

ECYSA

Operation Rules

February 2009

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Essex County Youth Soccer Association does not discriminate based on race, color, creed or religion and is committed to the highest standards of sportsmanship at all events, at all levels of youth soccer.

The Board of Directors of Essex County Youth Soccer reserves the right to invoke disciplinary authority over members that violate ECYSA operational rules as stated henceforth.

Discipline includes, but is not limited to imposing fines, cautioning, suspending, and banning of members (including players, coaches, parents, board officials and/or town organizations) that have violated ECYSA operational rules.

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

ECYSA adheres to USSF rules and guidelines except as otherwise noted.

I. Registration

A. Overview

1. Registration date will be set by the Registrar and approved by the Board of Directors of ECYSA. The Registrar will publish registration requirements in advance of each season.
2. All rosters, computer printed/type written cards with current photographs shall be turned over to the Registrar on or before the dates established. Failure to do so could prohibit a team or organization from competing in the ECYSA program. Hand written cards are NOT acceptable.
3. ECYSA shall have the right to refuse any forms not properly completed.
4. Only approved ECYSA forms will be accepted. An electronic registration file formatted as specified by the Registrar must be submitted at registration. By submitting the registration file, the submitting organization certifies the accuracy of all data contained therein to the best of their knowledge and ability. Team strength charts must be completed and released no later than the specified registration date.
5. At registration, the town organization must submit three (3) copies of each roster. The Registrar will receive two (2) copies of the team roster. Each Age Group Division Director will receive one (1) copy of each roster. A completed non-resident player report form shall be turned in at registration.
6. The Treasurer will receive a copy of the ECYSA Fees Submission Form and all fees. Towns with unpaid invoiced fines will be unable to register with ECYSA for the next season until all fines are paid.
7. Age Verification:
 - a. ECYSA has the right to request age verification. This request must be complied with within seven (7) calendar days or the player involved will be considered unregistered and ineligible to play. Any town wishing to request age verification of players from another town is restricted to a maximum of three (3) players. Such requests must be accompanied by the required fee, which will be refunded if the age of the challenged player is in error.
 - b. ECYSA reserves the right to randomly select a team or teams from any town(s) for age verification purposes. This request must be complied with within six (6) working days or the team(s) involved will be considered unregistered and ineligible to play.
8. Roster Limits:
 - a. For all age groups
 - (1) A team composed of players of both genders will be registered as a boy's team.
 - (2) A team consists of all Registered Players and Coaches
 - (3) Waivers to the Roster Limits (min or max) must be submitted to the regional Vice President for consideration and approval.
 - (4) Each team must have a minimum of one (1) coach on the roster to be accepted at registration.
 - (5) Each coach and player must have a valid ID card submitted at registration to count toward the minimum requirement.

Age Group	Registration Minimum	Maximum Roster Size	Notes
U10	6	12	AFTER placement in division III, max is 14
U12	8	15	
U14	11	18	AFTER placement in division III, max is 20
U16	11	18	WITH roster acknowledgement form, max is 24
U18/19	11	18	WITH roster acknowledgement form, max is 24

9. ECYSA will recognize only one organization to represent each town/city... Any member organization that has not participated for one (1) calendar year (365 days) may be dropped from the membership by a vote of the membership and upon written notification from the ECYSA President. The dropped organization will have to reapply for acceptance for future play.
10. At registration, all organizations must submit a list of key contacts to ECYSA. These contacts in addition to the Town Director to ECYSA should include President, Vice-presidents, and Registrar of the town organization.

B. Age Groups

1. Birth date deadlines for specific age groups will be listed on a seasonal handout to member organizations and posted on the ECYSA website.
2. Requests for exceptions to and exemptions from birthdate guidelines must be submitted via email to the appropriate Regional Vice-President for review and decision.

C. Player Eligibility

1. (*)Must be registered/affiliated with the ECYSA/MYSA.
2. (*)Player age group eligibility will be distributed to member organizations with seasonal registration paperwork.
3. (*)Must be registered at least one month or participated in at least three (3) league games prior to taking part in playoff competition.
4. (*) Dual Rostering. Any player that is by date of birth in the U15 or higher age group may not play on an ECYSA team and any club/league team eligible for MYSA State Cup play, in the same season, i.e. dual rostering per MYSA rule 201.
5. (*) Residency. Must register within his/her own town/group organization. The primary intent of ECYSA is to provide inter-town competition. Residency is the primary requirement for team play at all levels.
Residency guidelines are as follows:
 - a. A player who lives in town "A" and attends school in town "B" may play for either town,
 - b. A player who moves from town "A" to town "B" may play for town "A" until the first time the player registers for town "B". This would be considered "grandfathered".
 - c. A player who has parents living in different towns may play for either town,
 - d. If a player's town/group does not offer a team in the player's age/sex group (regardless of division) they are allowed to register in a town of their choosing.
 - e. ECYSA reserves the rights to review any case which would seem to be inconsistent with the principles of the league.
6. (*) Non-residents. Players are required to notify their home organization in writing of their intent to participate in a program other than their home organization. Towns/Organizations wishing to roster non-resident players, regardless of the level of competition, must obtain written/electronic consent from the Town Directors of the affected Town/Organizations. The appropriate ECYSA Vice-President should be copied on all correspondence. If consent is not granted within seven (7) days of receipt of the request, then the request can be made in writing to the appropriate ECYSA Vice President. The Town Directors of the organizations rostering any non-resident players must submit the ECYSA Non-resident Player Report at registration.
7. (*) Age group. Towns/Organizations may elect to place players in an age group one age level above the one which they are eligible for according to their date of birth. This rule applies to players who are eligible for age groups U10, U12 and U14. A player who is eligible to play in the age group of U16 is allowed to move up to play U18 or U19. Players placed in a higher age group, prior to the start of the season, must remain in the age group through the current playing season
8. (*)Players residing outside of Essex County wishing to register on a team within Essex County must apply in writing to the ECYSA President and receive permission in writing from their respective league president.

D. (*) Coaches Eligibility

1. Coach/Assistant coach must be affiliated with MYSA and must have a valid ECYSA photo I.D. card stamped by the ECYSA Registrar. Regardless of when a coach's card is initially stamped by the ECYSA Registrar, it will only remain valid on a season-by-season basis. Every season the coach's card must be submitted with and included on a team roster to be validated and receive a seasonal sticker. Any coach presenting an invalid I.D. card at any ECYSA sanctioned or recognized events (games, tournaments, exhibitions, etc.) will not be allowed to conduct normal coaching activities, will be treated as a spectator and the card will be retained by the referee or any other ECYSA official for submission to ECYSA.

2. Coaches and Assistant Coaches may be transferred, dropped and added to any team without limitation or deadline.
3. The coach's name does not have to be listed on the laminated roster.
4. Properly registered coaches with a valid ECYSA ID card are eligible to coach any ECYSA travel team.
5. Either the head coach or assistant coaches listed on the registration roster must attend the Spring Coaches Meeting. If one of the coaches does not attend one of the scheduled meetings, then the coaches will not be eligible to coach the first game of the season. The team can play the first game with a registered substitute coach. Games affected by this situation cannot be rescheduled for any reason. Coaches not attending a scheduled meeting will be required to attend a special make-up meeting on/or before the first day of the season. If the coach does not attend the special meeting, he/she will not be allowed to coach during the entire season.

E. Player and Coach Registration

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

F. Transfers / Adds

1. Note: A team shall be limited to a total of three transferred players per season. A transaction fee will be charged for transfers/adds after the initial registration file and package is submitted. The completed add/drop/transfer form accompanied by two (2) copies of the teams paper "MYSA/ECYSA Team Roster Form" noting the changes player pass cards with current photographs attached must be submitted to the Registrar when Transferring, Adding or Dropping a player. When making changes to a team roster, the laminated roster must also be submitted. If the player is not on the laminated roster, they cannot play.
2. Registered affiliated players may be transferred until the Wednesday, 9:00 p.m., prior to the third week of scheduled games, U-10 through U-14 only. U-16 through U-19 players may be transferred prior until the Wednesday, 9:00 p.m., prior to the second week of U-16/19 scheduled games. After that time no transfers will be allowed. Transfers must be written on an approved MYSA roster form and submitted in triplicate to the Registrar by the deadlines noted.

Note: A Registered affiliated player is a player who is affiliated with their town, ECYSA, and MYSA through proper registration procedures and is included on a team roster as submitted to the ECYSA Registrar.

3. Non registered affiliated players may be added at any time to teams that have less than maximum allowed players rostered per I.A.8.a.

Note: A Non registered affiliated player is a player who is affiliated with their town, ECYSA, and MYSA through proper registration procedures, however is not included on a team roster as submitted to the ECYSA Registrar.

4. Transfers are based upon a standard ECYSA roster according to Section I.A. A drop and an add of a registered affiliated player is considered a transfer. (See Section I.F.2 above for deadlines) The replacement being a registered affiliated player from another team is a transfer, who is counted against the maximum, limits both teams participating in the transfer.
5. A drop and add of a previously non-registered affiliated player counts as an add (See Section I.F.2 above for deadlines).
6. Players may be transferred up to an older age group, or a higher competition level subject to Section I.C.7.

7. Any special requests for player transfers or adds that do not fall within the rules noted above must be submitted by a Town Director (or other authorized contact) in writing (paper or electronic) to the appropriate Commissioner. The Commissioner will contact the Registrar for appropriate actions.
8. Replacement ID cards and/or rosters will be treated as “adds” and be charged the associated fee.

II. Scheduling

A. General

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

B. Games not played as scheduled

Reschedules, Postponements, Cancellations, Abandonments, and any other games not played as scheduled for any reason

1. Definition of terms.
 - a. An ABANDONED match is one that has been started but not completed. Resolution of game status will be determined by ECYSA.
 - b. A POSTPONED match is one that has been scheduled yet not played and will not be played as originally scheduled; including weather related and other field closures, and referee no-shows.
 - c. A RESCHEDULED match is one that has undergone an approved change prior to the published schedule date and has received a new date, time, and/or location.
 - d. CANCELLED match is one that is eliminated from the published schedule, whether played or not played. Cancelled matches will not be played or re-played. Results from cancelled matches will not be considered in the determination of group standings. The ECYSA Board of Directors may cancel a match at its sole and exclusive discretion, for any reason including but not limited to inclement weather, disciplinary action, referee availability, availability of one or both teams, field conditions, and field availability.

ECYSA will make reasonable efforts to ensure that all matches in the published schedule are played. ECYSA does not guarantee that all published matches will be played.

