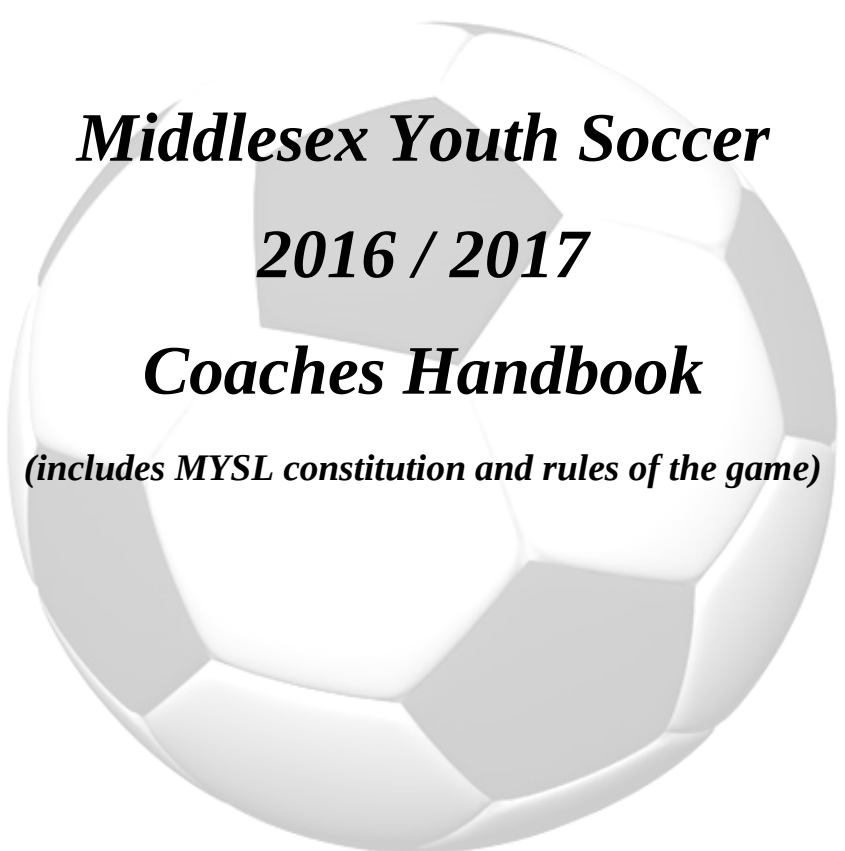




Middlesex Youth Soccer

2016 / 2017

Coaches Handbook

(includes MYSL constitution and rules of the game)



MIDDLESEX BOARD OF DIRECTORS:

<u>BOARD POSITION</u>	<u>OFFICER</u>	<u>EMAIL ADDRESS</u>
*PRESIDENT	JOHN LINNEHAN	president@middlesexsoccer.org
*VP DEVELOPMENT	KEN ANTONUCCI	VPDevelopment@middlesexsoccer.org
*VP ADMINISTRATION	MIKE BUONOPANE	VPAdministration@middlesexsoccer.org
*SECRETARY	BOB FRYER	Secretary@middlesexsoccer.org
*TREASURER	MARYJANE CANNING	treasurer@middlesexsoccer.org
*REGISTRAR	MARY ROGERS	registrar@middlesexsoccer.org
PROTEST OFFICER	KEVIN BROTHERS	ProtestOfficer@middlesexsoccer.org
STATISTICIAN	RICH BUCK	Statistician@middlesexsoccer.org
*BOYS COMMISSIONER	MARY PACKARD	BoysCommissioner@middlesexsoccer.org
*GIRLS COMMISSIONER	JOHN LANE	GirlsCommissioner@middlesexsoccer.org
PARLIAMENTARIAN	DAVID VALADE	Parliamentarian@middlesexsoccer.org
* REFEREE COORDINATOR	RAY HALLERAN SR	RefereeCoordinator@middlesexsoccer.org
SPORTSMANSHIP	WILLIAM ROWE	sportsmanship@middlesexsoccer.org
SPORTSMANSHIP	JOHN PERKINS	sportsmanship@middlesexsoccer.org
WEBMASTER	BRIAN TREANOR	webmaster@middlesexsoccer.org
REFEREE ASSIGNOR	AL COSENTINO	RefereeAssignor@middlesexsoccer.org
* - DENOTES MEMBERS OF THE EXECUTIVE COMMITTEE		

Note: Please check <http://www.middlesexsoccer.org/> for a current listing.

MIDDLESEX AGE DIRECTORS:

LEAGUE	AGE DIRECTOR	EMAIL ADDRESS
BOYS U10 DIVISION 1, 2	JEANNE BUCK	BoysU10.D1-D2@middlesexsoccer.org
BOYS U10 DIVISION 3	LINDY WILLIAMSON	BoysU10.D3@middlesexsoccer.org
BOYS U10 DIVISION 4, 5	JAMES CASEY	BoysU10.D4@middlesexsoccer.org
BOYS U12 DIVISION 1, 2	BOB FOLK	BoysU12.D1-D2@middlesexsoccer.org
BOYS U12 DIVISION 3, 4, 5	HEATHER MCSWEEN	BoysU12.D3-D4@middlesexsoccer.org
BOYS U14 DIVISION 1, 2	LEONARD DAVID	BoysU14.D1-D2@middlesexsoccer.org
BOYS U14 DIVISION 3, 4, 5	OPEN	BoysU14.D3-D4@middlesexsoccer.org
GIRLS U10 DIVISION 1, 2	MARC DAVIDSON	GirlsU10.D1-D2@middlesexsoccer.org
GIRLS U10 DIVISION 3	RICH BUCK	GirlsU10.D3@middlesexsoccer.org
GIRLS U10 DIVISION 4, 5	MICHEAL BALOUS	GirlsU10.D4@middlesexsoccer.org
GIRLS U12 DIVISION 1, 2	CARYN GOULET	GirlsU12.D1-D2@middlesexsoccer.org
GIRLS U12 DIVISION 3, 4, 5	DAVID VALADE	GirlsU12.D3-D4@middlesexsoccer.org
GIRLS U14 DIVISION 1, 2	TIM DELANEY	GirlsU14.D1-D2@middlesexsoccer.org
GIRLS U14 DIVISION 3, 4, 5	BILL CHILDS	GirlsU14.D3-D4@middlesexsoccer.org
BOYS AND GIRLS U16	JOVAN SOKOLOVIC	BoysandGirls.U16@middlesexsoccer.org
BOYS AND GIRLS U18/19	BRIAN TREANOR	BoysandGirls.U18-U19@middlesexsoccer.org

Note: Please check <http://www.middlesexsoccer.org/> for a current listing.

MIDDLESEX TOWN COORDINATORS:

MYSL MEMBER TOWN	COORDINATOR	EMAIL ADDRESS
BILLERICA	MARY ROGERS	Billerica.TC@middlesexsoccer.org
BURLINGTON	BILL ROWE	Burlington.TC@middlesexsoccer.org
CHARLESTOWN	LINDY WILLIAMSON	Charlestown.TC@middlesexsoccer.org
CHELMSFORD	STEVE SCHIEFEN	Chelmsford.TC@middlesexsoccer.org
DRACUT	MICHEAL BALOUS PAUL McINTOSH	Dracut.TC@middlesexsoccer.org
EVERETT	MIKE BUONOPANE	Everett.TC@middlesexsoccer.org
LOWELL	JON LEDOUX	Lowell.TC@middlesexsoccer.org
MALDEN	JOVAN SOKOLOVIC	Malden.TC@middlesexsoccer.org
MEDFORD	TOM HEINZ	Medford.TC@middlesexsoccer.org
MELROSE	JIM DONOHUE	Melrose.TC@middlesexsoccer.org
READING	DAVID DECKER	Reading.TC@middlesexsoccer.org
SOMERVILLE	JACLYN KYZZAK	Somerville.TC@middlesexsoccer.org
STONEHAM	BILL CHILDS	Stoneham.TC@middlesexsoccer.org
TEWKSBURY	MICHAEL PAIGE	Tewksbury.TC@middlesexsoccer.org
WAKEFIELD	STEPHEN De GARAVILLA	Wakefield.TC@middlesexsoccer.org
WALTHAM	RAY HALLERAN, SR	Waltham.TC@middlesexsoccer.org
WESTFORD	KEVIN ROBERTSON	Westford.TC@middlesexsoccer.org
WILMINGTON	DAVID FORESYTH	Wilmington.TC@middlesexsoccer.org
WOBURN	JOE TASSONE	Woburn.TC@middlesexsoccer.org

Note: Please check <http://www.middlesexsoccer.org/> for a current listing.

MIDDLESEX YOUTH SOCCER LEAGUE CONSTITUTION

1. NAME

Middlesex Youth Soccer League, which is affiliated with the Mass Youth Soccer Association (MYSA) (also referred to as Massachusetts Youth Soccer) and the United States Youth Soccer Association (USYSA).

2. OBJECTIVES AND PHILOSOPHY

The objective of the League is to provide the operational framework for the playing of youth soccer games between the teams of the member organizations. The philosophy of the League is to provide the opportunity and the training of the boys and girls to learn the game of soccer through the development of the individual skills, fitness, teamwork, and fair play. In organizations, teams, coaches, managers, and players shall conduct themselves in a sportsmanlike manner and shall cooperate fully with the letter and the spirit of this Constitution and the Rules of the League.

3. MEMBERSHIP

The League shall be an association of those youth soccer organizations, which represent the member towns and clubs (hereinafter identified as “Member Organizations” and, collectively, as “the Membership”).

The member organizations are responsible for organizing and entering teams, providing fields and otherwise conducting the soccer program in accordance with this Constitution and other applicable rules.

New member organizations shall be admitted only after approval by the Board at one of its meetings. Temporary memberships for one playing season may be granted in special cases by the Board (e.g., to fill out incomplete divisions.)

Membership shall become effective when proper team payment is accepted.

A new member organization is an organization never having played in the MYSL or any returning club having been absent for two (2) or more seasons (a season is the fall or spring schedule).

The Board will not accept as members:

- a) out of State Clubs
- b) out of League Clubs that field "select" teams
- c) Clubs that field less than three (3) teams
- d) Multiple clubs from one town. (Any multiple town club member prior to November 2002 is grandfathered)

4. GOVERNING BODY

The governing body of the MYSL will be the Board of Directors, hereafter referred to as “the Board”, which shall consist of the following, each being a “Director”:

One year terms, elected annually:

Referee Coordinator, Parliamentarian, Sportsmanship Committee, Protest Officer, Statistician, Age Directors, and Webmaster

Two Year terms, elected in odd-numbered years:

President, Vice-President (development), Treasurer, Girl's Commissioner

Two Year terms, elected in even-numbered years:

Vice-President (administration), Secretary, Registrar, Boy's Commissioner, Immediate Past President

Two Year terms, elected every other year:

Sportsmanship Committee, two members, one member elected in even numbered years and one member elected in odd numbered years

The election of Directors according to the preceding schedule shall occur at the Annual General Meeting by means of paper ballot. Each member organization shall designate one individual to vote on its behalf at the Annual General Meeting.

The Officers of the Board shall include the President, Vice President of Development, Vice President of Administration, Treasurer and Secretary.

Directors are required to attend General and Board meetings. The Board or the membership may remove any Director for cause by a vote of the majority of the Directors, provided that a Director may be removed for

cause only after reasonable notice and opportunity to be heard by the member organizations prior to action thereon.

In the event of any vacancy on the Board of Directors or in any office, the remaining Directors may appoint someone by means of a majority vote to fill out the tenure of the vacated position at a general or special meeting of the Board of Directors.

The Board shall establish an Executive Committee which will be responsible for addressing confidential and private matters, held in Executive Sessions. The Executive Committee shall be made up of the Officers, Registrar, Boys' and Girls' Commissioners and the Referee Coordinator.

