



# **POLICIES, PROCEDURES AND REGULATIONS**

## **REFEREE HANDBOOK SPRING 2019**





## **Methuen Youth Soccer Association, Incorporated**

### **Board of Directors**

|                           |                                       |
|---------------------------|---------------------------------------|
| Danielle OSORIO           | President                             |
| Michele CUSHMAN           | Vice President                        |
| Ann SHAPIRO               | Secretary/Clerk                       |
| Nicole BOUMEL             | Treasurer                             |
| Amanda LAFLAMME           | Travel Director                       |
| Abe FINCH                 | Maintenance Director                  |
| Michele CUSHMAN           | Development Director                  |
| Ann SHAPIRO               | Registrar                             |
| [Vacant]                  | Administrative Assistant Director(s)  |
| Jason SHAPIRO, U11/12/13  | Division Director(s)                  |
| Matthew MONTGOMERY, U9/10 |                                       |
| [Vacant], U7/8            |                                       |
| Guillermo ROJAS, U5/6     |                                       |
| Beth HENRICK              | Travel Assistant Director(s) At-Large |
| Dani FANTRY               | Development Assistant Director(s)     |

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## General Referee Policies & Procedures

### 1 AUTHORITIES AND RESPONSIBILITIES

The rules contained herein shall govern members of this Association in all cases to which they are applicable and in which they are not inconsistent with the Constitution and Bylaws of this Association, MAYSA, USYS and USSF. All competition shall be governed by the rules stated herein unless the rules of a specific competition determine otherwise.

Each team shall be responsible for the conduct of its players', coach, manager, team assistants and parents and it is the responsibility of each team to ensure that its actions, on or off the field, do not bring disrespect upon this Association. Each League shall be responsible for the conduct of those persons associated with its operations and it is the responsibility of each League to ensure that its actions do not bring disrespect upon this association.

### 2 USEFUL WEBSITES AND CONTACT INFORMATION

PLEASE VISIT OUR WEBSITE:

[WWW.METHUENSOCCKER.ORG](http://WWW.METHUENSOCCKER.ORG)

Other Helpful Websites

| Associations  | Clothing & Equipment   |
|---|--|
| <a href="http://www.mayouthsoccer.org">www.mayouthsoccer.org</a>    | <a href="http://www.soccer.com">www.soccer.com</a>                     |
| <a href="http://www.massref.net">www.massref.net</a>                | <a href="http://www.officialsports.com">www.officialsports.com</a>     |
| <a href="http://www.ecysa.org">www.ecysa.org</a>                    | <a href="http://www.lawfive.com">www.lawfive.com</a>                   |
| <a href="http://www.usyouthsoccer.org">www.usyouthsoccer.org</a>    | <a href="http://www.aysostore.com">www.aysostore.com</a>               |
| <a href="http://www.nfhs.org">www.nfhs.org</a>                      |  |
| Publications & Forms  | Pro Soccer   |
| <a href="http://www.thereflink.com/">http://www.thereflink.com/</a> | <a href="http://www.fifa.com">www.fifa.com</a>                         |
|   | <a href="http://www.revolutionsoccer.net">www.revolutionsoccer.net</a> |

CONTACT INFORMATION:

Development Director E-Mail

[devdirector@methuensoccer.org](mailto:devdirector@methuensoccer.org)

### 3 REFEREE GUIDELINES

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|--|
| <b>METHUEN YOUTH SOCCER ASSOCIATION<br/>REFEREE GUIDELINES</b> |
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If you have been assigned to referee a game it is expected that you arrive on time. **Please arrive 15 minutes before the scheduled starting time and check the fields for safety.**