2. Deadlines
 - a. Reschedule requests based on criteria (a) of the Reschedule Criteria (below in Section 5) must be submitted to the appropriate ECYSA Commissioner by 9 PM on or before the Tuesday following the second weekend of scheduled matches for both the fall and spring seasons.
 - b. For all other matches not played as scheduled, notification of new date, time and location via the Game Change Request on the website must be submitted no later than one (1) week after the date on original published schedule.
 - c. All postponed matches may be played at anytime during the season but at least two weeks prior to the scheduled start of ECYSA playoffs.
3. Agreement
 - a. In the case of a postponed match or approved rescheduled match, both coaches should agree to the new date, time, and location of the match. If the two coaches can not agree by the applicable published deadlines above, then the appropriate ECYSA Commissioner shall assign a date, time, and location.

4. Fees-
 - a. Towns will be charged the Reschedule Fee per the Fee Schedule for any Postponed or Rescheduled games.
5. Reschedule Criteria
 - a. The only way to change or alter the official ECYSA published schedule is with a Game Change Request properly submitted to the appropriate Commissioner. Eligible reschedule requests include:
 - (1) Teams having less than the required minimum number of players due to
 - (a) a religious event
 - (b) a school event
 Note: Required minimums for (a) and (b) above are:

U10	5 players
U12	6 players
U14 and above	7 players
 - (2) Catastrophic event
 - b. All reschedule requests must be submitted to the appropriate ECYSA Commissioner for processing.
 - c. The ECYSA Commissioners (Boys / Girls) are authorized to allow changes or alterations to the ECYSA scheduled matches. The Commissioners have complete control of the reschedule process and may grant waivers and exemptions as necessary to account for unforeseen circumstances in the quest to complete all scheduled matches. The Commissioners shall use extreme diligence and caution if deviating from the guidance in Section II. A and B.
 - d. The referee assignor requires a minimum of 48 hours notice for reschedules and will make every effort to provide officials for all matches. For matches approved with less than 48 hours notice, coaches should be prepared to play without officials.
6. Reschedule Request Process
 - a. The requesting coach and Town Director must review above sections regarding Scheduling, ensuring that the request will meet the RESCHEDULE CRITERIA.
 - b. The requesting coach and/or Town Director sends a written request to the appropriate ECYSA Commissioner (boys or girls) via email, including all details for qualification under the criteria. The Commissioner will reply to both the requesting coach and Town Director, as well as the opponent's Town Director.
 - c. If the request is DENIED, the game must be played as scheduled.
 - d. If the request is APPROVED,
 - (1) The requesting coach will contact the opposing coach to determine a mutually agreeable time and date.
 - (2) The home team coach will confirm field availability for the proposed date, time and location with the home Town Director.
 - (3) The home Town Director will submit a Game Change Request with all required information.
 - (4) The Commissioner will confirm receipt of the request and validate the reschedule by reply to both town directors, the Referee Assignor and the Age Group Division Director.
 - (5) The home Town Director will notify both coaches of the confirmation.
 - (6) The Age Group Division Director will post the new date, time and location on the online schedule.
7. Postponement Process
 - a. If a significant number of matches are not played, then the ECYSA Board of Directors may decide to move those matches to another date, time, and/or location.
 - b. If it is impractical to reschedule these matches, then the ECYSA Board of Directors may cancel all scheduled matches for the impacted date. Matches that have been completed will be cancelled and the results recorded as a "friendly" and not calculated into group standings. The cancelled matches will not be rescheduled.

- c. Required actions in the event of a postponement:
 - (1) For any match that is not played as scheduled, the home team coach shall immediately enter a postponement on the ECYSA score report web page.
 - (2) The home team coach shall contact the opposing coach as soon as possible to discuss a new, mutually agreeable date and time to play the match.
 - (3) The home team coach will confirm field availability for the proposed date, time and location with the home Town Director.
 - (4) The home Town Director will submit a Game Change Request with all required information.
 - (5) The Commissioner will confirm receipt of the request and validate the reschedule by reply to both town directors, the Referee Assignor and the Age Group Division Director.
 - (6) The home Town Director will notify both coaches of confirmation.
 - (7) The Age Group Division Director will post the new date, time and location on the online schedule.

III. Competition

A. Division

- 1. Teams shall be organized in competitive Divisions I, II, and III for U12/14 groups, Division I and II for U16, as determined by the ECYSA Board of Directors.
- 2. Small-sided soccer will be offered to U-10 age group, provided a sufficient number of qualified entries are received from member organizations as determined by ECYSA. U10 teams shall be organized into Divisions I, II and III. All U10 play shall be non results orientated in accordance with MYSA rules. Scores will be reported for future team placement purposes, but standings will not be published.

B. Team Placement

- 1. ECYSA PLACEMENT - Youth soccer players are generally grouped together on teams based upon individual athletic ability, overall skill level, maturity, and the level of skills of the team on which they are placed. Whatever method a town or club uses for its player selection and team placement process it should be emphasized that the objective is to place youth soccer players at a level of competition that is most beneficial for their own development.
- 2. The Appropriate ECYSA Age Group Division Director will place teams based on team make-up, team records from previous seasons, Town Director's input and:
 - a. For the number of teams, of the same gender, placed in an age group, the following chart will be used as a guide:

Minimum Team Placement Guidelines per age/sex group per organization			
# Of teams	Div. III	Div. II	Div. I
1	1		
2	2		
3	2	1	
4	2	1	1
5	2	2	1
6	3	2	1
7	3	2	2
8	4	2	2
9	4	3	2
10	4	4	2
11	5	3	3
12	5	4	3

Minimums must be met in the following order: Div. I, Div. II, Div. III, ECYSA BOD reserves the right to increase the minimums at their discretion in determining final team placements. ECYSA Age Group Division Directors retain the right, through the BOD, to make adjustments in team placement within their age groups to accommodate the needs of competition.

- b. All towns must report the number of (club/league) dual-rostered players on each registered team on the ECYSA Team Registration Form. Dual-rostered (club/league) players are defined as players rostered on more than one travel team during the current playing season. Towns will be allowed to place teams in appropriate divisions at their discretion, subject to the ECYSA Division Directors final review, concurrence and/or placement. ECYSA suggested guidelines for placement of teams with dual-rostered players is as follows:
5 + players- Division I 1-4 players- Division II
- c. Any team having a player from another member organization, not consistent with Section I.C.5.a through Section I.C.5.d, would be required to play in Division I, after conforming to Section I.C.6.
- d. Overall Division Champions, who remain in the same age group with 50% or more returning players, will move up one Division when applicable.
- e. Overall Division Champions, who move up in age group with 50% or more returning players, will play no lower than one Division lower than current Division.
- f. ECYSA Reserves the right to place a U14 team requested by the town to play Division III with a full roster of 20 players in Division II. This would then require the town to reduce the roster for this team to 18 players to meet the rostering rule for Division I and II teams.
- 3. Final team placement will be decided at the placement meeting, which will resolve any disagreements with the appropriate ECYSA Age Group Division Director's recommendations. The only restrictions on the meeting's power are that teams cannot be placed below State Tournament level against their wish.

C. General Rules

- 1. Rules of the Game - The current USSF Administration Handbook Rules and FIFA Laws of the Game shall be in effect, except as specifically state otherwise in these rules.
- 2. Match Requirements
 - a. (*)A registered/affiliated coach with a valid ECYSA photo I.D. card must represent each team.
(*Teams are required to arrive at the field so as to be ready to play at the scheduled start time. The referee shall delay the start of the match for a minimum of 15 minutes from the scheduled start time for a team or teams to appear with the specified minimum number of eligible and game legal players and coaches. Once the required minimum number of players and coaches have arrived, the match must be started. There is no requirement to allow for warm-up or other preparation time.
 - b. Forfeitures. If a team knows in advance that it will have to forfeit a game, the coach (or other official team/town representative) must notify the opposing coach, appropriate ECYSA Age Group Division Director, and Referee Assignor at least 48 hours prior to game time, unless otherwise directed by an ECYSA official.

Procedures for voluntary forfeiture are as follows:

- (1) Forfeiting coach (or other official team/town representative) contacts opposing coach, appropriate ECYSA Age Group Division Director, and Referee Assignor notifying them of game forfeit (using the word "forfeit" in such communication).
- (2) ECYSA Age Group Division Director (or other ECYSA official) confirms this communication with forfeiting coach, forfeiting Town Director, opposing coach and opposing Town Director.
- (3) Referee Assignor communicates to covering referee(s).
- (4) Upon receiving confirmation from ECYSA Age Group Division Director (or other ECYSA official) the opposing team need not appear at field to receive forfeiture win.
- (5) If opposing team does not receive confirmation from ECYSA Age Group Division Director (or other ECYSA official), they MUST appear at field, ready for play. Failure to appear will result in a forfeiture loss to both teams.
- c. Any team that fails to appear at the field for a scheduled game, without notifying the opposing coach, appropriate ECYSA Age Group Division Director, and Referee Assignor at least 48 hours prior to game time, unless directed by an ECYSA official, will be assessed a forfeit loss for that game and will be fined according to the ECYSA fine schedule. Two no-shows by a team may result in suspension of that team for remainder of the season. See Section IV.H.