OFFICERS' DUTIES

A. PRESIDENT

- 1) Convenes and chairs all meetings of the Board, the Executive Committee and the membership.
- 2) Establishes and serves as an ex officio member of all committees.
- 3) Represents and acts for the League on all external matters.
- 4) Convenes meetings of the Executive Committee, which makes decisions on the Board's behalf for all urgent matters
- 5) In non-urgent instances where disciplinary measures appear appropriate or are recommended, the President will convene a meeting of the Board.
- 6) Sets the agendas for all meetings of the Board and distributes said agendas at least one week prior to meeting date.

B. VICE-PRESIDENT (ADMINISTRATION)

- 1) In the absence of the President, shall be the acting President.
- 2) Is in charge of the preparation of the League Directory including advertising.
- 3) Responsible for creating and chairing a Nomination Committee for the purpose of identifying and presenting potential future Board Members to the Board and the membership.
- 4) Responsible for maintaining and updating the Organizations Rules and working with the membership and Directors to ensure Rules are properly followed.

C. VICE-PRESIDENT (DEVELOPMENT)

- 1) Is in charge of personnel development and in such capacity, shall arrange clinics for players, referees, coaches and/or administrative personnel as determined by the Board.
- 2) Is in charge of raising funds to pay for the aforementioned clinics, as approved by the Board.
- 3) Recognizing that the league must be in a constant state of revitalization and growth, the Vice-President (Development) shall ensure a constant flow of information to membership prospects for the League and shall identify and address weak areas in the Leagues' operations.
- 4) Shall procure appropriate trophies and awards for the League.
- 5) Is in charge of intra-league and inter-league post-season tournament play and the National Regional Cup.

D. SECRETARY

- 1) Assists the Vice-President (Administration) with the publication of the League Directory and Rules.
- 2) Notifies Directors and Town Coordinators of Board meetings and the membership of General and Special Meetings.
- 3) Records minutes of all meetings and posts approved minutes on League's Website.
- 4) Executes all League correspondence within and outside of the League.
- 5) Notifies the membership of Rule and Constitution changes in a timely manner.

E. REGISTRAR

- 1) Review and distribute registration materials to appropriate league officials and town/club representatives in time for season start.
- 2) Review and validate all initial roster submissions.
- 3) In the absence of a Commissioner shall be acting Commissioner.
- 4) Verify MYSA affiliations.
- 5) Confirms that registration fees and fines have been collected prior to distributing materials.
- 6) Provide appropriate Age Directors with placement material at least two weeks prior to placement meetings.

F. TREASURER

- 1) Provide treasurer's report at ALL meetings.
- 2) Collect and disburse funds as operational necessity dictates.
- 3) Manage the League bank account(s).
- 4) Responsible for filing all appropriate Tax filings.
- 5) Serves as Procurement Officer of the League.
- 6) Prepares a budget for review 30 days prior to the start of each season for approval by the Board.

G. PROTEST OFFICER

- 1) Adjudicates official match-related protests through impartial fact-finding and arbitration
- 2) Works directly with the Sportsmanship Committee in matters concerning disposition of team/club discipline issues to determine suspensions/corrective actions for coach or fan infractions of Middlesex Soccer League Rules.

H. STATISTICIAN

- 1) Reviews weekly game results (filed electronically) and discusses issues with Commissioners.
- 2) Prepares statistical information as required.
- 3) Assigns teams to the scheduling matrix after the Division placements have been determined.

I. COMMISSIONER(S)

- 1) Ensures that players and teams register in a timely manner.
- 2) Ensures that registration requirements are fulfilled before players and teams are allowed to participate in League games, including additions to or subtractions from rosters during the season.
- 3) Makes final decision on all matters pertaining to player and team eligibility.
- 4) Works closely with the Protest Officer in disputes over player eligibility
- 5) Receives and records player/coach ejections (red cards) and notifies appropriate league officials

- 6) Provides Age Directors with consistent policy for post season play qualifications.

J. IMMEDIATE PAST PRESIDENT

- 1) Serves as advisor to the President.
- 2) Assists with liaison efforts vertically between the League and the State organization and horizontally with other Massachusetts affiliated leagues.

K. REFEREE COORDINATOR

- 1) Recommends specific employment of referee assignors to the Board.
- 2) Negotiates appropriate referee fees with the referee assignor. These agreed upon fees will be paid at seasons end by the treasurer.
- 3) Primary mission is to ensure game coverage by qualified officials for sanctioned League contests.

L. PARLIAMENTARIAN

- 1) Shall serve as Parliamentarian for all League meetings.
- 2) Shall ascertain that the Leagues' Constitution and Rules are functioning properly.
- 3) The Middlesex Youth Soccer League follows the parliamentary system in Roberts Rules of Order

M. AGE DIRECTORS

- 1) Shall coordinate and direct all activities in the assigned divisions, pertaining to but not limited to:
 - a) Determining champions
 - b) Arranging for tie-breakers, etc.
 - c) Passing on information on cancellations
 - d) Ensuring timely make-up of postponed games
- 2) Shall collect all scores and other information that may be required and pass it on to the Statistician.
- 3) Serves as first instance of appeal in disputes between team representatives and settles disputes, if necessary, by declaring a forfeit.

- 4) Shall, if requested by the Commissioner, assist in certifying player eligibility for his division.

N. SPORTSMANSHIP COMMITTEE

- 1) Consist of 2 elected members working in conjunction with the Protest Officer, a certified grade-8 referee and one individual recommended by the President and approved by the Board.
- 2) Reactive committee that will hear a request brought before the committee by any participant of the league.
- 3) Determine the appropriate action required for each request, including holding a hearing to adjudicate the matter.
- 4) Follow USSF guidelines for all hearings

5. BOARD MEETINGS

Each Director shall have one (1) vote on the Board, but no one individual shall have more than one (1) vote.

Each member town shall assign an individual as the Town Coordinator and such Town Coordinator shall have one (1) vote at the regularly scheduled monthly Board Meeting No one town shall have more than one (1) vote at Board Meetings. No voting member shall cast more than one (1) vote.

One third (1/3) of the Board shall constitute a quorum for a Board meeting. Setting of fees and appropriations of funds as specified in Article 7 of this Constitution shall require the approval of (2/3) two-thirds of those present and voting (vote includes Directors and Town Coordinators).

All other matters shall be decided by a simple majority of those Directors and Town Coordinators present and voting.

Regular monthly meetings shall be scheduled by the President and the Secretary shall notify all Board members and Town Coordinators by mail or email at least two (2) weeks before the scheduled date. An agenda must be distributed at least 7 days prior to these regularly scheduled monthly meetings

A "SPECIAL BOARD MEETING" may be requested in writing by three (3) or more Directors if they deem it necessary.

6. GENERAL MEETING

General meetings shall be held at least annually, with two (2) weeks' notice, and "SPECIAL" General meetings may be called by the Board as deemed necessary and require that one third (1/3) of the directors approve of the "special General meeting." The Annual General Meeting shall be held between March 1st and the third Wednesday of May and shall be the election meeting.

A quorum shall consist of fifty (50%) percent of the Membership. Board members shall not have a vote unless they are an authorized Town/Club Representative.

Amendments to this Constitution per Article 11 require the approval of two-thirds (2/3) of those present and voting and all other decisions require a simple majority of those members present and voting.

In the event of a tie vote, the vote shall be taken to the Board. If the vote is still equal, the President shall cast the tie-breaker.

At the Annual General Meeting or a Special General Meeting, each member organization will receive votes based on the number of teams on record at the end of the previous spring season, as certified by the Registrar. Towns would receive one (1) vote per representative attending the meeting. Town Presidents will designate individuals responsible for casting Towns votes. (NO PROXY VOTES)

3 teams	1 vote
4 – 9 teams	2 votes
10 – 19 teams	3 votes
20 – 29 teams	4 votes
More than 30 teams	5 votes

7 FINANCIAL POLICIES

Members shall pay a registration fee for each playing season to the League for each of their teams to cover referee fees and other League expenses. Recommendations for fee increases, referee payment rates, and assistant referee payment rates shall be approved by a majority vote of the Board and

Town Coordinators at a Board meeting. Final approval of said increases shall be made by majority vote at the Annual General Meeting.

Expenditure categories that exceed their budget by more than \$1000.00 shall be approved by a majority vote of the Board and Town Coordinators at a Board meeting

All moneys shall be promptly deposited in either a savings or checking account maintained in the Leagues' name.

Bills for authorized purchases shall be paid when due. Bills shall be approved by two (2) of the authorized signers.

With the exception of fees paid for refereeing sanctioned contests, no Board member shall gain any profit from money appropriated by the League or from any transaction there with. The Board shall procure a bond for all authorized check signors.

8. **DISSOLUTION**

In the event of the dissolution of the League the funds remaining shall be divided among all of the town organizations that are currently members of the League then in good standing with regard to the payment of fees to the League. Each organization would receive an equal amount.

9. **SUSPENSION AND EXPULSION**

Any person, team or member organization may be suspended or expelled from the League by a resolution passed by the Board. The person(s) involved shall be notified of the intended action and may make a statement to the Board before the resolution is put to a vote. The resolution is passed if approved by 2/3 (two thirds) of the Board present and voting

10. **LEAGUE RULES**

In addition to this Constitution there shall be a set of League Rules which, providing they do not contravene this Constitution, shall be binding upon all members.

Changes and additions to the Rules may be made at General Meetings and at all Board Meetings and, in the event urgent action is required, by the Executive Committee. All changes made by the Executive Committee shall be presented at next Board meeting for ratification. If such ratification is not received, said change will no longer be in effect from the date it was originally approved by the Executive Committee. All significant changes made by the Board shall be presented to the next Annual General Meeting.

The League Rules shall be published annually. Any changes approved by the Board between the annual publishing shall be mailed or emailed to all member organizations within two (2) weeks.

11. **AMENDMENT TO THE CONSTITUTION**

No variation of the Constitution by addition, omission or amendment shall be adopted without the approval of a General Meeting or a Special General Meeting. Notice of such meeting and the details of the proposed amendment shall be mailed or emailed to all member organizations at least two (2) weeks before the meeting.

Any amendment must be carried by two-thirds (2/3) vote of those present and voting at the meeting.

12. MTOC ELIGIBLE LEAGUE AGREEMENTS

A. TOWN/CLUB MOVEMENT:

A town/club can move their teams from one league to another if the Town's/Club's Organization and BOTH leagues agree to the move. If any one of the three organizations (town/club, league losing the town and the league gaining the town/club) does not want to move, the move will not be allowed. If a town/club decides to move in spite of one leagues not wanting the move, that town's/club's teams will not be eligible for MTOC play.

B. PLAYER MOVEMENT

A player residing in one town can play for a team in another town only when both towns agree on the move and it has league approval. If either town is opposed to the player move, the player will be required to play with the team from the town that he/she resides in. NOTE: If there is no team available for the player in his/her town, he/she can play on the team of his/her choice. These out-of-town waivers are good for as long as he/she plays for the same town/club.

Any player, who wishes to transfer from one league to another league, must have a written agreement from both town organizations and both league presidents for the transfer to be valid for MTOC eligible teams.

If a town decides to move a player from one town not wanting the move, that town's teams will not be eligible for MTOC competition. If a team decides to accept a player in spite of the towns not wanting the move, that team will not be eligible for MTOC play.

There are clubs that overlap with towns programs. These have been long standing organizations previously recognized by the league. These clubs are considered grandfathered and can continue to operate within their leagues as they have I the past and still be MTOC eligible.