- If you cannot make the assigned game, you are expected to notify the Development Director no later than the Thursday before the scheduled game.
- During inclement weather, unless you hear from the Development Director you should show up at the field as assigned. If you report to a field and one or both teams do not show then report the situation to the Development Director. Game cancelations will be posted on the website and Facebook page.
- You are to wear proper referee attire: Official Referee Jersey, black shorts, black socks, and preferably soccer cleats/shoes. Referees are allowed to wear hats. If it is cold black sweatpants or sports pants with a turtleneck or long sleeve shirt under the referee shirt is acceptable. MYSA will provide the Official Referee Jersey at half price. The Referees must purchase their Jersey at the Referee Clinic.
- Referees must bring a watch, finger whistle, and water bottle to every game. Cell Phones are not permitted on the field. Keep them in your bag.
- Before the game starts, check the players' equipment. Make sure they have the same team jersey (in the event a child does not have their team jersey, they may wear a pinnie from the coaches bag to take the field), shin guards, and proper soccer footwear (no metal cleats or other sport cleats). If a player has inappropriate footwear, they are to get another pair of legal shoes or sit on the sideline.
- Introduce yourself to both teams Coaching Members.
- Confirm the Total Game Time, Sub Intervals and Length of Half Time (5 Min) with the Coaches.
- Check the condition of the ball, air pressure and the proper size ball is used. Use a #3 for U8 and a #4 for U10 & U13.
- All spectators must be on the opposite side of the field from players and coaches (2 feet from the sideline box). Please walk the field and ask parents to move back if necessary.
- We will not allow spectators to interfere with the game. If spectators are abusive go to the coach and ask the coach to handle the issue. If the coach does not, abandon the game immediately and leave the field of play. No spectators shall run onto the field. You must notify the Development Director and/or a MYSA Board Member immediately.
- Only three (3) Coaches may be on the players sideline at any given time. A Coach can help the Goalie, but will stand no closer than the Corner Mark on the Team Sideline and MAY NOT stand behind the net. If the coach refuses, stop the game. If they continue to refuse to do as requested let them know the game will be abandoned.

- Players and coaches for both teams will be on one side of the field and all spectators are to be on the other side. **Do not start the game until this is set.**
- **If a coach is verbally abusive, using foul language or seems out of control, then ask the coach to stop. If the abuse continues then ask the coach to leave. The coach must leave the total area. If the coach refuses to leave then abandon the game and leave the field of play. You must notify the Development Director and/or a MYSA Board Member immediately.**
- Blow the whistle! When making a call, blow the whistle loud and be firm. There will be a lot of noise especially with the younger players so you need to make sure you are heard. If you stay with the play, you will get their attention.
- After the game, stand and watch the players shake hands. Make sure the players and coaches continue to conduct themselves in a professional manner. As referees you have a responsibility from the time you arrive in the parking lot until you leave.
- Referees must report, in writing, any issue or incidents that happen on and off the field to the Development Director immediately. For example, a spectator, coach, or player problem that causes the game to be abandoned, such as any abuse before, during, or after the game or any severe injuries that require medical help (trip to the hospital etc.).

## 4 HEAD-TO-TOE POLICY

### METHUEN YOUTH SOCCER ASSOCIATION HEAD-TO-TOE POLICY

**Prior to every game it is the responsibility of the Parent first, then Coach and finally Referee to make sure that every player is properly dressed and ready for play.**

A Head-to-Toe check must be performed. The concern is that every player be dressed appropriately for play according to the rules and policies of the league.

No player should be allowed on the field of play if they are deemed to be wearing dangerous equipment. Dangerous equipment includes the following, but is not limited to this list below. If there are any questionable items not list below, consult with a MYSA Board Member present on the field. If there is no MYSA Board Member present, please use your best judgment and then report the item to the Development Director after the game for clarification:

- Any cast or splint, regardless of any padding.
- No metal of any type. This includes but is not limited to, zippers, buttons on pants and rivets on pants and sweatshirts.
- Hair Control barrettes of hard materials (i.e. metal, plastic).
- Earrings of any type. **Band-Aids or Taping is not considered safe.**
- Jewelry of any sort. (Medic-Alert & religious articles may be worn if taped securely to the body by the player or player's parent/guardian).
- Joints of leg braces that have abrasive edges (i.e. metal rods, plastic slats, showing Velcro).
- Hats or other headgear (other than new protective padding headgear made specifically for soccer head ball or only in cold weather plain skull caps with no frills, tassels or hard decorative items may be worn by players).

#### **Other important points of clarification:**

- Common eyeglasses are no longer made of glass and are safe and permitted.
- Ace bandage, cloth or tape wrappings are safe. No metal clips allowed.
- Footwear - Sneakers are safe if there are no rough edges. However, appropriate soccer footwear is recommended. No other sport cleat is allowed and there will be no toe cleats, metal cleats or modified cleats accepted. It is at the discretion of the player/parent to determine whether to wear soccer cleat or turf shoes when practicing or playing on turf.