3. Team Uniforms – all ECYSA sanctioned events
 - a. Uniform jerseys must be all the same color, have a minimum three (3) inch unique team number on the back, and must be tucked in and remain that way throughout the game (goalkeeper excluded).
 - b. SHIN GUARDS COMPLYING WITH USSF SPECIFICATIONS ARE MANDATORY FOR ALL PLAYERS AT ALL AGE LEVELS. THE SHIN GUARDS MUST BE PROFESSIONALLY MANUFACTURED, BE AGE AND SIZE APPROPRIATE, NOT ALTERED IN ANY WAY, NOT HAVE ANY EXPOSED SHARP EDGES AND MUST BE PLACED UNDER THE SOCKS AND COMPLETELY COVERED. NO PLAYER WILL BE ALLOWED TO PARTICIPATE IN AN ECYSA GAME WITHOUT SHIN GUARDS.
 - c. All players shall have the same color shorts and all players shall have the same color socks.
 - d. (*)Home team must change uniforms or wear different colored pinnies (practice vests) in the event of color conflict with the opponent, as determined by the referee.
 - e. The goalkeeper's shirt must be a different color than either his team's colors or the opponent's team colors or the referee(s) color. Goalkeeper shirts need not be numbered. Goalkeepers from opposite teams may have the same color jersey. A contrasting pinnie may be used to distinguish the goalkeeper.
 - f. Safe footwear must be worn at all times.
 - g. During wet and/or cold weather, the following provisions may apply: sweat shirts or jackets may be worn under the team jersey so as to expose the number and team color. Hoods must be tucked in beneath team jersey. Sweat pants, must be worn over the shorts. Exposed undergarments should (closely) match the color of the outer uniform piece.
 - h. The referee may exclude any item that the referee deems as dangerous to the player, teammate or opponent. Excluded items include, but are not limited to:
 - (1) Jewelry (Rings, Watches, Earrings, Bracelets, etc.) will not be allowed at any ECYSA Sanctioned Game. Medical bracelets/necklaces are not considered jewelry and need not be removed but MUST BE TAPED TO THE BODY to avoid risk of injury.
 - (2) No hard or metallic hair control devices such as clips, barrettes or bobby pins are allowed. Only soft hair ornaments (yarn, rubber bands, and cloth ponytail holders) will be allowed.
 - (3) Single piece sweatbands may be worn for hair control only. Wrist sweatbands and or neckerchiefs or other devices with knots in them are not allowed.
 - (4) No head wear may be worn other than FIFA approved headgear
 - (5) No casts or splints are allowed at any ECYSA sanctioned game. Knee braces may be worn but must be covered by a manufacturer's sleeve or wrapped with an ace bandage without exposed clips. Wrist braces with metal or hard plastic inserts are not allowed. If the metal or plastic insert can be removed and the remaining brace is not considered dangerous, it may be worn. Ankle braces may be worn if there are no sharp edges but must be worn under the socks.
4. Fields –
 - a. (*) The playing field must meet FIFA requirements except for special provisions for U10 and U12 play noted below. It is mandatory that portable goal posts must be anchored securely. In addition, nets must be used and be securely attached to the goal posts. Any town that fails to comply with these conditions at the start of a scheduled game shall be reported to the Appropriate ECYSA Vice-president and Age group Division Director by the visiting team. The referee has the right to refuse to do any game if these conditions are not met. In this event, the home team will receive a forfeit for the game. ECYSA will randomly inspect fields; those not in compliance will be subject to a \$50.00 fine. ECYSA reserves the right to refuse to sanction game(s) on any field(s) determined to be in violation of FIFA requirements and/or safety requirements. ECYSA requires that each town/member provide adequate field space to accommodate their teams. By definition, adequate field space means that on Saturday, one (1) field is needed for every ten- (10) teams playing on Saturday. Fields must be available from 9:00 a.m. through 6:30 p.m. Sunday play requires one (1) field for every five (5) teams that play on Sunday. Field must be available from 1:00 p.m. through 7:00 p.m. Because of the inevitability of divisions containing bye games, each town/member must have a field available during the week. This field must be available from 6:00 p.m. through 8:00 p.m. Note: Because of field space and darkness, ECYSA may schedule Sunday games.

- b. (*) Fields must be available for the entire time of the scheduled game. If a game is not completed due to lack of field availability, the home team may be awarded a forfeit loss. In situations where an unforeseen delay occurs such as a serious injury or weather, abandonment may not result in a forfeit.
 - c. There should be technical areas on one side of the field. Both teams must be on the side where the team's technical area is located. The technical area starts five (5) yards from midfield line and is three (3) yards by ten (10) yards in size, and at least 3 feet off the touchline.
 - d. Coaches must remain inside the limits of the technical area, on the sideline, during the game or face ejection from the game. If the technical areas are not delineated, coaches are still required to remain within the boundaries described above.
 - e. Spectators must be on the opposite side of the field (3 feet from the touchline) from players and coaches. Coaching from the spectator side is forbidden.
5. Unplayable Fields
- a. If the field is unplayable, the Home Team Town Director must contact the Referee Assignor by telephone only (not e-mail). All morning games must be declared unplayable between 6:45 and 7:00 AM. All games from noontime on must be declared unplayable no later than 8:00 AM. All Sunday games must be declared unplayable by 10:00 A.M.
 - b. After contacting the Referee Assignor, the Home Team Town Director must insure that all impacted teams (home & away) be contacted immediately. The Town Director is responsible to e-mail ALL affected ECYSA Division Directors with-in 24 hours.
 - c. (*) If no decision has been made subject to Section III.C.5.a, then both teams must appear at the field, where the referee shall make the final decision on whether or not to play. Town Directors always have the right to protect the condition of their fields. However, once the above deadlines have passed Town Directors must do so through the referee. If only one team appears, the other team forfeits, regardless of any decision by the referee, the town director, or the condition of the field.
6. Rosters - ONLY OFFICIAL ECYSA LAMINATED AND EMBOSSED ROSTER FORMS FROM THE REGISTRAR WILL BE ALLOWED. HAND WRITTEN NAMES, PHOTOCOPIED FORMS, HAND WRITTEN FORMS OR ANY OTHER TYPE OF ROSTER FORMS ARE NOT ALLOWED.
- a. (*) No U14 or higher game may be started with less than seven (7) players per team. No U12 game may be started with less than six (6) players per team. No U10 game may be started with less than five (5) players per team. If any time the number of players drops to less than the minimums, the game will be temporarily suspended. If the number of players cannot be brought up to the minimum in a reasonable amount of time, the game shall be abandoned.
 - b. (*) Coaches will provide a completed, official, ECYSA pre-printed laminated roster with embossed seal to the referee prior to the start of the game. This roster will include:
 - (1) Player's names.
 - (2) Player's jersey number (handwritten on white tape if not preprinted).
 - (3) Registrar's signature.
 - c. Notes:
 - (1) If the preprinted, laminated and league embossed roster is not presented prior to the start of the game, the referee will allow it to be presented up to five minutes after the completion of the first half and prior to the start of the second half. If not presented by this time, the game is to be abandoned by the referee and the referee is required to send a report of the abandoned game to the league.
 - (2) The "grace period" for presentation of an official roster until halftime DOES NOT apply to I.D. cards.
7. Identification Cards
- a. I.D. cards must be given to the referee prior to all ECYSA games in order for the player(s) and coach(es) to participate in the game. The referee will keep the I.D. cards until the end of the game.
 - b. If a player/coach is ejected his/her I.D. Card will be kept and forwarded by the referee to the ECYSA Referee Assignor.
 - c. (*) If one team is missing its I.D. Cards, that team shall receive a forfeit loss. The team with its I.D. cards shall be granted a win. Should both teams be missing their I.D. cards, both teams shall be awarded a forfeit loss.

- d. A referee shall not officiate a game where an entire team is missing I.D. cards.
- 8. Playing Periods / Ball Size

Age Group	Periods	Ball Size
U-19/18	(2) 45 minute	#5
U-16	(2) 40 minute	#5
U-14	(2) 35 minute	#5
U-12	(2) 30 minute	#4
U-10	(2) 25 minute	#4

- a. Official halftimes are 5 minutes long and times are to be kept only by the center referee.
- b. Games that are not played in their entirety must be re-played in their entirety.
- 9. Substitutions shall be unlimited.
Upon consent of the referee, substitutions may be made:
 - a. Prior to any goal kick.
 - b. After a goal by either team.
 - c. After an injury resulting in stoppage of play, the injured player must be substituted for (this includes the goalkeeper). Only the player injured may be substituted for.
 - d. At half time.
 - e. Prior to the throw-in, providing the team who has possession substitutes first.
 - f. When a team substitutes, the substitutes must be at mid-field ready to enter (with the exception of the start of the second half).
 - g. The goal keeper may be changed via substitute per the above. Also, the goal keeper may be changed with any player on the field provided play is already stopped. Prior to any keeper change, the referee must be notified. The coach should get a confirmation of this notification from the referee.
 - h. Players who have left the field, at the request of the referee, due to blood, jewellery or equipment problems must report to the referee for review upon re-entering the game as a substitute or the substitution may be deemed illegal and the player cautioned.
- 10. All Age Group Game Score Reporting Responsibilities
 - a. The Home coach:
 - (1) Will place on the preaddressed game summary postcard, the date of the game, both home/visitors town and team names, and along the game number as printed on the schedule.
 - (2) Will then provide the referee with this preaddressed game summary postcard. The referee is responsible for mailing the postcard.
 - b. The Home Team Coach or Team Representative must report the status of the game to their appropriate ECYSA Age Group Director via the score reporting section of the ECYSA website at www.ecysa2.org within two (2) days after playing the game by 9:00 P.M. (i.e. Saturday games must be reported by 9:00 PM Monday.) Failing the ability to report the status of the game via the website, the status must be called in to the appropriate Age Group Director within two (2) days after playing the game by 9:00 PM. Results of the last game of the season must be reported on the day the game is played by 9:00 PM. Failure to report a score during the season will result in an ECYSA Board of Director's specified fine per offense to the offending team's Organization. The opposing team involved is not affected in any way. If a game is not played as scheduled, it is still the home coach's responsibility to list the game as cancelled on the website.

- c. Coaches should retain the respective copy of the game summary postcard given to them by the referee at the conclusion of the game. This game summary will have the final score, the referee's name/number and game date/number. This could be important if there is a tiebreaker at the end of the season. If a mistake is found by one of the coaches, he should bring this to the attention of the referee. If the referee agrees that a mistake has been made, he must bring all parties together to make the correction. If that cannot be done, then a report must be written so the Referee Assignor/ECYSA Board can verify the correct score.
11. Standings
- a. ECYSA shall maintain standings for each group in all divisions of all age brackets except U10.
 - b. Points shall be awarded as follows:
 - (1) Three (3) points for a win.
 - (2) One (1) point for a tie.
 - (3) Zero (0) point for a loss or forfeit.
 - c. Tiebreakers per ECYSA tournament rules.
12. Referee No-Shows
- a. In the event the referee does not arrive within fifteen (15) minutes after the scheduled kickoff, both coaches should make every effort to agree on an acting referee and the game shall be played and counted as an official game. In the event that both coaches cannot agree on acting referee the game shall be postponed under Section II.B.7. The home coach reports to his Town Director who will notify the Appropriate ECYSA Age Group Division Director and the Referee Assignor about the no-show referee.
 - b. When the ECYSA Assignor has notified the home Town Director that a referee will not be provided by ECYSA, a substitute referee shall be provided by the Town Director.