ADMINISTRATIVE RULES OF THE MIDDLESEX YOUTH SOCCER LEAGUE

1. General

- a) There will be two playing seasons: FALL and SPRING
- i) The Fall Season will be developmental; without formal championships, playoffs, etc.
- ii) The Spring Season will be competitive as teams in each division will be trying to make it to championship playoffs (for MTOC) or for a spot in Commissioners' Cup
- b) To minimize confusion between the seasons, the same rules will generally apply with the exception of the competitive aspects of the rules for the Fall Season.
- c) These Rules are divided into the following groups:
 - ADMINISTRATION RULES 1 - 10
 - RESCHEDULING GAMES RULES 11 - 14
 - PRE-GAME RULES 15 - 18
 - GAME RULES 19 - 23
 - POST GAME AND REFEREES RULES 24 - 32
 - CHAMPIONS AND TOURNAMENTS RULES 33 - 39

2. Admittance

- a) To participate in the League, a team must belong to a member organization defined in the Middlesex Youth Soccer League (MYSL) Constitution.
- b) Each member organization shall designate the geographic area served by the organization. This area shall consist of the cities or towns or portions there of that will identify the organization's residential player pool.
- c) Member organizations are referred to as Clubs or Town Organizations in these Rules.
- d) The Board will specify registration deadlines.
- e) Teams that have submitted a completed entry form, a roster, and a full non-refundable payment in accordance with Rule 9, before the set deadline, will be guaranteed a proper berth.
- f) Clubs/Towns that submit a team roster after the registration closing date will go on a waiting list. If accepted at the placement meeting, the registration fee plus a \$25 late fee will be required. Late registering teams will be accepted to fill open slots in the schedule. For teams registering after placement, see rule 10.f.
- g) Clubs/Towns submitting late registrations will be placed on probation. A \$1,000 bond shall be posted prior to the start of the current season by

each club/town that has submitted their registrations after the registration deadline. If the Club/Town submits its registrations for the next season on time, the bond will be returned. If the Club/Town submits its registrations for the next season late, this bond will be forfeited and MYSL may elect to not allow the club to participate in the league. A club will be considered to be in compliance if it submits all required paperwork (or updates SportsManager) by the stated deadline (including but not limited to full payment of registration fees, field availability information, complete coaches list for all teams, division placement forms, rosters and, player/coach pass cards (as needed)).

3. Affiliation

- a) All teams, players and coaches must be affiliated with the Mass Youth Soccer Association (MYSA). It is the responsibility of Club/Town to make certain that all participants in MYSL activities are properly affiliated. MYSL may, at its own discretion, check on such affiliations and take corrective measures when required.

4. Appearance Bond/Forfeit/Fines

- a) New Clubs/Towns must post an appearance bond of \$1,000 per Club/Town that will be held in escrow by the MYSL for three (3) continuous seasons.
- b) A Club/Town will be assessed a fine of \$100 per game forfeited by one of its teams as determined by the appropriate Age Director. This fine must be paid along with the following season's registration fee.
- c) A Club/Town will be assessed an additional fine of \$100 for each team that has forfeited two (2) or more games in the prior season in which that Club/Town participated. This fine must be paid along with the following season's registration fee.
- d) A Club/Town will be fined \$25 for each incomplete rosters after the agreed upon date. Said fees will be payable before the end of the season.

5. Rosters and Transfers

- a) For each team, an update-to-date roster shall be maintained in SportsManager.
- b) In MYSL games, players may play for one (1) team only.
- c) For a Grade 7/8-U14 and younger roster to be approved by the league, at least 75% of that team's roster must be comprised of resident players. All rosters must have a minimum of 50% of the players be from the sponsoring city or town. A resident player is a child who lives or attends school in the club's designated service area. If a child's legal guardians reside in more than one community, then that child can play in either of those communities. Players from a town that does not have a Mass Youth Soccer sanctioned youth program do not count against the 75%.
 - i) A player who has played as a resident player for a MYSL club may continue to play for that club if they no longer qualify as a resident, as long as they have not played for any other club in the interim.
 - ii) A player who lives in a town that has no team or no opening on a team at the player's age level may play on an appropriate team in an adjacent town provided that the player has made a timely, good faith effort to try out for such an opening on his own town's team. These non-resident players must seek and obtain a residency waiver before being eligible to play. A residency waiver granted for the Fall season shall also be valid for the next Spring season provided that the conditions justifying the waiver have not changed. All waivers expire at the end of each spring season.
 - iii) Adjacent towns which have an insufficient number of players to form two full teams at an age level may combine players to form a team, which would be placed in an appropriately competitive division.
 - iv) For MTOC eligible teams, additional waivers may be required.
 - v) Any town organization that falsifies roster information with regard to this rule will be sanctioned by the league (see Rule 7)
- d) For the Fall and Spring Seasons, the following applies to transfers and changes:
 - i) A team is permitted to add players to its roster any time prior to the roster freeze date in order to get to the maximum roster size.
 - ii) Once at the maximum, a team is permitted to have a maximum of three player "drops" and three player "adds" per season prior to the roster freeze date in accordance with US Youth Soccer and MYSA rules. Coach and Player adds will cost the town \$10 per add, after the agreed upon date. Said fees will be payable before the end of the season.
 - iii) In order for a Grade 3/4-U10, Grade 5/6-U12 or Grade 7/8-U14 player to be removed from the roster, the town must provide the

Commissioner a letter / email from the player's parent/guardian stating the reason for the player leaving the team.

iv) Note that the 75% rules above still apply when adding and dropping players and a player add that would alter a team's division placement may be denied by the Commissioner.

- e) Players who move to a team in a lower division (regardless of age group) after May 10th may not play for their new team in any MYSL games. The only exception would be to replace an injured player. Such a move is subject to the approval of the Age Director and Commissioner involved.
- f) Rosters are frozen on the end of day on the first Tuesday in October for the Fall Season and on the first Tuesday in May for the Spring Season.

6. Player and Coach Registration

- a) A player is considered registered if he/she is properly affiliated with the MYSA, listed on the approved roster of the team he/she is playing for, and has a current player pass card (Grade 5/6-U12 and above for the Spring Season only) approved by the Commissioner.
- b) The head coach and assistant coach(es) of each team are considered registered if they are properly affiliated with MYSA, listed on the approved roster of the team they are coaching, and have a current coach pass card (Spring Season only) approved by the Commissioner. Coaches must also complete a CORI form and Register with MYSA.
- c) It is each Club's/Town's CORI Submitter's responsibility to ensure that each adult in its organization has completed and approved a CORI form and is properly registered with MYSA.

7. Compliance and Sanctions

- a) Any game played by a team that does not have an approved roster in SportsManager shall be considered an automatic forfeit.
- b) Each coach is responsible for verifying all the players' registration information. Any request for age verification by the Commissioner and/or Protest Officer shall be complied with within five (5) days of the request or the player involved will be considered unregistered and ineligible.
- c) If it is determined that a team has used a non-rostered, suspended, ineligible or overage player in a game, that game shall be considered a forfeit. In addition, by a majority vote, the Board of Directors may suspend that team, without refund, for a certain number of games if the offense is considered to be of a serious nature.
- d) Any player found to be misrepresenting his/her age will be suspended for the remainder of the season. A coach knowingly using a non-rostered, suspended, ineligible or overage player in a game will be immediately suspended by the President, and only re-admitted to the MYSL after

applying in writing and showing cause for re-admittance. Any Club in which one or more teams have been found of using a non-rostered, suspended, ineligible or overage player shall be required, by a majority vote of the Board, to provide to the Commissioner proof of age for all players for all teams in that Club. This requirement may be rescinded only by a majority vote of the Board.

8. Age Groups

- a) All players under the age of 19 that meet the requirements below of the current playing year will be eligible to play for a team. Current playing year is fall/spring seasons.
- b) Age groups for the 2016/2017 season:

Mass Youth Approved (Calendar Year and Grade Based Groupings)						
Group	Second Year		First Year		Grade	
U10	1/1/2006	12/31/2006	1/1/2007	12/31/2007	4	3
U12	1/1/2004	12/31/2004	1/1/2005	12/31/2005	6	5
U14	1/1/2002	12/31/2002	1/1/2003	12/31/2003	8	7
U16	1/1/2000	12/31/2000	1/1/2001	12/31/2001	10	9
U18	1/1/1998	12/31/1998	1/1/1999	12/31/1999	12	11
U19			1/1/1997	12/31/1997		College
Alternate Grouping allowed by Mass Youth (Calendar Year (plus) and Grade Based Groupings)						
Group	Second Year		First Year		Grade	
U10	1/1/2006	12/31/2006	1/1/2007	7/31/2008	4	3
U12	1/1/2004	12/31/2004	1/1/2005	7/31/2006	6	5
U14	1/1/2002	12/31/2002	1/1/2003	7/31/2004	8	7
U16	1/1/2000	12/31/2000	1/1/2001	7/31/2002	10	9
U18	1/1/1998	12/31/1998	1/1/1999	7/31/2000	12	11
U19			1/1/1997	12/31/1997		College
Current System - Birth Year Age Grouping (with the grade based grouping requirement)						
Group	Second Year		First Year		Grade	
U10	8/1/2006	7/31/2007	8/1/2007	7/31/2008	4	3
U12	8/1/2004	7/31/2005	8/1/2005	7/31/2006	6	5
U14	8/1/2002	7/31/2003	8/1/2003	7/31/2004	8	7
U16	8/1/2000	7/31/2001	8/1/2001	7/31/2002	10	9
U18	8/1/1998	7/31/1999	8/1/1999	7/31/2000	12	11
U19			8/1/1997	7/31/1998		College

- c) Each club should go to www.middlesexsoccer.org to confirm the dates for each age group.

d) Players who are in the 2nd grade may play up based on the current Grade 1/2-U8 playing policy of Mass Youth Soccer. Players who are eligible to play in the 2nd year of MYSL's Grade 3/4-U10 and U12 age groups can play in the next higher age group. That is, a 2nd year Grade 3/4-U10 player may "play up" in U12, and a 2nd year U12 player may "play up" in Grade 7/8-U14. If such a player chooses to play in the next higher age group in the Fall Season, that player must play in the same age group in the following Spring season.

e) Players who are in their 2nd year of eligibility for the Grade 7/8-U14 age group and who are in 8th grade or lower (not attending high school) can play in the Grade 9/10-U16 age group.

f) Players who are in their 2nd year of eligibility for the Grade 7/8-U14 age group and who are in 9th grade or higher (attending high school) can play in any of the high school age groups (Grade 9/10-U16, Grade 11/12-U18, or Post H.S.-U19) at the discretion of the Club/Town and the MYSL Commissioner and Registrar.

g) Grade 1/2-U8's Playing Up

1. A Grade 1/2-U8 player with a birthday after July 31st 2008, but who will be in the third grade in the current school year (Fall 2016), **may** play on a Grade 3/4-U10 team with classmates as a Grade 3/4-U10 player.
2. Grade 1/2-U8 players shall be permitted to "play up" only if all of the following conditions are met:
 - a. A Grade 1/2-U8 player born in calendar year 2008, but who will be in the 2nd grade in the current school year (Fall 2016), is a Grade 1/2-U8 player and the town must follow these guidelines to play up:
 - b. No more than two Grade 3/4-U10 teams of each gender per organization may have Grade 1/2-U8 players on any of their rosters; and
 - c. Small town/club soccer programs need additional players to have a viable Grade 3/4-U10 team so it places strong Grade 1/2-U8 players on a Grade 3/4-U10 team roster; and
 - d. No Grade 3/4-U10 player is denied a roster spot in favor of a Grade 1/2-U8 player; and
 - e. Grade 1/2-U8 players comprise less than 40% of any single team's roster, in other words - a Grade 3/4-U10 team can have a maximum of 6-Grade 1/2-U8 players (2016/2017 season).

9. Team Costs

- a) The cost per team will be set by a majority vote of the Board, in accordance with the MYSL Constitution, and will be communicated to the Clubs/Towns at least one (1) month prior to the MYSL registration deadline.