#### **Required Equipment:**

- Uniform (includes team shirt and team socks that must be worn over shin guards)
  - Sweatpants may be worn as long as there are no dangling ties.
  - Sweatshirts with hoods may be worn as long as hoods are tucked into uniform shirt and have no ties, metal rivets or zippers



## 5 REFEREE PREGAME CHECKLIST

|   |
|---|
| <b>METHUEN YOUTH SOCCER ASSOCIATION<br/>REFEREE PREGAME CHECKLIST</b> |
|---|

### What is the age group?

- Know the laws
- Restarts
- Game time
- Substitutions rules

### Field Inspection

- Quick walk around field: remove glass, cans, rocks and other debris
- Gopher holes (ask coach to fill it)
- Goal frames must be anchored
- U10 & U13 Discs or flags at corners and midfield line (no tall cones)
- U8 use #3 ball
- U10 & U13 use #4 ball

### Player Inspection

- Should be done 10 minutes prior to the start time
- Any late children should be checked prior to taking the field during a Sub
- Coaches will notify the Referee during a Sub if a player comes late for a player inspection.
- Refer to the Head-to-Toe Checklist for proper attire

### Miscellaneous

- Blow the whistle loudly!!!!!!
- Make the Play Call loud enough for Coaches to hear on the sideline
- Run with the play

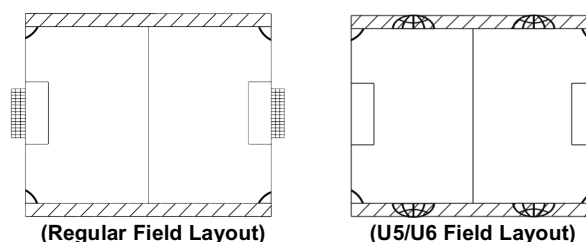
**HAVE FUN AND ENJOY 😊**

## 6 REFEREE LAW GUIDELINES

### METHUEN YOUTH SOCCER ASSOCIATION U6 REFEREE LAW GUIDELINES

1. Behavior and Fouls: No abusive language is to be used at any time towards the referee, by coaches, players, or spectators.
  - If a coach or player uses abusive language, stop play and give them a verbal warning. If the abusive language continues, ask the coach or player to leave the game and the field of play. If they refuse to leave the field, abandon the game.
  - If a spectator uses abusive language, stop the game and notify the coach. If this continues and the coach does not stop the spectator, the referee abandons the game. **Do not talk to the spectators!**
  - Call the Development Director immediately upon this type of occurrence.
  - For any foul, stop the game (restart with an indirect kick):
    - First and second offense is a verbal warning to player and coach.
    - Third offense the player is out for the rest of the half.
    - Fourth offense the coaches are to speak with players on the sideline about fouls and safety.

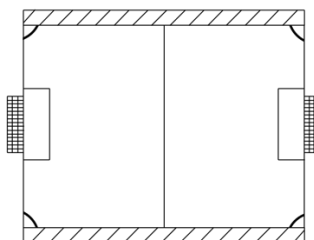
2. Fields: The field of play must be rectangular.



3. Nets: Goals must be anchored securely to the ground. Portable goals (Pugg Nets) will be used.
4. The Ball: Size three (3).
5. Players: Teams and games are coed.
6. The Players Equipment:
  - Shin Guards must be worn, NO EXCEPTIONS.
  - Uniform Shirt must be tucked into shorts or pants.
  - Soccer cleats (no metal cleats) or Sneakers may be worn
  - No jewelry of any type may be worn on the field. Parents: please do not pierce your child's ears prior to or during the season, as the studs will need to be removed.
  - Medical alert necklaces or bracelets may be worn but must be taped down.
7. The Duration of the Match: 60 minutes of field time will be divided into a 25-minute and 35-minute session. The first 25 minutes will be designated for practice. Practice plans can be found on the website under the coach's corner. The remaining 35 minutes will be designated for a game of two 15-minute halves with a 5-minute half time.
8. The Number of Players: two teams play a match, minimum of 3 v 3 and a maximum of 4 v 4. There are NO keepers.
9. Substitutions: At any stoppage and unlimited from the bench.
10. Coaches: During the Game only three (3) Coaches may be on the field at any given time.
11. Throw-ins: Allow one opportunity for throw-ins. Explain to them the correct way if needed but let the play continue.