D. Exceptions for U10 Games

- 1. U10 age group shall play Six vs. Six (6 v 6).
- 2. U-10 soccer is a non-pressure, non-results orientated, instructional form of soccer whose purpose is to provide a FUN atmosphere and a positive playing experience for the children participating. All participants win when Coaches, Parents, Referees, and Players enjoy the game. FIFA Laws shall apply with the following exceptions.
- 3. The Field of Play
 - a. Recommended minimum of 35 yards by 45 yards, not to exceed 45 yards by 60 yards.
 - b. Markings needed:
 - (1) Goal lines and Touchlines.
 - (2) Goal area 20 yards on the Goal line. 6 yards onto the playing field.
 - (3) A 14-yard line parallel to the Goal line running from touchline to touchline (not to be called penalty area). A Goalkeeper can handle the ball anywhere in this area. On a Goal kick the ball must pass this 14-yard line to be considered in play.
 - (4) Halfway line and Center circle (8-yard radius).
 - (5) Corner Flag and corner quarter circles.
 - (6) Goal sizes 6 feet high and from 12 feet to 18 feet wide.
 - (7) Mid-field flag (optional).
- 4. The ball size that will be used will be a number 4.
- 5. Six (6) players including the Goalkeeper on the field for each team. A team will play with no less than five (5) players. If at any time the number of players' drops below five, the game will be temporarily suspended. If after a reasonable amount of time, the team cannot field 5 players, the game shall be abandoned. Total number of players is covered in Section I.A.8.a.
- 6. The game will have two (2) twenty-five (25) minute playing periods.
- 7. Off sides on the attacking team will be called starting at the 14-yard line down to the goal line in the defending area. (as defined in III.D.3.b.(3) above).

8. A ball set into play as a goal kick or released from the goalkeeper within the 14 yard line must touch the ground or another player before it crosses the mid-field line. If it does not touch the ground or another player, an indirect kick will be awarded at the point where it crossed the mid-field line.
9. Direct kicks and indirect kicks will be determined by FIFA rules. For kick-off, free kicks and corner kicks, opponents must be at least 8 yards from the ball. If a foul occurs for the defenders inside their own 14 yard line, all players for the other team must be outside the 14 yard line. The ball must pass outside the 14 yard line before being touched by players of either side to be in play. If this is not done, the restart is at the same point as the original kick.

NOTE: No penalty kicks will be taken. All fouls committed inside of the 14-yard line that would normally result in a Penalty kick will be moved outside the 14-yard line to point closest to where the foul was committed and a direct kick will be awarded.
10. A player who takes a throw-in or a kick-off improperly will be given a second try.
11. The official ECYSA preaddressed game summary postcard will be completed by the referee and returned to the Referee Assignor for payment.
12. All participating teams are invited to the ECYSA Friendship Games.

E. Exceptions for U12 Games

1. The U12 age group shall play Eight vs. Eight (8 v 8). FIFA laws shall apply with the following exceptions.
2. Field of play
 - a. Minimum of 45 x 70 yards and maximum of 55 x 80 yards.
 - b. Markings needed:
 - (1) Goal lines and Touch lines.
 - (2) Goal area 18 yards on the Goal line. 6 yards onto the playing field.
 - (3) The penalty area is 34 yards on the goal line, extending into the field 14 yards. A Goalkeeper can handle the ball anywhere in this area.
 - (4) Halfway line and Center circle (8-yard radius).
 - (5) Corner Flag and corner quarter circles.
 - (6) Goal sizes 6 feet high and 18 feet wide.
 - (7) Mid-field flag (optional).
3. The ball size that will be used will be a number 4.
4. Eight (8) players including the Goalkeeper on the field for each team. A team minimum of six (6) players is required to play. If at any time the number of players' drops below six, the game will be temporarily suspended. If after a reasonable amount of time, the team cannot field 6 players, the game shall be abandoned. Total number of players is covered in Section I.A.8.a.
5. Off sides will be called in the entire attacking half of the field.
6. A ball set into play from a goal kick, or a released from the goalkeeper, must contact the field or another player prior to the opponent's penalty area. If it does, an indirect kick will be awarded at the point where it crossed the mid-field line. A drop kick is considered a punt.
7. For kickoffs, free kicks and corner kicks, opponents must be at least 8 yards from the ball.

F. Communication Guidelines

1. COACHES:
 - a. Town Directors are the primary contact between the county and the coaches. If a coach has a question he/she should first contact his/her, Town Director, then, if necessary, the appropriate ECYSA Age Division Director. This individual will then pursue an answer and get back to the coach.

Individual coaches should not contact Board members other than Age Group Division Directors, and, in the case of reschedule requests, the appropriate Commissioner. Town Directors are the lines of communication with the league. League officials other than age division directors will not accept phone calls from coaches.

2. TOWN DIRECTORS/LEAGUE REPRESENTATIVES:
 - a. Any questions you have should be directed to the appropriate League officer, i.e. Registrar, Treasurer, Age Division Director, etc.
 - b. Questions of rules, policy or general information should be directed to your Regional Vice-President first.
3. ECYSA BOARD MEMBERS / OFFICIALS
 - a. Town Directors shall be included in all communications between ECYSA and any member of their organization.

IV. Discipline

A. Ejections

1. If a player or coach is ejected from a game, he/she is prohibited from participating in any manner in the game from which he/she has been ejected and they must leave the field complex area immediately. Failure to leave the field complex will result in the referee abandoning the game. If the ejected player is in any age group of U14 and below, AND his/her parents or guardian are not present at the field, the ejected player MAY stay in the players' area. The head coach will assume all responsibility of any further actions by that player and could be subjected to disciplinary actions if anything further arises from said player. Furthermore - Any Ejection from a game will result in an immediate and additional one game suspension in which the suspended coach or player is prohibited from participating in any manner in the game. Each on field Player Ejection will result in the offending team playing one (per ejection) player short for the remainder of that game. Ejection penalties in the last game of the season carry over to the following season. A second ejection during a season will result in banishment from all league activities for the Playing Season.
2. Any player receiving three (3) individual Yellow Cards, in a season, without the issuance of a Red Card will result in a one game suspension of their next game scheduled.
3. A team, consisting of both players and coaches, that receives the equivalent of ten (10) Yellow Cards (1 Red Card equal 2 Yellow Cards) within a playing season shall be penalized one point in their division standings and shall be subject to disciplinary action by the ECYSA Discipline Committee. A team receiving the equivalent of fifteen (15) Yellow Cards in a season will not qualify for ECYSA playoffs.
4. If a team member leaves the bench to participate in a disturbance on the field and thereby is ejected by the referee, that team member shall automatically be suspended for the duration of the season and may be subject to additional disciplinary action.
5. Any or all assaults on the Referee will result in a minimum of one calendar year suspension (one year from date of action). All Referee Assaults will be referred to the State Associations (MYSA, MSRC and ECYSA).
6. (*) If all coaches are ejected from the same team and no affiliated coach (with card) is available to take over, the game shall be considered a forfeit loss. If all coaches are ejected from both teams and a situation exists where no affiliated coach is available, both teams are awarded a forfeit loss.
7. Any Player or Coach who has been suspended for the season must reapply to the league for reinstatement. All documentation of past performance will be considered in all Protest/Discipline actions and request for reinstatement.

B. Conditions of Forfeiture

1. Violation of Section I.C. Player Eligibility
2. Violation of Section I.D Coaches Eligibility
3. Violation of Section II.B.2 Reschedule deadlines
4. Violation of Section III.C.2 Start on time
5. Violation of Section III.C.4.a Anchor goals
6. Violation of Section III.C.3.d Color conflict
7. Violation of Section III.C.4.a and b Fields
8. Violation of Section III.C.5.c Appear at field

Notes: Rules with an () asterisk are conditions of forfeiture.
All referenced fees are per the current fee schedule addendum*

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9. Violation of Section III.C.6.a and b Minimum number of players; Rosters
10. Violation of Section III.C.7.c. ID Cards
11. Violation of Section IV.A.6. No available coach

NOTE: RULES WITH ASTERISK (*) ARE CONDITION OF FORFEITURE

C. Unbecoming Conduct

1. If any member who engages in unbecoming conduct, which is brought to the League’s attention, the appropriate Boys or Girls Commissioner will investigate and take appropriate action, as listed below. Members are defined as players, coaches, club officials and spectators. Examples of unbecoming conduct include violations of zero tolerance policy, coaching from the spectator side of the field, fighting, foul language, taunting, running up an excessive score, etc.
 - a. No further action.
 - b. Written warning.
 - c. Probation not to exceed more than a calendar year.
 - d. Suspension up to three (3) games, including the original penalty.
 - e. Referral to Discipline Committee for further review and action.
2. The Discipline Committee has the right to impose further penalties for multiple violations by Team or Team Members.
3. The appeals process for any decision rendered by an ECYSA Commissioner shall be to the following:
 - a. ECYSA Discipline Committee
 - b. ECYSA Appeals Committee
 - c. MYSA
 - d. USYSA

D. Referee Support and Control of Spectators

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

E. Protests

1. There are only two acceptable causes for the protesting of a game after it has been played. They are:
 - a. A team knowingly plays an unregistered, ineligible, or suspended player within ECYSA, or
 - b. There has been an obvious error made in the application of the laws of the game that directly affects the outcome of the match, and the referee admits it. The referee will have to have made a statement to this effect in their match report to the referee assignor for this to be heard by the protest committee.
2. No protests can even be entertained if they are based on judgment decisions made by the referee during play. The Laws of the Game clearly state in Law V (Referees) that..."Each match is controlled by a referee who has full authority...The decisions of the referee regarding facts connected with play are final." A game cannot be protested because one coach, or both for that matter, thinks the referee was unskilled. This matter can be handled by following Communications Guidelines, Section III.F.

F. Protest Guidelines

1. All protests must be type written and will not be accepted otherwise.
2. Protests will be sent to the Vice-President in whose area the game was played. If the game was played in the Northeast the protest will be sent to the Northeast VP. If played in the North Shore then it will be sent to the North Shore VP. See Town Director listing for appropriate area.
3. All protests and fees shall be forwarded to the appropriate Vice-President, see IV.F.2., within forty-eight (48) hours of the protested game, accompanied by the specified fee.

4. All protest decisions will be reported in writing, within two (2) weeks of the receipt of the protest, to any coaches involved, the appropriate Town Directors, Referee Assignor and the appropriate Division Director. If the protest carried, only the appeal fee shall be refunded. One copy will be kept on file with all relevant documents.
5. Any appeal of the Protest Committee's decision shall be directed to ECYSA Appeals Committee with the additional specified fee. If the appeal is carried, only the appeal fee paid to ECYSA will be refunded in full. Any appeal of the ECYSA Appeals Committee's decision shall be directed to MYSA. Appeal beyond MYSA will be directed to USYSA.
6. The Protest Committee shall not exceed five (5) members. The President with approval of the Board of Directors will appoint up to four (4) members, the fifth member being one of the sitting Vice-Presidents. No person can sit on any Protest Committee if that person is involved with any of the teams, players, or age group involved with the protest.

G. Protest and Appeals Committee

1. The Protest Committee will take appropriate action against violation of the Rules of ECYSA. This will include Coaches, Players, Referees and Town/Club Officials.