10. Team Placement

- a) In each age group, there may be up to five (5) division levels. Each level may be further divided into sections.
 - 1) For age groups Grade 3/4-U10, Grade 5/6-U12 and Grade 7/8-U14, there will be 5 divisions.
 - i. The top 2 divisions will be Division 1 and Division 2. The Grade 5/6-U12 and Grade 7/8-U14 teams in these divisions will be competing to represent MYSL at the MTOC Tournament at the end of the spring season
 - ii. Teams that populate the divisions 1 and 2 in the spring will be culled from the Fall Division 1, Division 2 and select Division 3 teams
 - iii. Divisions 3, 4 and 5 teams will be playing to compete in the Commissioners' Cup Tournament at the end of the spring season
- b) The Age Director will recommend placement in specific divisions taking into consideration the following guidelines:
 - i) Fall Season: Any Club with 3 or more teams in an Age Group or any large Club should place one team in the Division 1. A large club is defined as having 500 or more registered players U6 and up in their entire town program.
 - ii) Spring Season: Any Club with 3 or more teams in an Age Group should place at least one team in either the First Division or Second Division, based on their record from the previous Fall Season.
 - iii) Division 1 and 2 teams during the spring season will represent, in the opinion of the Age Director, the highest and next highest level teams in the age group.
 - iv) The desire of the team and any other consideration submitted with the team's entry form.
 - v) Statistical data from the previous season and other relevant information submitted.
- c) Final team placement will be decided at a Board placement meeting that will resolve any disagreements with the Age Director's recommendations.
- d) If circumstances necessitate changes in a team's division after the placement meeting, the Age Director with the approval of the

Commissioner will determine the changes. All teams affected by such changes will be informed immediately. If necessary, the Board will vote on final placement.

e) After placement in a division, all teams within the division are considered equal.

f) After the placement meeting, a town may not add another team to an age group without approval of the registrar, statistician, appropriate age director and commissioner.

11. Rescheduling Games

a) When a team cannot play a scheduled league game for legitimate reasons, the coach shall prove in writing, with significant documentation to the satisfaction of the Age Director, that fewer than eleven (11) players (Eight (8) players for Grade 5/6-U12 or six (6) for Grade 3/4-U10) will be available.

i) A coach should know his/her players' availability for the whole season; ignorance will not be accepted as an excuse. Legitimate reasons may include, but not be limited to:

- graduation,
- sanctioned invitational tournament,
- school trip, or
- religious activity.

ii) Lack of players due to a vacation is not a legitimate reason to reschedule a game.

b) Notification of the need to reschedule must be given to the Age Director and the opposing coach at least two (2) weeks prior to the scheduled game date or within two (2) days after the reason for rescheduling appears or is known.

c) For Spring Season games, the league referee assignor must be notified by the Age Director at least 48 hours in advance of a rescheduled game's date. (Exemption: Memorial Day weekend games **MUST** be rescheduled and played prior to Memorial Day.)

i) Rescheduled games must be made up in advance of the scheduled date except with the permission of the Age Director.

ii) If the reason for rescheduling appears within the two weeks prior to the game date, the Age Director will set a reasonable deadline.

iii) If the HOME coach reschedules the game, he/she must give three (3) reasonable dates on which the game may be made up.

iv) If the AWAY coach reschedules the game, the HOME coach will set the make-up date.

- v) The Age Director will arbitrate and decide on any disagreements.
- d) If the coach who wants to reschedule violates any part of this Rule, the opposing coach may claim a forfeit. The final decision will rest with the Age Director.

12. Postponing Games

- a) Games may be postponed if: 1) the fields are unplayable or 2) the safety of the participants is at risk, over and above the normal risks involved in playing a soccer game
 - i. Initial responsibility for determining the above lies with the home team's administration (not the coach). A town organization (club or park's department) can close a field or all of its fields for the full day up to when the referee starts the match or determines that the field is unplayable.
 - ii. After this, it is each game's assigned referee's responsibility to determine if a game can be played or continued
 - iii. Once a field is declared unplayable, it is closed for the day.
 - iv. The league will only cancel all games league-wide on a given day with the unanimous consent of the Executive Committee. The intent is that only under extraordinary circumstances would the league cancel all league-wide games.
 - v. In situations where a significant number of a day's games are not completed, it is the league's responsibility to determine if that day's games will be cancelled or if those un-played games must be rescheduled.
- b) If the field is unplayable or in the case of another legitimate last day justification, the HOME coach shall inform the Age Director and the opposing coach before 8:00 a.m. (7:30a.m. for a 9:00 a.m. game). An authorized town representative shall be responsible for contacting the Referee Assignor and Referee Coordinator immediately to inform him/her of all cancelations at that town's fields
- c) If the authorized town representative is not available, the HOME coach is responsible for contacting the Referee Assignor and Referee Coordinator. If the HOME coach does not properly inform the Age Director, Referee Assignor or Referee Coordinator, and the referee appears for the game, the HOME team will be liable for the referee fee. Failure to notify the opposing coach may result in a forfeiture of the game as determined by the Age Director.

d) If all home games of a Club are canceled, the authorized town representative shall be responsible for notifying the Referee Assignor and/or Referee Coordinator as soon as possible.

13. Make-up Schedule for Postponed Games

- a) The home team coach must give the opposing coach three (3) reasonable dates, within seven (7) days of the original game date, on which the game may be made up. The make-up scheduling process in SportsManager is preferred or the home team coach will confirm the date, time and place for the make-up game by calling both the Age Director and the opposing coach at least three (3) days prior to the scheduled make-up date.
- b) In cases where both coaches cannot agree on a make-up date, the Age Director will have the authority to set the date, time and place of the make-up game.
- c) Games played without the prior knowledge and consent of the Age Director could result in a forfeit to both teams. Games not made up before the last weekend of the season will be ruled a forfeit for one or both teams as determined by the Age Director.

14. Holiday Weekend Games

- a) If the MYSL schedules games on a holiday weekend, they shall be played as scheduled with the exception of Memorial Day weekend games which shall be treated as rescheduled games according to Rule 11 (Rescheduling Games). All of these games **MUST** be rescheduled to be played prior to Memorial Day weekend.
- b) If teams want to play on Memorial Day weekend, they must inform the appropriate Age Director no later than the second weekend of the season, otherwise the game **MUST** be rescheduled. The Age Director will only allow the game to be played on Memorial Day weekend if the league Referee Assignor determines that it is possible to schedule a USSF certified referee.
- c) Teams attending or wait-listed for a Memorial Day weekend tournament **MUST** reschedule their games

15. Number of Players on a roster

- a) Team roster sizes for the fall or spring seasons must adhere to the following for the team to be sanctioned by MYSL:
 - Grade 3/4-U10: 8 minimum 15 maximum
 - Grade 5/6-U12: 11 minimum 16 maximum

- Grade 7/8-U14, divs 1 & 2: 14 minimum 18 maximum
 - Grade 7/8-U14, divs 3, 4 & 5 14 minimum 22 maximum
- b) Team roster sizes for the Grade 9/10-U16+ age groups for the spring season must adhere to the following for the team to be sanctioned by MYSL:
- Team Roster- 14 minimum, 22 maximum
 - i) Game roster sizes for the Grade 9/10-U16+ age groups for the spring season must adhere to the following to be acceptable to play in a league sanctioned game:
 - Game Roster- 7 minimum, 18 maximum
- c) Teams may be coed but, if coed, the team must be placed in a boy's division.

16. Coaches/Supervision –

- a) Each team must have a designated head coach and may have up to two (2) assistant coaches.
- b) For each team, a registered coach or assistant coach must be present during the entire game.
- i) If no such coach is present, or if the coach is ejected or leaves the game for other reasons, the referee may accept another person, including a player's parent, as the substitute coach.
 - ii) The game will not be played or continued if the referee, at any time, decides that no proper supervision is present.
 - iii) If the referee abandons the game, a forfeit will be assessed at the discretion of the Age Director.

17. Certified Rosters and Identification Cards

- a) A certified roster shall be that roster approved by the appropriate Commissioner's, have "APPROVED" in the title and a watermark diagonally across the page or clearly marked with an alternative method which has been approved by the Board and communicated to league prior to the beginning of the season.

Before the match, each coach will hand to the referee two copies of the team's certified roster. The referee shall write his name on and pass one copy of the team's certified roster to the opposing coach.

- i) No handwritten player or coach information (except uniform numbers) is permitted on the certified roster.

ii) Player's names, uniform numbers and birthdates must appear on the game roster.

b) If either team fails to submit copies of the certified roster before the match, the referee will accept 2 copies of a "Game Roster" from the coach. Game rosters may be handwritten and must contain the following information:

- i) The Team Name, number and MYSL division
- ii) The names and phone numbers for the coaches
- iii) The name, birth date and uniform number for each player

Note: Coaches may use smart phone technology to pull up their approved roster for the referee and opposing coach but a handwritten roster must also be prepared as stated above.

If the referee accepts a non-certified game roster from a coach, the game will be played and the results counted in the standings pending a review of the game roster by the appropriate commissioner. The referee must note in their game report that a non-certified game roster was used and must also send a copy of the game roster to the appropriate commissioner. The commissioner, in conjunction with the Age Director, will review the validity of the game roster and validate the game results or issue a forfeit as appropriate if an ineligible player was used.

c) During the Spring Season, each coach and assistant coach(s) will have in their possession a passcard for themselves and each player (Grade 5/6-U12 and above players only) approved by the appropriate Commissioner. Passcards shall be made available to the referee.

d) During the Spring Season, an individual player without a valid passcard shall not be permitted to play until a valid passcard can be given to the referee, unless prior approval to play has been given by the appropriate Commissioner to the referee. If for some reason a coach fails to provide all passcards, the referee shall allow the game to proceed and must note in their game report that the game was played without coach/player passcards. The commissioner, in conjunction with the Age Director will review and validate the game results or issue a forfeit as appropriate.

e) In Grade 3/4-U10 passcards are required only for the coaches of each team, not for the players. Note that all players must appear on the certified roster.

18. Game Times

- a) Fall and Spring Seasons – General Rule: Girls play in the morning and Boys play in the afternoon. The higher division teams play in the earlier time slots.
- b) Note that fields should be scheduled back to back with the same age groups (preferably with similar divisions) in order to make scheduling referees easier for the Referee Assignor.
- c) No change in game times is allowed after the coaches meeting has been held without appropriate notice (one week notice when possible) to the VISITING COACH and with the approval of the AGE DIRECTOR.
- d) Failure to comply with the provisions of the game time rules above shall result in a loss by forfeit for the home team.
- e) Under-16 and above teams (Spring Season only) shall play their games in venues with the game times and locations determined by the League.
- f) Teams shall be present at least fifteen (15) minutes prior to game time to allow the referee sufficient time to check the player passcards, etc. Referees will be allowed to leave the field fifteen minutes after game time if one team cannot field the minimum number of players (i.e. Grade 7/8-U14 and above - seven (7) players). In this case, the Age Director shall assess a forfeit.

19. Duration of the Match

- a) The length of the match shall be determined by the age group:
 - Grade 3/4-U10 – divided into two (2) equal halves of twenty-five (25) minutes each
 - Grade 5/6-U12 – divided into two (2) equal halves of thirty (30) minutes each.
 - Grade 7/8-U14 – divided into two (2) equal halves of thirty-five (35) minutes each.
 - Grade 9/10-U16 – divided into two (2) equal halves of forty (40) minutes each.
 - Grade 11/12-U18 – divided into two (2) equal halves of forty-five (45) minutes each.
 - Post HS-U19 – divided into two (2) equal halves of forty-five (45) minutes each.
- b) The half-time interval shall be five (5) minutes.
- c) The allowance for time lost in either period is at the discretion of the referee.
- d) There will be no overtime in regular season matches.

