

PRE-GAME SCENARIOS

Can a game be played if goal frames are not anchored, secured, or weighted down with **soft** heavy objects? **NO**

If the referee on the field ahead of the game(s) that I'm scheduled to officiate on has allowed a game to play without the goal frames weighted/anchored down, is it allowable for me to do the same? **NO**

Can a game be played without any corner flags? **Yes**

Does a coach need to appear on the team's roster? **No**,
Any coach with proper credentials may coach any game regardless of team/town affiliation.

Can a coach over the age of 18 be allowed to coach without both of their required credentials (MYSA credential & ECYSA coach pass WITH current season displayed on it) physically present at the field? **NO**

Is a coaching pass from a league other than ECYSA or a driver's license a suitable replacements for MYSA credentials & ECYSA coach pass? **NO**

A coach under the age of 18 is only required to have an ECYSA coach pass to be allowed to coach. No MYSA credential is required,

Can a game be played if the only coach present for a team is under the age of 18? **NO** - see if a coach (18 or older) from the other team will step in

Can a game be played if one or both teams do not have a printed roster present at the field? **NO**

Can a game be played if one or both teams do not have a printed roster present at the field, but show me a roster on their phone? **NO**

Credentials and rosters must be **PHYSICALLY** present at the field.

Can I stay and officiate the game under any of the above circumstances? **NO**

Am I required to retain the rosters for the duration of the game? **Yes**

Am I required to retain the MYSA credentials or ECYSA coaches pass for the duration of the game? **NO**

You are required to check coaches' credentials to make sure they are up to date.

Can a coach be allowed to coach with an out-of-date ECYSA coach pass? **NO**

TEAM CHECK IN AND GUEST PLAYER PASSES

Refer to the "**Checking in Teams**" document on the referee home page. If your game has guest players, you need to do the following:

Prior to the match, the official will use the Guest Player Pass Form with the official roster(s) to check in players as eligible for the match.

The match official will retain the official roster and Guest Player Pass Form for the duration of the match. The referee will allow the coaches to take a picture of the game score report sheet as per normal procedure.

The referee will retain the Guest Player Pass Form after the match and take it home. The names of the Guest Players and their teams shall be included in the referee game report.

The match official will treat Guest Players meeting the above credential requirements as fully rostered and eligible for the match and will report any issues or events as related to those players in the same fashion as any other player in their match report.

If you've taken the numbers of players down in your data wallet (injuries, coach issues, yellow/red cards) you need to refer to the roster to match the player's name on the roster to the number in your data wallet to record it on to the game card (provided by the home coach). Once the game card is filled out, coaches may take a picture of it. Referee keeps the game card and refers to it for game reporting purposes.

GAME SCENARIOS

Playing Periods	Ball Size	MINIMUM # OF PLAYERS
G4 (2) @25 minutes	#4	5
G6 (2) @30 minutes	#4	6
G8 (2) @35 minutes	#5	7
G10 (2) @40 minutes	#5	7
PG (2) @45 minutes	#5	7

Official halftimes are 5 minutes long

Information above and more can be found on the ECYSA home page on the left hand side. Look for: **FACT SHEET**

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

(1) Jewelry including but not limited to rings, watches, earrings, necklaces, and bracelets;

- (2) Hard or metallic hair control devices such as clips, barrettes, or bobby pins, baseball style hats with hard brims or hard visors;
- (3) Wrist sweatbands;
- (4) Face masks and headgear that are not IFAB/FIFA approved (coaches, parents, and players who misrepresent IFAB/FIFA approvals to referees may face disciplinary action);
- (5) Casts or splints;
- (6) Wrist braces with metal or hard plastic inserts;
- (7) Ornamental items such as ribbon or yarn not required for hair control or to secure medical data tags except as noted in section C.3.j.1-2a be
- (8) Tape or covers intended to hide prohibited items (such action may also warrant a caution for unsporting behavior if the referee believes there is a deliberate attempt to deceive them).

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

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

The referee is the final authority on whether a player's equipment including items listed above or not listed is safe.

If, while checking in a team, you have a question about what a player is wearing, get the coach involved. Ask questions and get clarification. Then make your decision accordingly. NEVER TOUCH A PLAYER. EVER!

There should be 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.

Coaches must remain inside the limits of the technical area, on the sideline, during the game or face discipline pursuant to the LOTG.

If the technical areas are not delineated, coaches are still required to remain within the boundaries described above. *This is an emphasized point in ECYSA. Make sure the coaches know their boundaries. As the referee, you can create*

boundaries with a teams' equipment. Perhaps carry discs as part of your personal equipment to create clear and obvious tech area boundaries.

Spectators must be on the opposite side of the field from players and coaches and be a minimum of 3 feet from the touchline at all times. Spectators are not permitted behind either goal line or goal. Tactical Instruction from the spectator side is strictly forbidden, and may result in disciplinary action.

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

ECYSA Substitutions:

All substitutions require permission of the referee. All substitutes MUST enter from the halfway line between the technical areas. DO NOT allow subs to enter the field straight from the bench area. Make them go to the halfway line and wait until the next substitution opportunity. When this happens, tell the coach "The subs weren't ready. I will get them in at the next opportunity."

You can be more lenient when a goal is scored for substituting since nobody can predict when a goal might be scored

All exiting players should exit the field at the halfway line between the technical areas. Be sure to count the number of players that entered is the same number that exited.

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

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.

Substitutions may take place at the following stoppages in play:

- (1) Prior to a goal kick. Unlimited for both teams
- (2) After a goal by either team. Unlimited for both teams
- (3) Attendance of an injured player without issuance of a card. If an injured player is substituted, then the opposing team may substitute one player, providing the substitute is ready at midfield at the time of the injury
- (4) Prior to a throw-in, the team in possession may substitute. If the team in possession substitutes, then and only then may the opposing team also substitute;
- (5) At the interval (half-time)
- (6) After a caution, the offending player may be substituted at the discretion of the player's coach and the referee.

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

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.

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.

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

POST GAME REPORTING

Any major incident needs to be reported ASAP. As assignor, I don't want to hear it first from anyone but the referee.

There are color coded areas. Yellow for cautions (yellow cards) Red for send offs (red cards) Blue for injuries. These are the usual incidents you will have in a game.

Each incident requires its own incident entry.

Example: A game with three yellow cards, two injuries, and one coach verbal reprimand needs you to enter each individual incident. It's very easy to do. Questions while filling out your report? Ask for help, please!

What constitutes choosing "GAME ABANDONED"

Severe/Dangerous weather. You need to go look for yourselves on the protocol for dangerous weather.

Some games need to be halted and the field cleared. Other games don't even start if both teams were there and fully compliant with ECYSA rules.

A team falls below the minimum number of players required and will not be able to complete the game.

These are the scenarios where "GAME ABANDONED" apply

What constitutes choosing "NO SHOW"

A team, or both teams, that fail to appear at the field.

A team, or both teams, that fail to possess valid rosters physically present at the field.

A team that has no coaches with valid credentials, and or, ECYSA coach passes AND no valid coach from the opposing team is willing to coach that team.