H. Summary of Fees and Fines

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

V. Referees

A. Provided By

1. The Referee Assignor will provide referees and is responsible to assign all games. Referees assigned by the Referee Assignor will have current USSF certification and wear a current year badge.
2. If the Referee Assignor does not have sufficient coverage for all games, the Assignor will return uncovered game(s) to the home team's Town Director for assignment of a stand-in referee.
3. The visiting team has the right to accept or reject the concept of a stand-in referee prior to scheduled game time. Once the game begins, it is considered an official match. If the game is not played due to disagreement over a stand-in referee, then the game may be rescheduled through the Referee Assignor as a postponed game. The ECYSA Board of Directors encourages coaches to accept stand-in referees unless there is a compelling reason to do otherwise.

B. Reporting Time

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

C. Pre-Game Activities

1. Referees MUST check and retain the I.D. cards of Coaches and Players prior to all ECYSA games (All Divisions).
2. Referees will also check the safety of the player's footwear, shin guards with stockings covering them entirely (mandatory), and will not allow a player to play with any jewellery or dangerous items.
3. Players with casts or splints will not be allowed to play in any ECYSA games.

D. Roster Form and Game Summary Postcard

1. All team rosters used at games will be approved by ECYSA, laminated and will carry an embossed league seal.
2. The team roster will be presented to the referee for team check-in, retained by the referee until the conclusion of the game and returned to the respective coaches along with a game summary copy of the preaddressed game summary postcard and the team ID cards.

E. Post-Game Paperwork

1. Referees will fill in the score, names of ejected and cautioned players/coaches and field conditions on the preaddressed game summary postcard provided by the home coach.
2. The preaddressed game summary postcard must be completed at the field, copies given to the respective coaches and mailed by the referee immediately after the game has been completed.
3. The final score must be entered on the preaddressed game summary postcard.

F. Unplayable Fields

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

G. Referee Fees

1. Referee fees will be established prior to the start of the season. The game preaddressed game summary postcard must be completed and mailed immediately after the game by the referee. The game preaddressed game summary postcard will be the referee's pay slip.

H. Fee Forfeiture

1. A referee will forfeit fees when he/she fails to abide by the Rules and Regulations established by ECYSA. This will include the wearing of the proper uniform and current USSF patch.

I. Referee Reporting

1. Referees must notify the Referee Assignor of all incidents and injuries, which would require a referee report form. Form must be filled out and mailed within 24 hrs, of the incident or injury. Alternately, an ECYSA Referee on-line game report may be used. Referee Assignor will notify the appropriate age group division director of the incident. All referee assaults verbal or physical must be reported to MYSA, MSRC and ECYSA within 24 hrs.

VI. Addendums

A. ECYSA U18/19 Provisions

Teams shall be organized into one competitive Division, Division 1.

1. A roster with a minimum of eleven (11) players and one (1) coach with ID cards including photographs must be submitted in order for a team to be accepted into the leagues.
2. The maximum number of registered players per team roster shall be twenty four (24). When MYSA delegates a date for rosters to be frozen, this will be the date ECYSA will delegate to have rosters trimmed down to 18 players for MTOC tournament play only. All rostered players are eligible to play all ECYSA games including the ECYSA playoffs.
There will be no separation of regular season play for U18 – U19; U18/19's will play as one age group. The team must register at the beginning of the season as U18 or U19. A U18 registered team may NOT add a U19 player at anytime unless they wish to forfeit all games.

Playoffs will have group's winners, as all other age groups within ECYSA. MTOC finalists will be as follows. The following is in respect of the ECYSA Championship Game.

- a. If both teams are U18 registered – the winner will go as ECYSA's U18 entry and the runner-up will go as ECYSA's U19 entry
- b. If there is one U18 team and one U19 team each will go as ECYSA's respective entry
- c. If both teams are U19 they will play for the one U19 slot and ECYSA will host a U18 championship game from the next two highest U18 teams within ECYSA (see tiebreaker rules for determining the teams)

- d. If there is a U19 wildcard spot at MTOC – the next best team, U18 or U19, at the ECYSA Championships will have the spot. If there is a U18 wildcard spot at MTOC – the next best U18 team at the ECYSA Championships will have the spot. Possibility of an additional playoff game being played does exist.

IMPORTANT: Any organization and team that utilizes the U18/19 expanded roster option will be required to have both the town director and team coach sign an acknowledgement form that the organization understands their responsibility to reduce the expanded roster to 18 players maximum by the MYSA roster freeze date. Acknowledgement forms will be signed at the Spring Coaches Meetings. Failure by both individuals to sign the acknowledgement form will result in the expanded roster option being revoked for the team.

B. ECYSA U16 Provisions

1. A roster with a minimum of eleven (11) players and one (1) coach with ID cards including photographs must be submitted in order for a team to be accepted into the leagues.
2. The maximum number of registered players per team roster shall be twenty four (24). When MYSA delegates a date for rosters to be frozen, this will be the date ECYSA will delegate to have rosters trimmed down to 18 players for MTOC tournament play only. All rostered players are eligible to play all ECYSA games including the ECYSA playoffs.

IMPORTANT: Any organization and team that utilizes the U16 expanded roster option will be required to have both the town director and team coach sign an acknowledgement form that the organization understands their responsibility to reduce the expanded roster to 18 players maximum by the MYSA roster freeze date. Acknowledgement forms will be signed at the Spring Coaches Meetings. Failure by both individuals to sign the acknowledgement form will result in the expanded roster option being revoked for the team.

C. ECYSA Tournament Play

1. General
 - a. The ECYSA Tournament shall be conducted under the auspices of the ECYSA appointed Tournament Director, who shall 1) oversee all facets of the tournament and 2) develop rules to govern Tournament play.
 - b. Any rules outlined in the Tournament section of the ECYSA operating rules are for informational purposes only. The effective tournament rules will be released and discussed at the playoff coaches meeting.
 - c. For U12 and older, play off matches will be scheduled to determine Division I, II, and III age group champions.
 - d. Division I and II champions of respective age groups will represent the ECYSA at the MTOC.
2. Length of matches
 - a. Same as regular season play except that overtime will be used.
 - b. Overtime will be played according to MTOC rules.
3. Seeding
 - a. First and second place teams in each group of regular season play in Divisions I, II, and III will participate in the ECYSA Tournament, except in the case of a group of three or four, where only the first place team will participate.
 - b. If teams are tied on points at the end of a season, teams will be selected as follows: If three or more teams are tied for 2 playoff spots – the process will be used to find a winner. Once completed, the process will start again with all originally involved teams minus the winner.
 - (1) Head-to-head competition. (Points, in games played against each other. NOTE: Head to Head Competition can ONLY be used if ALL teams currently involved have played the same number of games against each other.)
 - (2) Least overall losses.
 - (3) Overall goal differential, maximum of three per match. For example, a score of 4-2 would be +2 goals for the winning team and -2 goals for the losing team. The score of 5-1 would be a +3 goals for the winning team and -3 goals for the losing team.

- (4) Lowest overall goals against, maximum of three against per match.
- (5) A playoff game between those teams. Teams must be prepared to play a Sunday or a weekday game. Playoff games are typically scheduled for Monday.

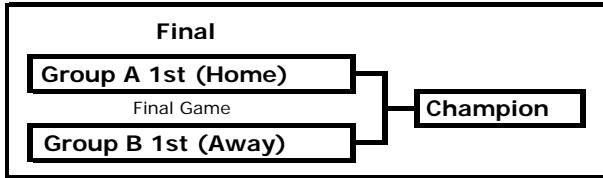
D. ECYSA Divisional Championships

1. If any team has potential conflicts (religious and school events only) with the dates (set in the beginning of each spring season) of the ECYSA Championships tournament, then they must contact the appropriate commissioner (boys/girls) on or before, the Thursday before Memorial Day. ECYSA will try to accommodate requests made on or before this date. Not all requests will be able to be honored.
2. The ECYSA Championship Tournament schedule is final after Memorial Day. ECYSA Division Directors must inform Coaches of their team's eligibility as soon as possible after the season ends. The Division Directors must also notify the Tournament Director as to the teams competing in the playoffs. All teams that make the ECYSA playoffs and know they cannot complete the entire playoffs must notify the appropriate age group director and commissioner prior to the coaches meeting.
3. Coaches of playoff teams are required to attend a pre-playoff coaches meeting scheduled for the first Tuesday after the end of the season. Coaches will be notified of the time and location of meeting by their Division Director, once playoff teams' status has been determined.
4. All team coaches will check in at the Registration Tent at least 1/2 hour before the scheduled start of the game. Any player not properly registered will not be allowed to play. Teams will report to their appropriate field, 10 minutes before the scheduled kickoff. The referee and assistant referees will check player equipment, ID cards and rosters on the field.
5. Only team uniforms will be allowed on the field. No sweats, except on Goalies, no headgear, such as head bands or kerchiefs, and all jerseys must be tucked in. No other items of clothing will be allowed unless consistent with the team uniform. No casts or splints allowed.
6. The Tournament Site Director will resolve uniform color conflicts. Home team (highest group) should have pinnies available in case of color conflicts.
7. All Division I and II Champion Teams will represent ECYSA at the MTOC (Mass Tournament of Champions) Championships (except U-10). Any team that cannot make the MYSA Tournament must inform the ECYSA President or Tournament site Director prior to the ECYSA finals. (The division runner-up will be invited to represent ECYSA at the states.) Any fine imposed by the State for no-show teams will be reflected back to the town.
8. Notification of any protest concerning ECYSA Playoffs must be made within fifteen (15) minutes after completion of the game at the appropriate registration site, followed by a written protest and specified fee within 30 minutes of notification. Protests must be made to the ECYSA President or Tournament site Director.
9. Coaches will be responsible for the actions of their spectators. All spectators will stay behind the spectator line along the side of the field and may be asked to leave the facility for violation of this rule.
10. First Aid will be provided for the duration of the playoffs. If the referee stops play due to an injury to a player, the first aid professional will attend to that player. Coaches will not remove any injured player from the field. The first aid professional will make the final determination as to any injured player's involvement in the remainder of the game and any succeeding games in the playoffs.
11. During the tournament, if a winning team cannot participate in their next scheduled game, the losing opponent will advance to the next scheduled game. If there are wildcards spots at MTOC – the next best team at the ECYSA Championships will have the spot. Possibility of an additional game does exist. Teams must be able to play at anytime through the conclusion of ECYSA tournament weekend or forfeit their spot at MTOC.
12. Coaches Conduct: The ECYSA Playoffs are a showcase for the organization. As such, coaches are expected to set an example and conduct themselves in the highest manner of sportsmanship towards players, referees and tournament officials. Any coach ejected from an ECYSA tournament game will be subject to disciplinary action up to, and including, suspension from involvement in any further league activities as determined by the ECYSA tournament committee. Suspended coaches must submit a written request for reinstatement to ECYSA before participating in future league activities.
13. If a division group has five or more teams, the first and second place team advances to the playoffs. To determine championship tournament participation, in a division group of four teams (or less); only one team will advance to playoffs.