20. Game Rules

Last updated: Aug 10th, 2016	29
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a) The FIFA Laws of the Game shall govern all games except as noted in the Middlesex modifications in Sub-sections 11v11, 8v8 & 6v6, of these rules. This includes, but is not limited to:

- The Field of Play (Law 1)
- The Ball (Law 2)
- Number of Players (Law 3)
- The Player's Equipment (Law 4)
- The Referee (Law 5)
- The Assistant Referee (Law 6)
- Duration of the Match (Law 7)
- The Start and Restart of Play (Law 8)
- The ball in and out of play (Law 9),
- The method of scoring (Law 10),
- Offside (Law 11),
- Fouls and Misconduct (Law 12)
- Free Kicks (Law 13),
- Penalty Kicks (Law 14),
- Throw-ins (Law 15),
- Goal Kicks (Law 16), and
- Corner Kicks (Law 17).

21. **Coach and Fan Conduct (Zero Tolerance Policy)**

a) It is the responsibility of **ALL** coaches to maintain the highest standards of conduct for themselves, their players and spectators (supporters) in all matches. Abusive and obscene language, violent play, violent conduct, fighting, harassment, intimidation/taunting, racial or ethnic slurs and other behavior detrimental to the game will not be tolerated. A coach's responsibility for referee support and spectator control includes the times prior to, during and after the game at the field and surrounding areas. Failure to do so will undermine the referee's authority and has the potential of creating a hostile environment for players, the referee and all other participants and spectators.

b) Therefore, the basic policy is that persons responsible for a team and spectators will not address the referee at all during the play of the game.

- Exceptions for persons responsible for a team (Coaches and Assistant Coaches)

During the game:

- Responding to a referee initiating communication
- Making Substitutions
- Pointing out emergencies or safety issues

- Exceptions for Spectators:

During the game:

- Pointing out emergencies or safety issues

- c) Coaches are highly encouraged to submit referee evaluations (good and bad) with-in 48 hours of the completion of the match – see MYSL rule 31.

MYSL recommends that the referee deal with coach(es) and spectator(s) infractions in accordance with FIFA Law 5 of the Game.

If the referee abandons the match, directs a person to leave the area, or issues a caution; the referee shall send a misconduct report for review – see MYSL Rule 29. MYSL asks that the information provided by the referee in the misconduct report be sufficient and detailed to determine follow-up actions required by the Commissioners, Age Directors and/or Sportsmanship Committee.

22. Ejections

- a) In the case of a player or coach ejection, the referee shall send the passcard (Spring Season only) to the respective Commissioner immediately following the game. At the same time, the referee shall also submit a USSF misconduct report to the Commissioner and other appropriate League Officials.
- i) An ejection not covered by Rule 23 will carry an automatic one (1) game suspension, unless the Commissioner imposes additional suspensions.
 - ii) The suspension will start with the first game following the ejection.
 - iii) The Commissioner will hold the passcard and the player (or parent) shall make arrangements to pick-up his/her passcard.
 - iv) If the Commissioner considers the offense to be of a more serious nature, he/she shall refer the matter to the Sportsmanship Committee who will hear the case of all parties concerned and decide upon appropriate action.
- b) Coaches or assistant coaches who are ejected from a game/dismissed from the match must leave the playing complex and may not in any way continue to coach. Failure to comply could result in permanent suspension from the MYSL.
- c) A coach, assistant coach or player who has been ejected or suspended may not return to any team in any capacity until such time as the suspension has been lifted. Failure to abide by this could result in permanent suspension from the MYSL.

23. Player/Coach Infractions

a) Yellow Cards

- i) In the case of a player receiving a yellow card, the referee shall submit a misconduct report to the respective Commissioner and other appropriate League Officials immediately following the game.
- ii) The accumulation of yellow cards by any player in a specific season shall be subject to an additional suspension per the schedule below:

Total Yellow Cards	Additional Suspension
4	one (1) game
5	two (2) games
6	one (1) year from date of last infraction

b) Red Cards

- i) Any coach dismissed from a match will be immediately suspended for two (2) games. Note: Per the Laws of the Game, coaches will not be shown (given) cards in MYSL games.
- ii) Any coach receiving a second suspension during the season will be suspended indefinitely. Said coach must appeal to the Commissioner and Sportsmanship Committee for reinstatement.
- iii) The Commissioner and Sportsmanship Committee will suspend any player receiving a second red card during a season indefinitely pending a hearing.

c) Fighting

- i) In cases of fighting, a player shall be suspended for three (3) or more games and the coach may be suspended pending a review of the Commissioner and Sportsmanship Committee. A decision must be rendered prior to the next scheduled game.
- ii) In the event of players leaving the bench area to enter the field to participate in a fight, the coach and assistant coach must appear before the Board of Directors for a hearing to determine whether or not the team should be suspended for the remainder of the season.
- iii) If a player leaves the bench area to participate in a fight on the field and is ejected by the referee, he/she shall be suspended for three (3) or more games pending a review of the Commissioner and Sportsmanship Committee.
- iv) If a coach leaves the bench area to take part in a fight, the Commissioner and the Sportsmanship Committee may suspend him/her indefinitely pending a hearing. A decision must be rendered prior to the next scheduled game.

- d) Referee Assault
 - i) Any player, coach or team official physically or verbally assaulting a referee will be suspended a minimum of one (1) year. If the incident is considered serious, the Commissioner and Sportsmanship Committee may impose an indefinite suspension.

24. Protests

- a) Protests relating to a specific game may only be made by a coach of a team playing in the game and only within the 48 hours following the game by notifying the Protest Officer by telephone. Any protest of a championship or playoff match must be initiated by notifying the referee or MYSL official at the field at the end of the match.
- b) Per the Laws of the Game (Law 5) Referee decisions concerning the facts of play are final and cannot be protested.
- c) Protests relating to goals, crossbars, or other field related issues will not be considered unless the objection has been lodged with the referee prior to the start of the match. The referee will require the responsible team to remove the cause of the objection, if this is possible, without unduly delaying the match.
- d) Protest Procedure
 - i) A protest shall be in writing and must be received by the Protest Officer, with a non-refundable fee of \$25, within three (3) days after the above stated telephone notification. The Protest Officer will render a decision and inform all parties involved within three (7) days of receiving the protest.

25. Appeals Procedure

- a) Any party affected by a decision may appeal that decision to the President via the Secretary. To be valid, the appeal shall be in writing and must be received by the Secretary, with a fee of \$200, within three (3) days of receiving the decision that is being appealed. The President will appoint an Appeals Board within three days of receiving the appeal. The Appeals Board will consist of at least 5 members, at least 2 of whom must be standing Board members. The Appeals Board will render a decision on the appeal within one (1) week of being appointed, if possible. However, if the Appeals Board deems it necessary to call a Special Board of Directors meeting regarding the appeal, the decision will be rendered within 24 hours following the specially called Board of Directors meeting. If the appeal is successful, the \$200 will be refunded.
- b) If any party affected by the decision of the Appeals Board or Board of Directors Meeting is not satisfied, an appeal may be made to MYSA in accordance with the MYSA rules then in effect.

c) The time limits specified above do not apply if time is of the essence (e.g., at the end of the season). In these cases, only such time limits are allowed that will guarantee timely completion of the appeal and of the competition.

26. Reporting Game Results

- a) The home and visiting team coaches and the match referee shall enter the results of each game in SportsManager (or call the Age Director if necessary within two (2) days of the completion of the match) to report the game results.
- b) The Age Director shall review the results posted on the websites and resolve any discrepancies.

27. Referee Administration

- a) Referees shall be assigned to MYSL matches consistent with Rule 28a & 28b
- b) Referees and assistant referees for regular season matches and the Commissioner's Cup matches shall be paid the rates as described in Rule 27d.
- c) Assistant referees shall be assigned to matches as stipulated in Rule 28 and/or Rule 30.
- d) The rates of pay for MYSL referees and assistant referees shall be:

<u>Age Group</u>	<u>Referee</u>	<u>Asst Referee</u>
• Under-10	\$25.00/game	\$12.50/game
• Under-12	\$35.00/game	\$17.50/game
• Under-14	\$40.00/game	\$20.00/game
• Under-16/18/19	\$60.00/game	\$30.00/game

- e) During post-season playoff matches for Grade 5/6-U12 and above, referees and assistant referees shall be compensated according to the following schedule:

<u>Age Group</u>	<u>Referee</u>	<u>Asst Referee</u>
Grade 3/4-U10	\$35.00/game	\$17.50/game
Grade 5/6-U12 – Grade 7/8-U14	\$45.00/game	\$30.00/game
Grade 9/10-U16 – Post H.S.-U19	\$75.00/game	\$40.00/game

- f) If a match requires an assistant referee, as stipulated in Rule 30, and only one referee is assigned or appears for the match, the referee working the match shall receive one and one-half times the normal game fee. To receive the fee, the referee must have the home and visiting coach sign the back of the roster stating that there was only one referee prior to the start of the match. The rosters must then be mailed to the referee coordinator

for verification. The normal game fee shall be paid if the referee has at least one assigned assistant referee in a match or does not have the “single referee verification” signed and submitted to the referee coordinator. Referees who fall under the provisions of Rule 28-d shall also be eligible for this compensation.

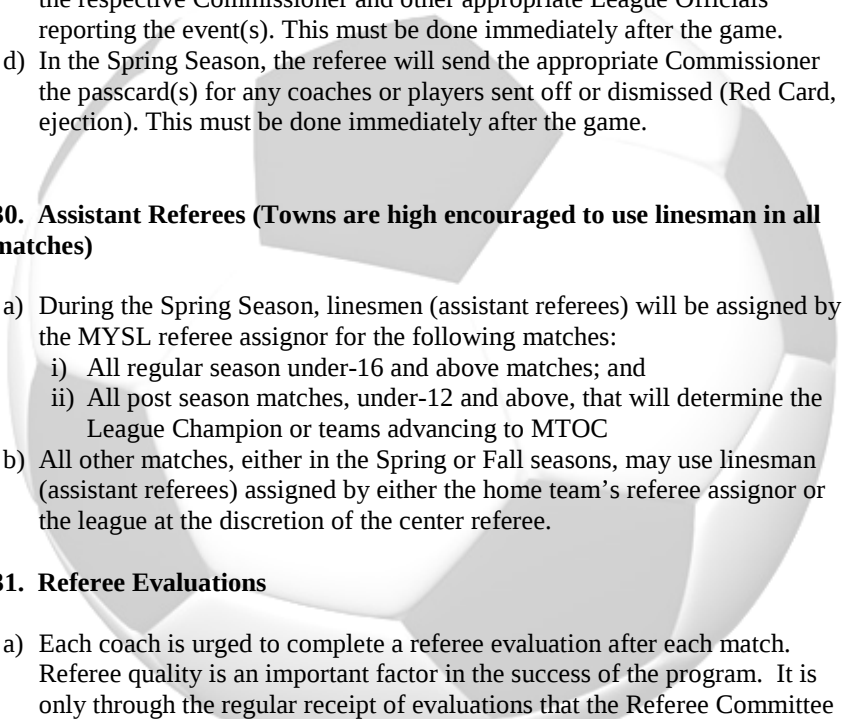
- g) Referees for Grade 5/6-U12 and older matches who do not report their matches within 1 week of the match date will forfeit ½ of their fee for the match per rule 29.
- h) Referee assignors hired by the MYSL shall be compensated at the rate of \$4.00 per Grade 3/4-U10 to Grade 7/8-U14 assigned match and \$6.00 per assigned Grade 9/10-U16+ match.
- i) Referee Developmental Advisor: A budget not to exceed \$5,000.00 per soccer year (Fall and Spring seasons) to establish and implement a referee training and mentoring program for MYSL.