**METHUEN YOUTH SOCCER ASSOCIATION  
U8 REFEREE LAW GUIDELINES**

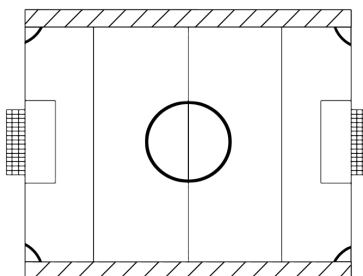
1. Behavior and Fouls: No abusive language is to be used at any time towards the referee, by coaches, players, or spectators.
  - If a coach or player uses abusive language, stop play and give them a verbal warning. If the abusive language continues, ask the coach or player to leave the game and the field of play. If they refuse to leave the field, abandon the game.
  - If a spectator uses abusive language, stop the game and notify the coach. If this continues and the coach does not stop the spectator, the referee abandons the game. **Do not talk to the spectators!**
  - Call the Development Director immediately upon this type of occurrence.
  - For any foul, stop the game (restart with an indirect kick):
    - First and second offense is a verbal warning to player and coach.
    - Third offense the player is out for the rest of the half.
    - Fourth offense the coaches are to speak with players on the sideline about fouls and safety.
  - **Fouls include (Please refer to the Red/Yellow Card List in this handbook and use verbal warnings in place of cards):**
    - Slide Tackling
    - Abusive Language or Insubordinate Behavior
    - Tripping
    - Kicking Opponent
    - "Hand Ball" (intentional redirection from shoulders down)
    - High Kicks (anything above the waist)
    - For Keeper with hand possession of ball - Charging or kicking the ball away
    - Holding
    - Elbowing (with a jabbing motion)
    - Head Balls (intentional redirection of the ball from head or forehead or attempts to head)
  - ALL KICKS ARE INDIRECT! No Direct Kicks or Penalty Kicks are awarded!
  - No OFFSIDE.
2. The field of play must be rectangular.



3. Nets: Goals must be anchored securely to the ground with stakes or sand bags. Aluminum frame nets will be used.
4. The Ball: Size three (3).
5. Players: Teams and games may be coed.
6. The Players Equipment:
  - Shin Guards must be worn, NO EXCEPTIONS
  - Uniform Shirt must be tucked into shorts or pants.
  - Soccer cleats (no metal cleats) or Sneakers may be worn.
  - No jewelry of any type may be worn on the field.
  - Medical alert necklaces or bracelets may be worn but must be taped down.
7. The Duration of the Match: 5-minute Warm-up/Referee Check-in; two 20-minute halves with a 5-minute half time (with stoppage time), for a total field time of 55 minutes. Time is stopped for Subs. Urge the coaches to move quickly.
8. The Number of Players: two teams play a match, minimum of 5 vs 5 and a maximum of 6 vs 6, which includes a keeper.
9. Substitutions:
  - At approximately every 4 ½ minutes, coaches will be responsible for having their subs at the midfield line of the sideline.
  - At the next out of bounds, you will then stop play (not the clock) and allow for subs to come in. If there are no players for subs at the midfield line, you will continue play with no interruption.
10. Coaches: During the Game only three (3) Coaches may be on the field at any given time. A Coach can help the Keeper, but will stand no closer than the Corner Mark on the Team Sideline and MAY NOT stand behind the net.
11. Throw-ins: Allow two opportunities for throw-ins. Explain to them the correct way. If the 2<sup>nd</sup> throw-in is incorrect, the opposing team is awarded the throw-in
12. Corner Kicks: If the ball goes out of bounds during a corner kick it becomes a goal kick.
13. Goal Kicks: No goal kick, keeper throw, or keeper punt can travel past the half line (mid-field) in the air. If this happens then an indirect kick is awarded to the opposing team nearest the spot where the ball crossed the half line.  
  