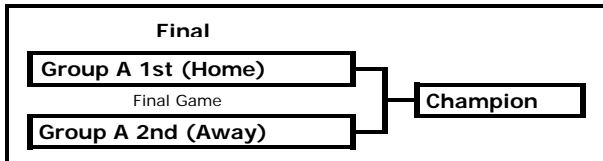
- 14. No pets are allowed on the tournament field complex.
- 15. Tournament Brackets:

The tournament director may modify the brackets to account for groups with an odd number of teams or lack of a 2nd place finisher.

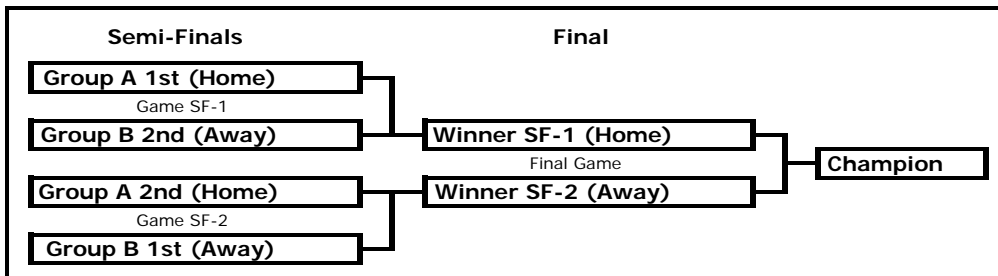
Playoff Bracket for Two Teams from Two Groups



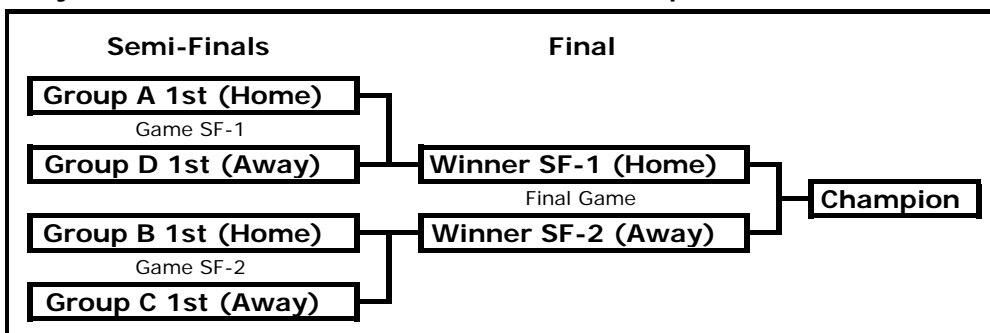
Playoff Bracket for Two Teams from One Group



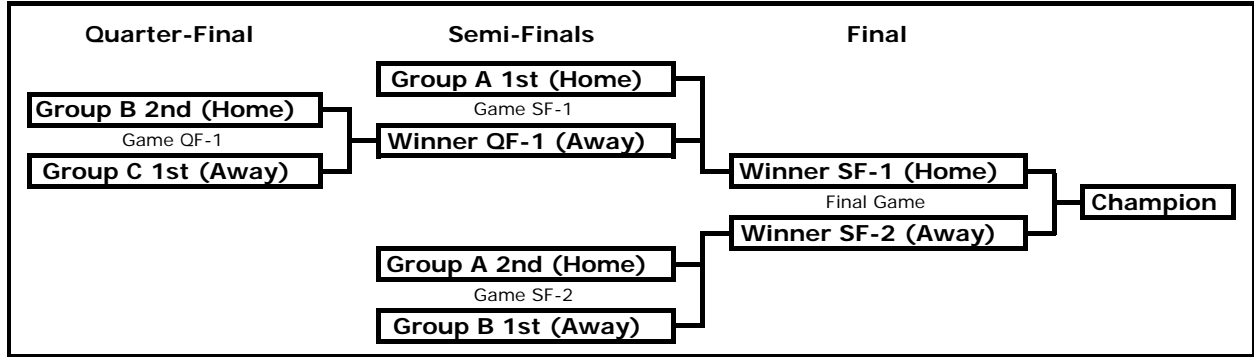
Playoff Bracket for Four Teams from Two Groups



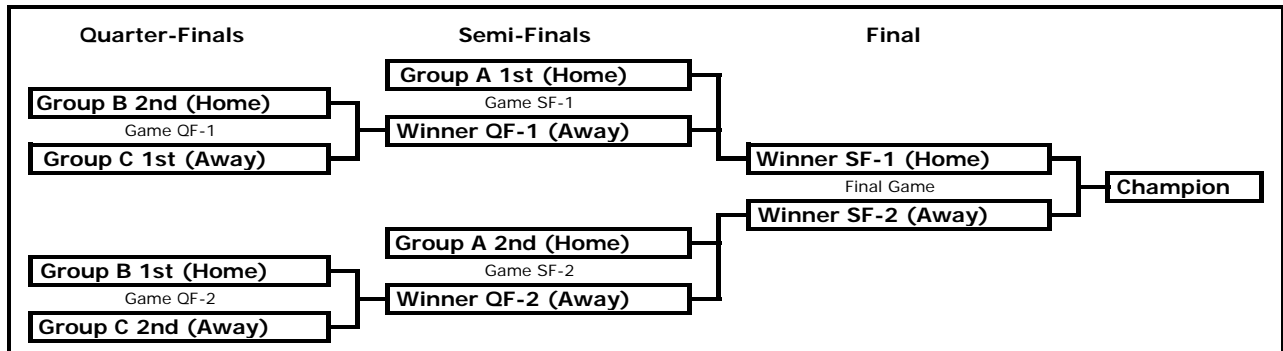
Playoff Bracket for Four Teams from Four Groups



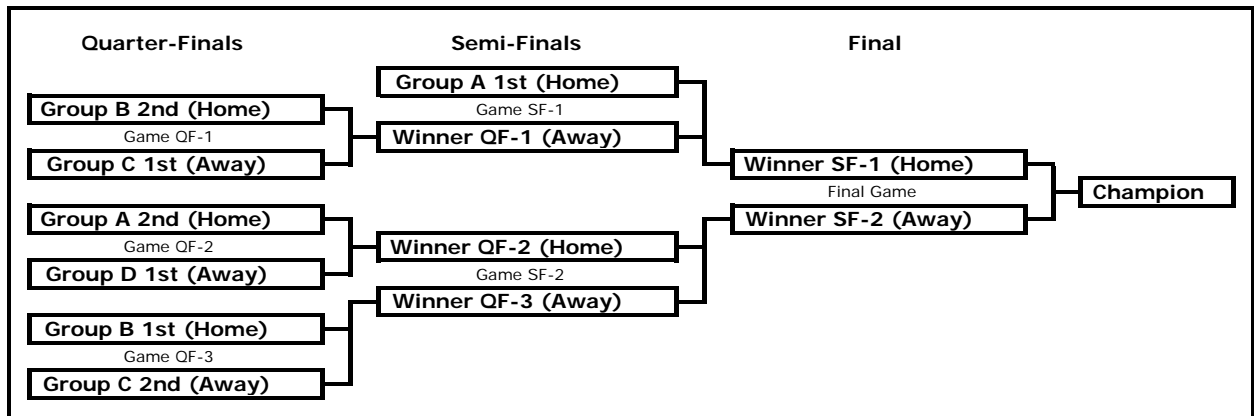
Playoff Bracket for Five Teams from Three Groups - A1, A2, B1, B2, C1



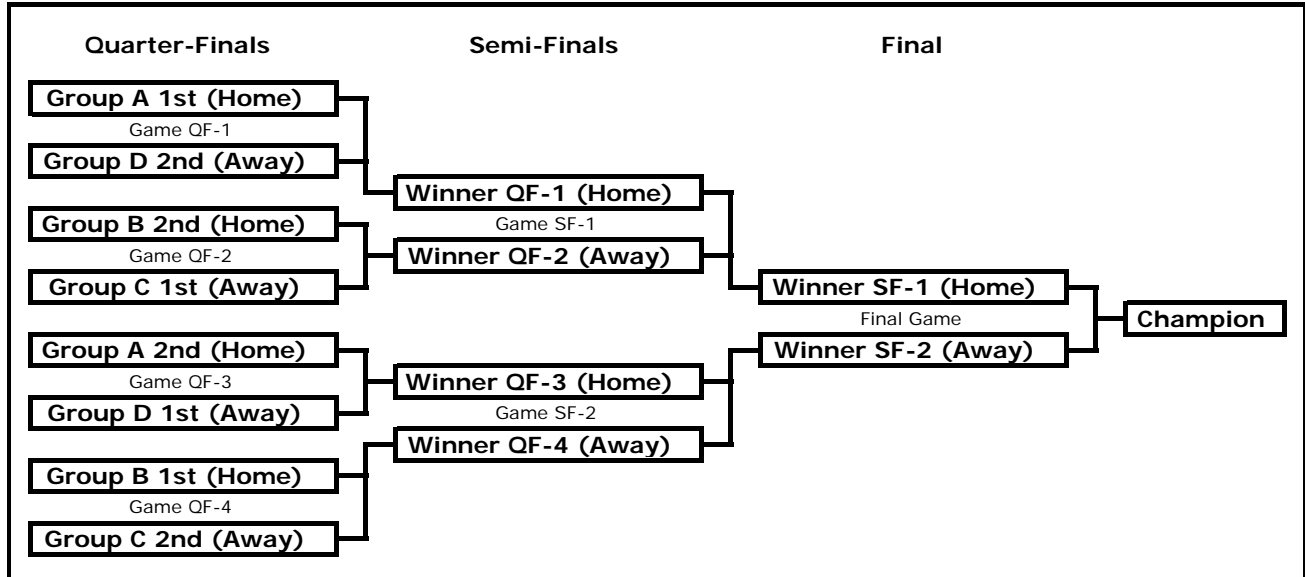
Playoff Bracket for Six Teams from Three Groups