28. Referee Assignments

- a) A currently registered USSF referee shall be used for all matches.
- b) For Division 1-5 Grade 3/4-U10 and above matches, only referees that are currently registered as USSF Grade 8 or higher may be used.
- c) All clubs, and the league, must use a USSF certified referee assignor to assign matches at any level. During the Spring Season, referees for Grade 5/6-U12 and above matches shall be assigned by the league central assignor. Matches at the Grade 3/4-U10 level and below shall be assigned by the HOME club’s referee assignor. During the Fall Season, all games shall be assigned by the HOME club’s referee assignor. Any club found in violation of this requirement shall be assessed a fine of \$100 per week until a certified assignor is utilized by said club. During either season, the total fine shall not exceed \$1,000.
- d) If the assigned referee has not appeared for the game within 15 minutes of the scheduled start time, the game may be played, as scheduled, with a referee agreed upon by the two coaches involved. Such substitute referee shall be paid the fee in accordance with Rule 27, provided that he/she submits a Referee Report.

29. Referee Responsibilities

- a) The Referee will arrive at the field with sufficient time prior to the match to inspect the field and goals, check in the teams and perform any other duties necessary to start the games on time. After checking in the teams, the referee should legibly write their name on one copy of each roster and give it to the opposing coach.

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- b) The Referee will submit an on-line game report with the final score. The Referee Report will be the official record of the game and, at the same time, the referee's pay voucher. Referees must submit the game report within 48 hours of the conclusion of the match. For Grade 5/6-U12-Post H.S.-U19 games, if the referee does not submit the game report within 1 week (7 days) of the match, they will forfeit ½ of their pay for that match. The referee coordinator may, at his discretion, waive this forfeiture if the referee provides an adequate reason for the late submittal.
 - c) In the event of misconduct (cautions, ejections, red/yellow cards) or serious injuries; the referee shall also submit an official USSF misconduct report to the respective Commissioner and other appropriate League Officials reporting the event(s). This must be done immediately after the game.
 - d) In the Spring Season, the referee will send the appropriate Commissioner the passcard(s) for any coaches or players sent off or dismissed (Red Card, ejection). This must be done immediately after the game.

30. Assistant Referees (Towns are high encouraged to use linesman in all matches)

- a) During the Spring Season, linesmen (assistant referees) will be assigned by the MYSL referee assignor for the following matches:
 - i) All regular season under-16 and above matches; and
 - ii) All post season matches, under-12 and above, that will determine the League Champion or teams advancing to MTOC
- b) All other matches, either in the Spring or Fall seasons, may use linesman (assistant referees) assigned by either the home team's referee assignor or the league at the discretion of the center referee.

31. Referee Evaluations

- a) Each coach is urged to complete a referee evaluation after each match. Referee quality is an important factor in the success of the program. It is only through the regular receipt of evaluations that the Referee Committee and the Board can actively monitor the referees.
- b) Referee ratings and no-show complaints should be submitted online to the Referee Coordinator using the proper procedure.

32. Changes to the Rules of the MYSL

- a. The rules of the league may be altered or changed by a majority vote of the MYSL Board of Directors at any regularly scheduled meeting or special meeting, provided that:
 - i. The content of the new rule and the old rule is presented to the board at least one week prior to the meeting at which it will be discussed.



CHAMPIONS AND TOURNAMENTS RULES

33. Division Champions (Spring Season only)

a) A section champion will be the team that has the most points in the standings, at the end of the season, as determined by the Age Director.

Points will be awarded as follows:

- Win (or forfeit by an opponent) 3 points
- Tie 1 point
- Loss (or forfeit) 0 points

b) Note: After a team has accumulated two (2) red cards for serious offenses, each further red card will result in that team losing one (1) point in the standings. Violent play and fighting will always be considered serious. For other offenses to be considered serious, the Commissioner must obtain the concurrence of at least three (3) impartial Board Members.

c) If two teams are tied in points, the following tie-breaker rules will be used, in order:

- head to head competition by points
- least goals allowed head to head
- goal differential head to head - maximum differential of 3 goals per game
- least goals allowed – all regular season games
- goal differential, - all regular season games – maximum differential of 3 goals per game
- tie-breaker game

d) If more than two teams are tied, the tie breaker rules will be used to determine a clear winner or eliminate one or more teams. If more than one team remains, the tie breaker rules will be applied again, starting from the top with the remaining teams to determine the clear winner.

e) The Age Director will organize all tiebreaker and playoff games in order to determine a division champion. Tiebreaker and playoff games shall be played on neutral fields (whenever possible).

f) The Age Director has complete authority in these matters and shall use his/her best judgment in complicated matters taking into account that tournament bound teams shall be determined at least three (3) days before the tournament starts.

g) The MYSL will give an award to each player and coach of the *Champion team* of each Under-12 and above division. The MYSL will award a ribbon to each player and coach of *the section* winner of each Under-10 division.

34. Massachusetts Tournament of Champions

Participants in the Massachusetts Tournament of Champions will follow the rules set by MYSA. Since this tournament may change from year to year, interested coaches may obtain the appropriate information from the MYSA office.

35. Post Season Eligibility

- a. Four teams in each Division will be eligible for post season play in either the Championship Playoffs or the Commissioners' Cup at the conclusion of the Spring Season, based on the final standings
- b. Eligibility
 - i) A Division with a single bracket or section: top 4 finishers make the postseason
 - ii) A Division with 2 brackets: top 2 finishers in each bracket
 - iii) A Division with 3 brackets: winner of each bracket qualify for the postseason. The 4th playoff spot will be determined by a playoff of the three 2nd place teams.
 - Rankings for play in games to determine who plays in which games follow the standard tie breaking procedures - points, then head-to-head (which doesn't apply in these cases), least goals allowed, tie breaker game. Once determined, the 2nd place team with the most points will have a bye. The other two 2nd place teams will play on the Monday following the last game of the season, weather permitting. The winner of that game will play the team with the bye on Wednesday of that week, weather permitting. Both of these dates are subject to change; your team must be available every day of the week following the end of the season.
 - iv) A Division with 4 brackets: winner of each bracket qualifies for postseason
- c. Any variations of eligibility must be agreed upon by the Age Director, Vice President of Development and MYSL President, and clearly communicated to all the teams in that division at least 30 days prior to the beginning of the tournament

36. Championship Playoffs for Divisions 1 and 2 (Grade 5/6-U12 and older)

- a. The MYSL will hold playoffs among the top finishers in each division for Grade 5/6-U12 through Post H.S.-U19 in Divisions 1 and 2. The winners of these playoffs will represent the MYSL in their respective age groups at *MTOC*.
- b. Additional teams may be included according to the eligibility rules established by the MYSL.
- c. Town Player Pass is not allowed for Championship Playoff games

37. Play-in/off Proceedings

1. Grade 3/4-U10's - play 25 minute ½'s – normal time
Overtime: [2] equal 5 minute ½'s with coin flip
[if still tied] play additional 5 minute periods until there is a winner.
Extra periods shall be played in full.
2. Grade 5/6-U12's - play 30 minute ½'s -normal time
Overtime: [2] equal 10 minute ½'s - with coin flip
[if still tied] then kicks from the penalty mark - [5] vs [5] best of [5] wins if still tied then [1] vs [1] sudden death
3. Grade 7/8-U14's - play 35 minute ½'s -normal time
Overtime: [2] equal 10 minute ½'s with coin flip
[if still tied] then kicks from the penalty mark - [5] vs [5] best of [5] wins if still tied then [1] vs [1] sudden death
4. Grade 9/10-U16's - play 40 minutes ½'s - normal time
Grade 11/12-U18's - play 45 minute ½'s - normal time
If match tied at end of regulation: [2] equal 15 minute ½'s with coin flip.
If still tied (with only the players on the field) at the end of the 2nd overtime
- kicks from the penalty mark – [5] vs [5] best of [5] wins if still tied then [1] vs [1] sudden death

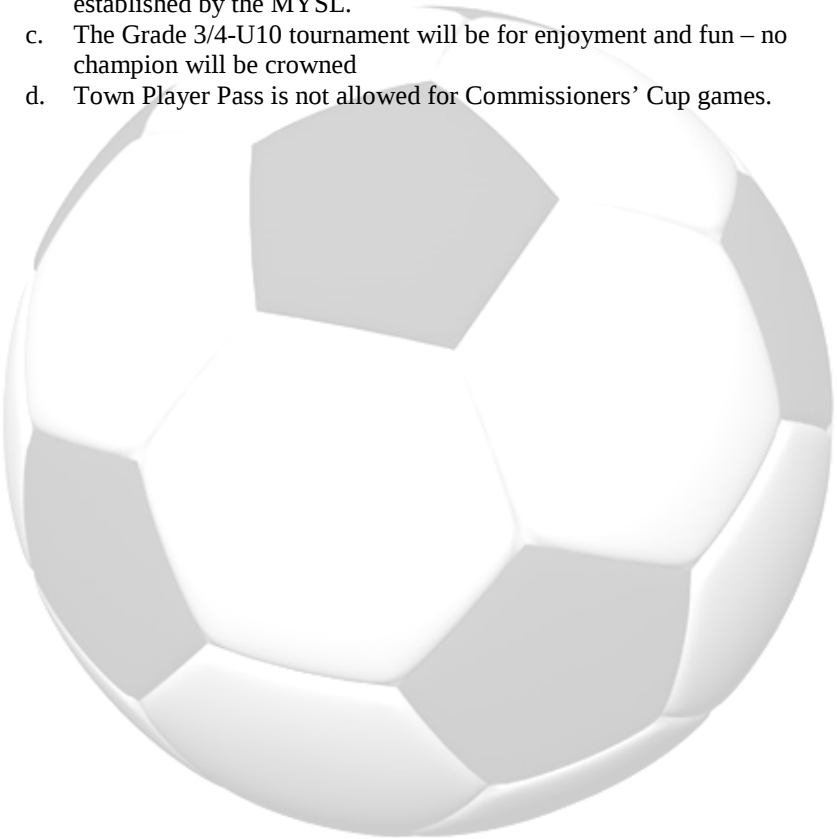
38. Commissioner's Cup Tournament for Grade 5/6-U12 and Grade 7/8-U14 Divisions 3, 4 and 5

- a. The MYSL will hold a Commissioner's Cup Tournament among the top finishers in each division in Divisions 3, 4 and 5.
- b. Additional teams may be included according to the eligibility rules established by the MYSL.
- c. In determining final standings of Commissioner's Cup when teams are tied in points following conclusion of their games, the following tie breakers rules will be used to determine the champion, in the following order:
 - i. Head to head competition
 - ii. Least goals allowed in all tournament games
 - iii. Goal differential, maximum of 3 goals per game
 - iv. If more than two teams are tied, the tie breaker rules will be used to determine a clear winner or eliminate one or more teams. If more than one team remains, the tie breaker rules will be applied again, starting from the top with the remaining teams to determine the clear winner.

- v. If teams are tied at the end of all the tie breaker rules, they will be declared tied for that position in the standings.
- d. Town Player Pass is not allowed for Commissioners' Cup games.

39. Commissioner's Cup Tournament for Grade 3/4-U10, all divisions

- a. The MYSL will hold a Commissioner's Cup Tournament among the top finishers in each division
- b. Additional teams may be included according to the eligibility rules established by the MYSL.
- c. The Grade 3/4-U10 tournament will be for enjoyment and fun – no champion will be crowned
- d. Town Player Pass is not allowed for Commissioners' Cup games.



Youth Soccer League Rules for 7v7 Soccer (Grade 3/4-U10)

During a match, conformance will be with all FIFA Laws of the Game except as otherwise noted.

Law 1 – The Field of Play - Conform to FIFA except:

Field Markings:

Distinctive lines not more than five (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

Dimensions:

The length of the touchline must be greater than the length of the goal line.

Length: minimum 45 yards / maximum 65 yards – MYSL recommendation: 50 yards

Width: minimum 35 yards / maximum 45 yards – MYSL recommendation: 40 yards

The Goal Area:

A goal area is defined at each end of the field by two lines drawn at right angles to the goal line, six (6) yards from the inside of each goal post. These lines extend into the field of play for six (6) yards and are joined by a line drawn parallel with the goal line.

The Penalty Area:

A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, ten (10) yards from the inside of each goalpost. These lines extend into the field of play for a distance of ten (10) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area.

