ejection) player short for the remainder of that game.

- 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.
- Any coach or player ejected shall be noted on the game card with their team affiliation, jersey number, name and reason.
- The ejected player or coach I.D. Card will be retained by the referee and forwarded to the ECYSA at Ben Reed's address listed earlier.
- The information regarding the ejection and team affiliation shall also be reported on the web game report. This report shall be filled in its entirety.
- If you have carded a player, write their number into your data wallet at the time of the incident. Match it up to the name and number on the roster, and write it on the game card. If you have verbally warned, cautioned, or ejected a coach, write it on the game card. If you have other issues, check the appropriate box at the bottom of the card. This will supply you with the correct information when filling out your game report

Referee Assignor.

- All assaults on the Referee will result in a minimum of one calendar year suspension (one year from the date of the action). All Referee Assaults will be referred to the State Associations (Mass Youth Soccer and MSRC).
- Game Completion
 - Is determined at the sole discretion of the referee in his official timekeeping capacity.
 - Games that are not **completed** in their entirety must be re-played in their entirety
- Suspension of Games Shall Occur:
 - Approaching lightning will require a suspension of play. If after 30 minutes the game is not restarted then the game will be abandoned.
 - At a lighting suspension, send all participants to their vehicles to await the referees decision on a continuance of the game or an abandonment.
 - The referee should decide on the side of caution and safety.

- Abandonment of Games Shall Occur:
 - When an entire coaching staff is ejected and no person at the facility with a valid coaching card will stand in as a coach for the team.
 - When a coach will not enforce the removal of a spectator as requested by the referee.
 - When rosters are not presented by the start of the second half.
 - When ID cards are not presented by the start of the game.
 - When a referee is ill or due to other circumstances can not proceed.

When a G6 team has less than 7 players in play. Allow time if the 6th player is injured for recovery.

- When a G4 team has less than 5 players in play. Allow time if the 5th player is injured for recovery.
- Failure of an ejected person to leave the area of the field as required by the rules.

POST GAME REQUIREMENTS

Referees may not issue or determine forfeits. Make no mention of the outcome of a game except for a score. Only ECYSA may determine forfeits.

Referees are required to watch over the team sportsmanship lines after the game. . Notice comments and handshakes Give your complete attention to the passing of players at this point. After the sportsmanship line, fill out the game cards and return the roster, player passes and game cards to the appropriate coaches. Retain any ID cards of ejected persons.

- Game Card
 - Referees will fill in the score, names of ejected, cautioned ,or injured players/coaches on the game summary card provided by the home coach.
 - If using a three man system, confirm score, cautions ,ejections, injuries with your assistants while entering them on the game summary card.
 - The game summary card must be completed at the field and copies given to the respective coaches after the game has been completed. [As you give each coach back their game card copy, roster, and passes,](#)

ALWAYS say to them, “Please check the roster and player/coach card/passes before you leave the field that you have everything that belongs to you.”

- ECYSA On Line Game Report Required within 48 hours.
 - The final score must be entered using ECYSA’s online, score reporting system.
 - All information regarding injuries, ejections, cautions, unruly spectators, field conditions or other abnormal information should be documented online.
 - 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
 - Post your game as soon as you get home. Don’t delay. Unposted equals unpaid.
 - Through out the season you should check your “ Payment Report”
 - Game numbers and game count should match

- In the event of ejections
 - ID cards with an explanation should be mailed to the referee assignor:

Referee Assignor Ben Reed
12 Middle St. #5
Gloucester MA, 01930
 - Detailed information regarding the reason and cause of the ejection should be entered on the ECYSA On-Line Game Report on the ECYSA referee website.

REFEREE FEES & FEE FORFEITURE

- Referee Game fees will be established prior to the start of the season.

<i>G-4 Referee</i>	<i>\$30</i>		
<i>G-6 Referee</i>	<i>\$35</i>		
<i>G-8 Referee</i>	<i>\$45</i>		
<i>G-10 Referee</i>	<i>\$60</i>	<i>AR</i>	<i>\$30</i>
<i>G-12 Referee</i>	<i>\$65</i>	<i>AR</i>	<i>\$35</i>

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. Also, if you knowingly allow a player or coach to participate without the proper documentation.

The following may result in a referee forfeiting game fees:

- Wearing an improper uniform and or USSF badge
- Allowing players without current ECYSA cards to participate
- Allowing a coach without a current ECYSA coaching card and MYSA credential to participate.
- Allowing play without rosters by the end of half time.