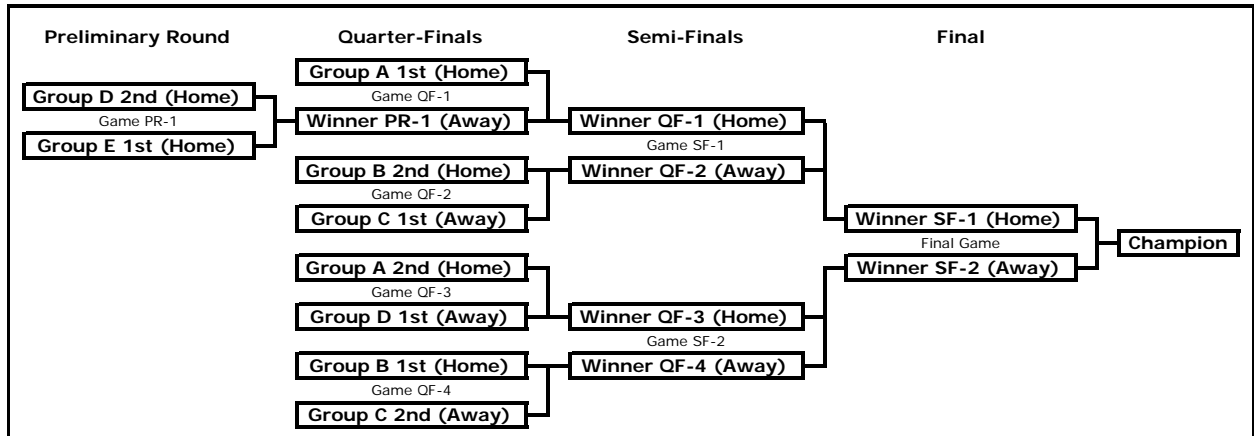
Playoff Bracket for Seven Teams from Four Groups - A1, A2, B1, B2, C1, C2, D1



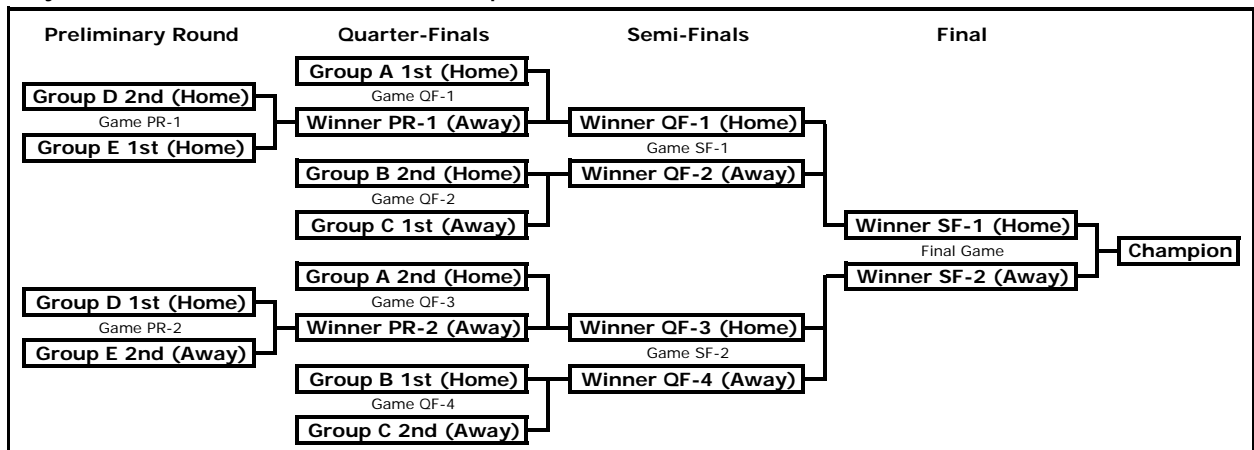
Playoff Bracket for Eight Teams from Four Groups



Playoff Bracket for Nine Teams from Five Groups - A1, A2, B1, B2, C1, C2, D1, D2, E1

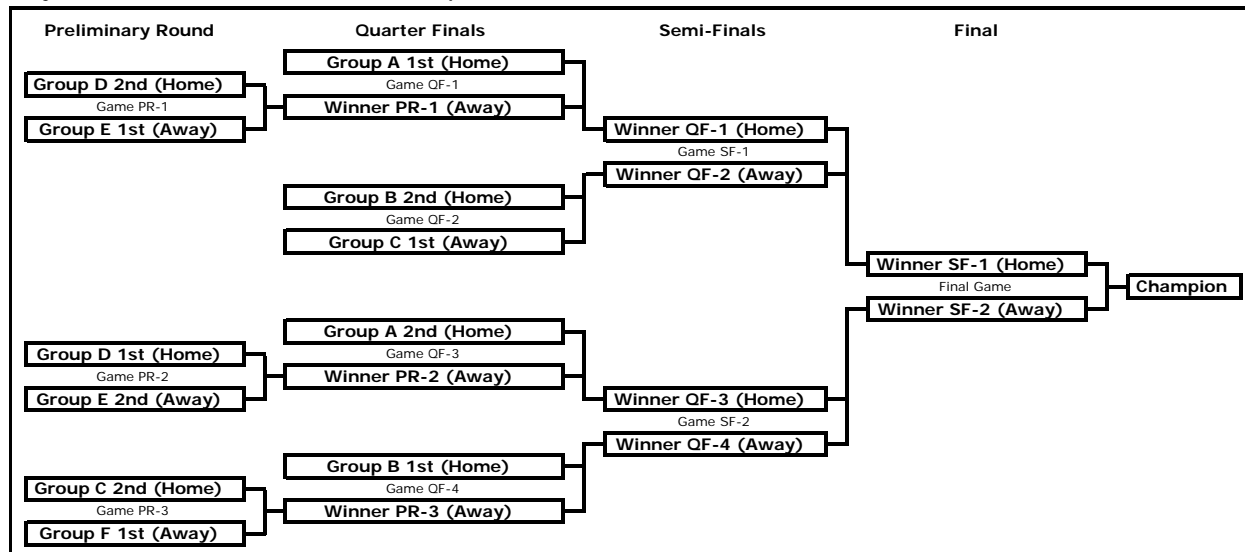


Playoff Bracket for Ten Teams from Five Groups

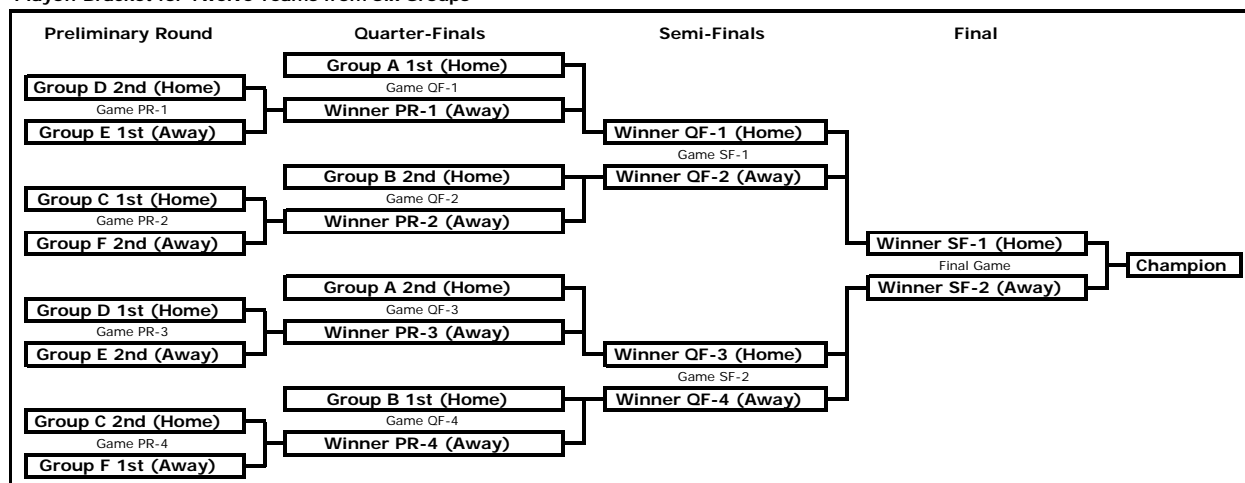


Notes: Rules with an (*) asterisk are conditions of forfeiture.
All referenced fees are per the current fee schedule addendum

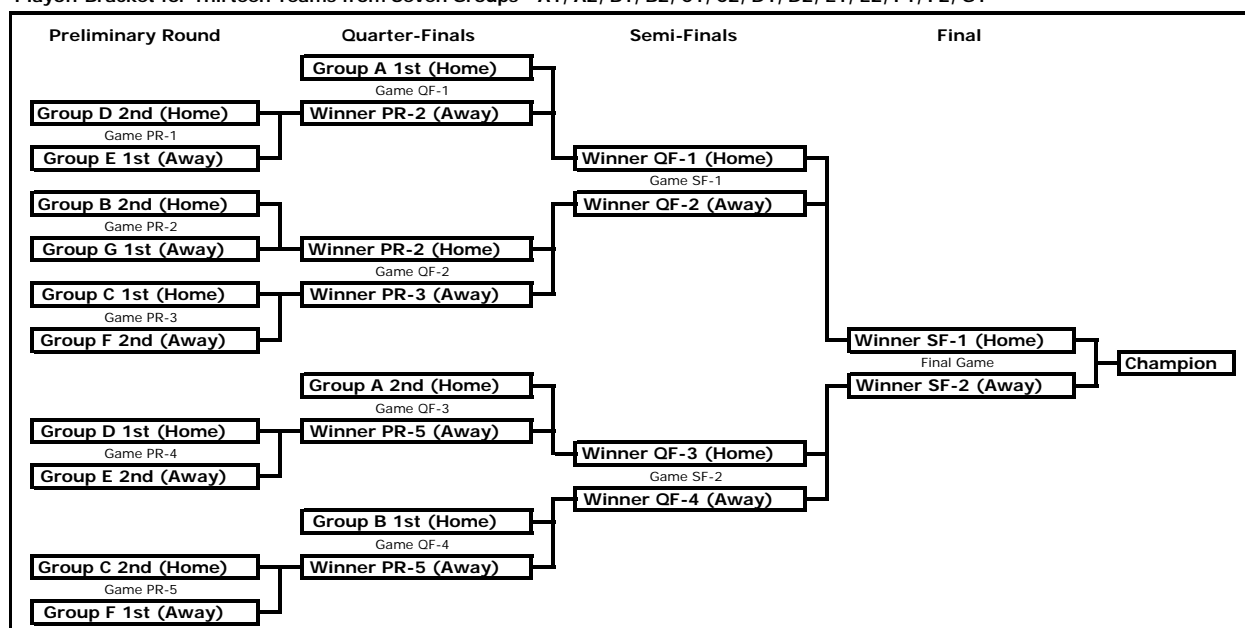
Playoff Bracket for Eleven Teams from Six Groups - A1, A2, B1, B2, C1, C2, D1, D2, E1, E2, F1