Flag Posts: Conform to FIFA.

The Corner Arc:

A quarter circle with a radius of eighteen (18) inches from each corner flag will mark the corner arc.

Goals:

Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corner flag posts and joined at the top by a

horizontal crossbar. The maximum distance between the posts is eighteen (18) feet and the maximum distance from the lower edge of the crossbar to the ground is six (6) feet - US Soccer Federation standard. 12' x 6' goals are also acceptable.

Safety:

Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

Law 2. The Ball - Conform to FIFA except:

Size.

A size four (4) ball will be used for all under-10 matches.

Law 3. Number of Players - Conform to FIFA except:

Number of Players:

A match is played by two teams, each consisting of not more than seven (7) players, one of whom is the goalkeeper. A match may not start, or continue, if either team consists of fewer than five (5) players who are able to play.)

Playing Time. Each player should play a minimum of 40% (20 minutes) of the total playing time.

Substitution Procedure:

All substitutes should enter and leave the field at the halfway line. Players on the field may be replaced by a substitute under one of the following conditions:

- By both teams prior to any throw-in provided that the team in possession of the ball substitutes, and that the substitutes are located properly at the halfway line.
- by either team prior to a goal kick,
- by either team after a goal,
- by either team at half-time
- at the time of a caution, the cautioned player may be substituted

Substitutions may only be made with the referee's consent and only if the substitutes are ready to enter the game.

An injured player must be replaced if the referee stops the play for the injury. In such a case, the opposing team may have an equal substitution.

Law 4 – The Players Equipment: Conform to FIFA except:

Safety

A player must not use equipment or wear anything which is dangerous to himself or another player, including all jewelry, all casts (even if padded) or any other equipment that the referee determines is dangerous.

Basic Equipment:

Jersey or Shirt with a unique visible number, Shorts, Stockings, Shinguards (covered by stockings), Shoes - the footwear shall be soft soccer cleats or sneakers.

Colors:

The two teams must wear colors that distinguish them from each other and also the referee.

Each goalkeeper shall wear colors that distinguish him/her from the other player, the referee.

If both teams are wearing the same or similar (in the referee's opinion) color shirts, the HOME team must change shirts, or wear pennies

Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

Law 5 - The Referee - Conform to FIFA except:

A currently registered USSF referee shall be used for all matches (grade 9 and higher).

Referees shall be assigned per MYSL administrative rules 27, 28, 29 30 and 31.

Referees are encouraged to explain all infractions of the Laws of the Game to the offending player(s) as the progress of the match permits. Due to the age of the players, such explanations are viewed as a method to educate the younger player.

Referees will be allowed to leave the field fifteen minutes after game time if one team cannot field **five (5)** players.

Law 6 – The Assistant Referee - Conform to FIFA except:

Club Linesmen may be used at the discretion of the referee, if necessary. The linesmen's only responsibility shall be to indicate, to the referee, whether the ball is out of play.

Law 7 - Duration of the Match Conform to FIFA except

Periods of Play.

The match shall be divided into two (2) equal halves of twenty-five (25) minutes each.

Half-Time Interval.

The half-time interval shall be five (5) minutes.

Extra Time

There will be no overtime in regular season matches.

Law 8 – The Start and Restart of Play - Conform to FIFA except:

The opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play.

Law 9 - Ball In and Out of Play – Conform to FIFA

Law 10 - Method of Scoring - Conform to FIFA

Law 11 - Offside – Conform to FIFA

The Offside rule will apply in an under-10 match starting Fall Season 2016.

Law 12 - Fouls and Misconduct - Conform to FIFA except:

There are no penalty kicks. (See Law 14)

Keeper distributions (punts, drop kicks and throws) may not travel in the air over the halfway line. An Indirect free kick from midfield is awarded to the other team if this happens.

When a player deliberately heads the ball **or attempts to head the ball** in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header **or attempt** occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

Law 13 - Free Kicks - Conform to FIFA except:

All free kicks will conform to the FIFA Laws of the Game with the exception that an opponent must be eight (8) yards from the ball before the kick is allowed.

Law 14 - Penalty Kicks

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No penalty kicks shall be awarded to or taken by either team. All fouls committed inside the penalty area that would normally result in a penalty kick will be moved outside the penalty area to the point parallel to the goal line closest to where the foul was committed and a direct free kick awarded.

Law 15 - Throw-In - Conform to FIFA

Law 16 – The Goal Kick - Conform to FIFA except:

Opposition players to retreat into their own half of the playing field on goal kicks.

US Youth Soccer recommends that opponents should remain in their own half until the ball is in play. The team taking the goal kick does not have to wait for the opposition to retreat and has the option to restart the game beforehand should they so choose. **The ball is in play when it is kicked directly out of the penalty area.**

Law 17 - The Corner Kick – Conform to FIFA except:

All corner kicks will conform to the FIFA Laws of the Game with the exception that an opponent must be eight (8) yards from the ball before the kick is allowed.

Middlesex Youth Soccer League Rules for 9 v 9 Soccer (Grade 5/6-U12)

During a match, conformance will be with all FIFA Laws of the Game except as otherwise noted:

Law 1 – The Field of Play

Field Markings:

Distinctive lines not more than five (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

Dimensions:

The length of the touchline must be greater than the length of the goal line.

Length: minimum 70 yards/maximum 80 yards – MYSL recommendation: 70 yards

Width: minimum 45 yards/maximum 55 yards – MYSL recommendation: 50 yards

The Goal Area:

A goal area is defined at each end of the field by two lines drawn at right angles to the goal line, six (6) yards from the inside of each goal post. These lines extend into the field of play for six (6) yards and are joined by a line drawn parallel with the goal line.

The Penalty Area:

A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, fourteen (14) yards from the inside of each goalpost. These lines extend into the field of play for a distance of fourteen (14) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.
(Penalty area regardless of Goal Size: 34 yards wide x 14 yards deep).

Flag Posts: Conform to FIFA.

The Corner Arc: Conform to FIFA.

Goals:

Minimum: 6 foot tall x 18 feet wide – Recommended

>Maximum: 7 foot tall x 21 feet wide acceptable

Safety:

Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

Law 2 – The Ball:

Size four (4) will be used for all Grade 5/6-U12 matches.

Law 3 – The Number of Players:

A match is played by two teams, each consisting of not more than nine (9) players, one of whom is the goalkeeper. A match may not start or continue if either team consists of fewer than seven (7) players.

Substitution Procedure:

All substitutes should enter and leave the field at the halfway line. Players on the field may be replaced by a substitute under one of the following conditions:

- By both teams prior to any throw-in provided that the team in possession of the ball substitutes, and that the substitutes are located properly at the halfway line.
- by either team prior to a goal kick,
- by either team after a goal,
- by either team at half-time
- at the time of a caution, the cautioned player may be substituted

Substitutions may only be made with the referee's consent and only if the substitutes are ready to enter the game.

An injured player must be replaced if the referee stops the play for the injury. In such a case, the opposing team may have an equal substitution.

Law 4 – The Players Equipment: Conform to FIFA except:**Safety**

A player must not use equipment or wear anything which is dangerous to himself or another player, including all jewelry, all casts (even if padded) or any other equipment that the referee determines is dangerous.

Basic Equipment:

Jersey or shirt with a visible number, Shorts, Stockings, Shin guards (covered by stockings), Shoes - The footwear shall be soft soccer cleats or sneakers.

Colors:

The two teams must wear colors that distinguish them from each other and also the referee and assistant referees

Each goalkeeper shall wear colors that distinguish him/her from the other player, the referee and assistant referees.

If both teams are wearing the same or similar (in the referee's opinion) color shirts, the HOME team must change shirts, or wear pennies.

Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

Law 5 – The Referee:

Assigned per MYSL administrative rules 27-31

Referees will be allowed to leave the field fifteen minutes after game time if one team cannot field seven (7) players

Law 6 – The Assistant Referee:

U.S.S.F. registered referees (Grade 9 or higher) or club linesmen assigned per MYSL Administrative rule 30.

Law 7 – The Duration of the Match:

Periods of Play.

The match shall be divided into two (2) equal halves of thirty (30) minutes each.

Half-Time Interval.

The half-time interval shall be five (5) minutes.

Extra Time

There will be no overtime in regular season matches.

Law 8 – The Start and Restart of Play:

Conform to FIFA with the exception that opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play.

Law 9 – The Ball In and Out of Play:

Conform to FIFA.

Law 10 – The Method of Scoring:

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Conform to FIFA.

Law 11 – Offside:

Conform to FIFA.

Law 12 – Fouls and Misconduct:

Conform to FIFA with the exception that an indirect free kick is awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or drop-kicks the ball in the air from his/her penalty area into the opponents penalty area.

MYSL / Mass Youth Heading Rule:

If in the opinion of the referee, a player **deliberately heads or attempts to head** the ball, an indirect free kick is awarded to the opposing team. If the deliberate header or attempt to head occurs within the goal area, the indirect free kick will be taken on the goal area line parallel to the goal line at the point nearest to where the infraction occurred.

Law 13 – Free Kicks:

Conform to FIFA with the exception that opponents are at least eight (8) yards from the ball.

Law 14 – The Penalty Kick:

Conform to FIFA with the exceptions that the penalty mark is at ten yards and that players other than the kicker and defending goalkeeper are at least eight (8) yards from the penalty mark.

Law 15 – The Throw-In:

Conform to FIFA.

Law 16 – The Goal Kick:

Conform to FIFA.

Law 17 – The Corner Kick:

Conform to FIFA with the exception that opponents remain at least eight (8) yards away from the ball until it is in play.

Middlesex Youth Soccer League Rules for 11 v 11 Soccer

During a match, conformance will be with all FIFA Laws of the Game except as otherwise noted:

Law 1 - The Field of Play: Conform to FIFA

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 100 yards maximum 130 yards

Width: minimum 50 yards maximum 100 yards

Flag-Posts: Conform to FIFA

Goals: Conform to FIFA

Goals must be placed on the center of each goal line and must have Nets attached. All goals must be secured to the ground.

Proper field markings, regulation corner flags and nets are mandatory and are the responsibility of the HOME team. If one or more of the above conditions are not met, the referee has the power to declare the field unplayable. If a postponement results, the Age Director shall be notified and shall make a decision regarding forfeit or replay.

Law 2 - The Ball: Conform to FIFA

A size five (5) ball will be used for all under-14 and above matches.

Law 3 - Number of Players: Conform to FIFA

A match is played by two teams each consisting of not more than eleven (11) players one of whom is the goalkeeper. A match may not start, or continue, if either team consists of fewer than seven (7) players, including a goalkeeper, who are able to play.

Substitutions: Conform to FIFA except:

a) In all age groups, an unlimited number of players may be substituted. Any substituted player may re-enter the match during subsequent substitutions.

b) All substitutes should enter and leave the field at the halfway line. Players on the field may be replaced by a substitute under one of the following conditions:

Prior to any throw-in provided that the team in possession of the ball substitutes, and that the substitutes are located properly at the halfway line.

Prior to a goal kick by either team.

After a goal by either team.

At half-time.

At the time of a caution, the cautioned player may be substituted.

c) Substitutions may only be made with the referee's consent and only if the substitute players are ready to enter the game.

d) An injured player must be replaced if the referee stops the play or calls the coach out for treatment. In such a case, the opposing team may have an equal substitution.

Law 4 - The Player's Equipment: Conform to FIFA except:

Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

The required equipment of a player is:

- a) a jersey or shirt with a unique visible number
- b) shorts
- c) stockings
- d) shin guards
- e) footwear

a) The HOME team must change shirts, or wear pennies, if both teams are wearing the same or similar (in referee's opinion) color shirts.

b) Shin guards are to be made of a suitable material in order to provide a reasonable degree of protection and must be covered entirely by the stockings during the match.

c) The footwear shall be soft soccer cleats or sneakers.

d) Each goalkeeper shall wear colors that distinguish him/her from the other players and from the referee.

e) The following articles are not to be worn or allowed during a match: jewelry of any type, all casts (even if padded), or any other equipment the referee determines is dangerous to the player or another player.

Law 5 - Referees – Conform to FIFA

Assigned per MYSL administrative rules 27-31

Referees will be allowed to leave the field fifteen minutes after game time if one team cannot field seven (7) players

Law 6 - Assistant Referees (Linesmen) Conform to FIFA

Use U.S.S.F. registered referees or club linesmen/women assigned per MYSL Administrative rule 30.

Law 7 - Duration of the Match

a) The length of the match shall be determined by the age group:
Under-14 -divided into two (2) equal halves of thirty-five (35) minutes each.
Under-16 -divided into two (2) equal halves of forty (40) minutes each.
Under-18 -divided into two (2) equal halves of forty-five (45) minutes each.
Under-19 -divided into two (2) equal halves of forty-five (45) minutes each.

b) The half-time interval shall be five (5) minutes.

c) The allowance for time lost in either period is at the discretion of the referee.

d) There will be no overtime in regular season matches.

Law 8 - The Start and Restart of Play: Conform to FIFA

Law 9 – The Ball In and Out of Play: Conform to FIFA.

Law 10 – The Method of Scoring: Conform to FIFA.

Law 11 – Offside: Conform to FIFA.

Law 12 – Fouls and Misconduct: Conform to FIFA

Law 13 – Free Kicks: Conform to FIFA

Law 14 – The Penalty Kick: Conform to FIFA

Law 15 – The Throw-In: Conform to FIFA.

Law 16 – The Goal Kick: Conform to FIFA.

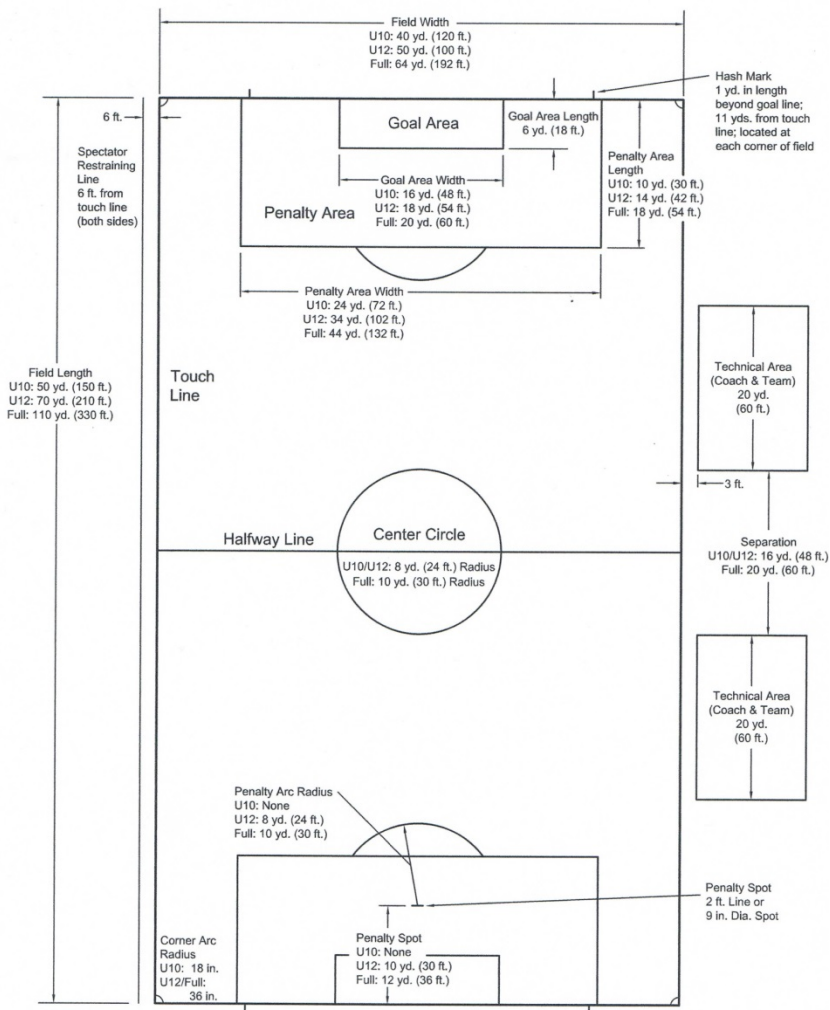
Law 17 – The Corner Kick: Conform to FIFA .



Field Dimension Information:

	Grade 3/4- U10	Grade 5/6- U12	Full Size
Field Length			
Minimum	45 Yards	70 Yards	100 Yards
Maximum	65 Yards	80 Yards	130 Yards
Recommended	50 Yards	70 Yards	110 Yards
Field Width			
Minimum	35 Yards	45 Yards	50 Yards
Maximum	45 Yards	55 Yards	100 Yards
Recommended	40 Yards	50 Yards	64 Yards
Goal Area	6 x 18 Yards	6 x 18 Yards	6 x 20 Yards
Penalty Area	10 x 26 Yards	14 x 34 Yards	18 x 44 Yards
Penalty Spot	None	10 Yards from Goal Line	12 Yards from Goal Line
Penalty Arc	None	8 Yard radius Outside Penalty Area	10 Yard radius Outside Penalty Area
Center Circle	8 Yard Radius	8 Yard Radius	10 Yard Radius
Goal Size	6 x 18 Feet *	6 x 18 Feet	8 x 24 Feet
Corner Arcs	18 Inch Radius	1-yard Radius	1 Yard Radius
Corner Flags	Minimum 5 feet tall for all age groups		
Field Layout Notes	Fields must be rectangular and Longer than they are wide		
	Fields should be laid out so that spectators and other obstructions are at least 2 yards from the touchlines		

* Note: 6 x 12 Ft Goals are allowable for Grade 3/4-U10 play. If 12 Ft Goals are used; Goal and Penalty Area Widths will be 16 and 24 yards respectively.



Sketch shows recommended field dimensions.

MYSL “Town’ Player Pass”

The ‘Town’ Player Pass” pass concept is when a ‘Town’ uses a player from within their own ‘Town’ to play for another team in their town for a regular season league match. It is not the same as secondary rostering. Players are put on a roster, but the ‘Town’ is allowed to use other players from other teams within their own ‘Town’ for a league match. Using a ‘Town’ Player Pass enables a team to temporarily add player(s) to an existing roster. It is for all age groups Grade 3/4-U10 – Post H.S.-U19.

Note that the League permits the use of the ‘Town’ Player Pass, but individual Town organizations determine if they want to take advantage of it or not.

Town Player Pass will not be allowed in Championship Playoffs, Post Season Play or the Commissioner’s Cup Tournament.

The ‘Town’ Player Pass allows towns and coaches:

1. The flexibility to reward players who are doing very well on a lower level team the opportunity to come up to the higher team and show how they fit in at that level
2. To give more players additional playing time - because we now have the flexibility to bring players up instead of being forced to maximize our rosters as a way to plan for those situations where players are off at other events (baseball, dance, etc.)
3. To reduce the number of players on the bench - this means players get more time on the field doing what they want to do, play the game.
4. Have more teams in the league - now I can have more evenly matched teams instead of trying to place a lesser skilled player on a higher roster to fill a spot.

This can only make our players better because they will get more opportunities to play.

Purpose:

- Allow coaches more freedom to move players within their own ‘Town’.
- Eliminate administrative paperwork for member Towns who wish to move players internally.
- To give all Towns the ability to move players from within their own ‘Town’ so that they can reinforce squads by moving players from a younger age group or an equal or lower team.
- To create a ‘Town’ mentality over a “team”.
- To provide development opportunities for players by being allowed to experience “playing up”.

i. Logistics:

- ‘Towns’ will still roster teams with MYSL.
- All players rostered to teams within the same ‘Town’ are “Town’ pass” eligible.
- There will be no secondary rostering (i.e. players appearing on 2 team rosters for a town simultaneously)
- When a team needs player(s) for a match, they use a player(s) within their own ‘Town’.

- A team having a league match may select up to 4 players from within their own 'Town' to play for that team.
- The number of players on the sideline, however, may not exceed the maximum "game roster" roster size.

ii. Game Day Procedure for 'Town' Pass:

- Each coach will provide a roster to the opposing coach that indicates if using a 'Town' pass player from within their 'Town' and who the "Town' Player Pass" players are.
- The team official (coach/manager) must communicate their use of 'Town' pass players before the game or as soon as practicable following the game, to the:
 - League Registrar
 - Age Director
 - Coach/Manager
- If a player's passcard is not on-site, he/she is not permitted to play in the game. (Applies only to the Spring Season and Grade 5/6-U12 players and above)
- The coach shall give the referee two copies of the player's original team roster in addition to the 2 copies of his/her team's game day roster - indicating on the player pass player's roster which player is playing up on the Player Pass. (Do not write anything on the roster of the team that the player is playing up on).
- Referees will follow the MYSL rules regarding rosters.

iii. Process For Adding 'Town' Pass Players to Your Roster:

- The players "Playing Up" will be added to the "Game Day" team Roster.
- Each 'Town' may set up their own process by which teams request 'Town' Pass Players be added for specific games (i.e. the deadline when a team must report to the appointed 'Town' pass administrator for your 'Town').
- The person from the town does not have to be the Registrar, just someone with the authority, the understanding of the 'Town' pass system rules, and the access to the 'Town' account.

iv. Rules:

- A player may play up for one team no more than 3 times in one season.
Example: A player on team #3 can only play on team #2 a maximum of 3 games in one season. However, that same player could play an additional 3 games on team #1.
- A player using the 'Town' pass may only play two games in a day.
- A player may not play down in age group per US Youth Soccer and MYSL Rules
- A player is permitted to use the 'Town' Player Pass to play for any of a town's teams placed within the same division
- Having a player drop from a "higher division" team to a "lower division" team will NOT be allowed.

v. Playing Up

- MYSL eligibility Rules for "playing up" in age groups must be adhered to
- any player utilizing the Player Pass Card who is playing up an age group may not play more than one division lower than that division they are permanently rostered in at the lower age group

(i.e. a Grade 5/6-U12 division 2 player can play Grade 7/8-U14 divisions 1,2 and 3—but not in Grade 7/8-U14 Divisions 4 or 5) (A Grade 3/4-U10 Player playing-up to a Grade 5/6-U12 Team will require a passcard.)

vi. Consequences for Abuse:

- A coach and 'Town' guilty of abusing the 'Town' Pass will be disciplined by MYSL Soccer and member leagues.

vii. Recommendations

- Town's using the 'Town' pass system should
 - Use it as a reward for player(s) who have shown improvement throughout the season
 - Have a player participate for one team only per day. This is only a recommendation
 - Communicate clearly to all of your parents and players the purpose of this system.

Don't abuse it!



TOWN PLAYER PASS REPORT FORM

The team official (coach/manager) must communicate their use of ‘Town’ pass players to the league before the game or 24 hours following the game, to the:

- League Registrar (Mary Rogers)@
registrar@middlesexsoccer.org
- Your Age Director

Please complete this form and email it to the league registrar and your age director:

Game Information:

Game # _____ Game Date: _____

Team information using player pass _____ (i.e. Stoneham GU12-2 (Div 3B))

Opposing Team Information _____

Pass Player Information:

1. Player's Name: _____

Team they rostered on: _____ (i.e. Stoneham GU12-3(Division 4A))

Coach: _____

2. Player's Name: _____

Team they rostered on: _____

Coach: _____

3. Player's Name: _____

Team they rostered on: _____

Coach: _____

4. Player's Name: _____

Team they rostered on: _____

Coach: _____



Billerica	Burlington	Charlestown
Chelmsford	Dracut	Everett
Lowell	Malden	Medford
Melrose	Reading	Somerville
Stoneham	Tewksbury	Wakefield
Waltham	Westford	Wilmington
	Woburn	