Playoff Bracket for Twelve Teams from Six Groups

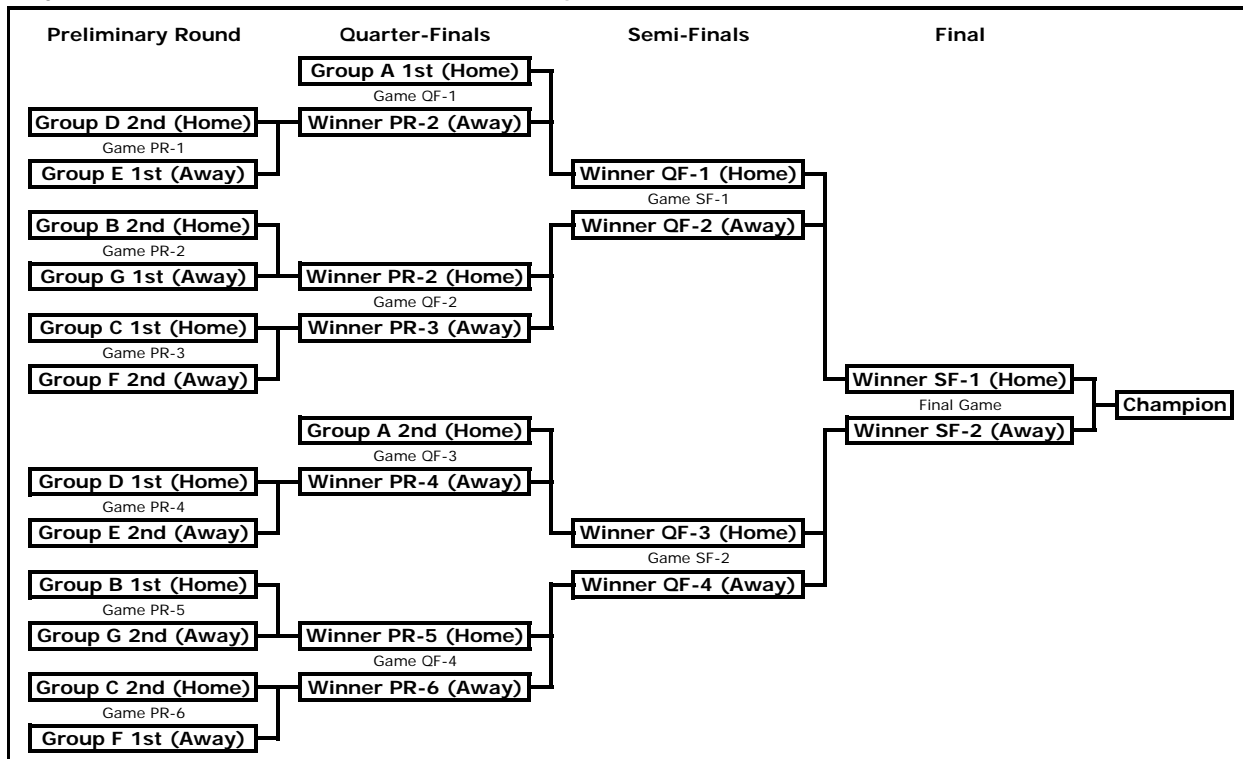


Playoff Bracket for Thirteen Teams from Seven Groups - A1, A2, B1, B2, C1, C2, D1, D2, E1, E2, F1, F2, G1

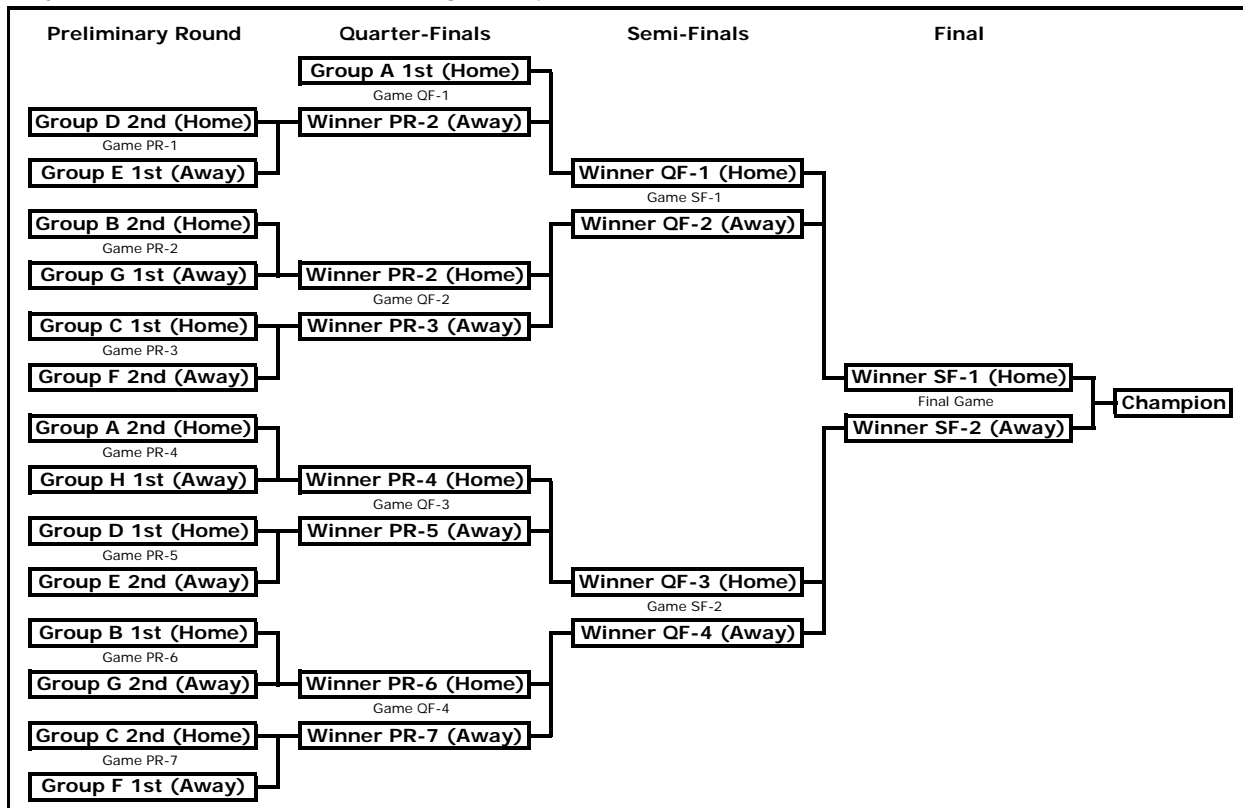


Notes: Rules with an (*) asterisk are conditions of forfeiture.
 All referenced fees are per the current fee schedule addendum

Playoff Bracket for Fourteen Teams from Seven Groups

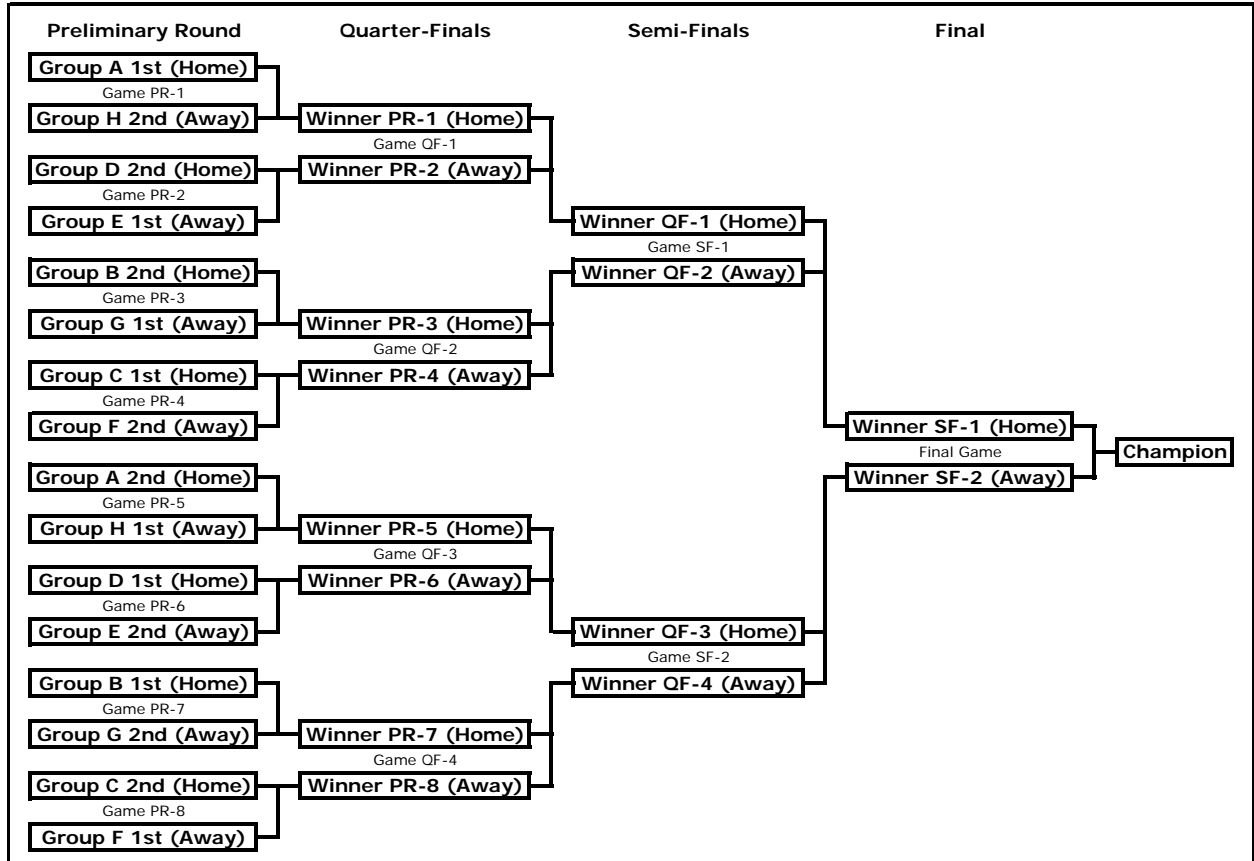


Playoff Bracket for Fifteen Teams from Eight Groups - A1, A2, B1, B2, C1, C2, D1, D2, E1, E2, F1, F2, G1, G2,



Notes: Rules with an (*) asterisk are conditions of forfeiture.
All referenced fees are per the current fee schedule addendum

Playoff Bracket for Sixteen Teams from Eight Groups



Notes: Rules with an (*) asterisk are conditions of forfeiture.
 All referenced fees are per the current fee schedule addendum