During a goal kick, the opposing team must be behind the mid-line until the ball is touched (this can be by a player or the keeper)  
  
If the ball rolls past the midline or bounces off a player or the ground before crossing the midline it is considered a fair ball.
14. Keepers: A goal consists of the ENTIRE ball crossing the ENTIRE line. If the keeper is in the net on a save where the ball does not fully cross the line, they must step out of the net and be in front of the goal line to get the ball in play after they make the save. They cannot go back into the net with the ball fully crossing the line. If this does happen, do not call this a goal; instruct the goalkeeper and allow play to continue.
15. Injuries: If a player is injured, play will stop immediately and the other players will be moved away (do not have them "take a knee"). **Injury stoppage of play, results in a drop ball if unintentional. If injury is due to the result of a foul, play will restart based on the foul and who was fouled.** The Referee will not touch the player. The coach will be called out immediately. **Remember: Safety first is very important.**

**METHUEN YOUTH SOCCER ASSOCIATION  
U10 REFEREE LAW GUIDELINES**

1. Behavior and Fouls: No abusive language is to be used at any time towards the referee, by coaches, players, or spectators.
  - If a coach or player uses abusive language, stop play and give them a verbal warning. If the abusive language continues, ask the coach or player to leave the game and the field of play. If they refuse to leave the field, abandon the game.
  - If a spectator uses abusive language, stop the game and notify the coach. If this continues and the coach does not stop the spectator the referee abandons the game. **Do not talk to the spectators!**
  - Call the Development Director immediately upon this type of occurrence.
  - For any foul, stop the game (restart with an indirect kick):
    - First and second offense is a verbal warning to player and coach.
    - Third offense the player is out for the rest of the half.
    - Fourth offense the coaches are to speak with players on the sideline about fouls and safety.
  - **Fouls include (Please refer to the Red/Yellow Card List in this handbook and use verbal warnings in place of cards):**
    - Slide Tackling
    - Abusive Language or Insubordinate Behavior
    - Tripping
    - Kicking Opponent
    - "Hand Ball" (intentional redirection from shoulders down)
    - High Kicks (anything above the waist)
    - For Keeper with hand possession of ball - Charging or kicking the ball away
    - Holding
    - Elbowing (with a jabbing motion)
    - Head Balls (intentional redirection of the ball from head or forehead or attempts to head)
  - **ALL KICKS ARE INDIRECT!** No Direct Kicks or Penalty Kicks are awarded!
  - There will be OFFSIDE starting at the 14-yard line down to the goal line.
2. Fields: The field of play must be rectangular.



3. Nets: Must be anchored securely to the ground with stakes or sand bags. Bownets will be used.
4. The Ball: Size four (4).
5. Players: Teams and games may be coed.
6. The Players Equipment:
  - Shin Guards must be worn, NO EXCEPTIONS
  - Uniform Shirt must be tucked into shorts or pants.
  - Soccer cleats (no metal cleats) or Sneakers may be worn
  - No jewelry of any type may be worn on the field.
  - Medical alert necklaces or bracelets may be worn but must be taped down.
7. The Duration of the Match: 15-minute Warm-up/Referee Check-in; two 25-minute halves with a 5-minute half time (with running time), for a total field time of 70 minutes.
8. The Number of Players: two teams play a match, minimum of 6 v 6 and a maximum of 7 v 7, which includes a keeper.
9. Substitutions:
  - At approximately every 4 ½ minutes, coaches will be responsible for having their subs at the midfield line of the sideline.
  - At the next out of bounds, you will then stop play (not the clock) and allow for subs to come in. If there are no players for subs at the midfield line, you will continue play with no interruption.
10. Coaches: During the Game only three (3) Coaches may be on the field at any given time. A Coach can help the Keeper, but will stand no closer than the Corner Mark on the Team Sideline and MAY NOT stand behind the net.
11. Throw-ins: Allow two opportunities for throw-ins. Explain to them the correct way. If the 2<sup>nd</sup> throw-in is incorrect, the opposing team is awarded the throw-in.
12. Corner Kicks: If the ball goes out of bounds during a corner kick it becomes a goal kick.
13. Goal Kicks: No goal kick, keeper throw, or keeper punt can travel past the half line (mid-field) in the air. If this happens then an indirect kick is awarded to the opposing team nearest the spot where the ball crossed the half line.

During a goal kick, the opposing team must be behind the mid-line until the ball is touched (this can be by a player or keeper)

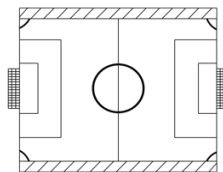
Any goal kick or free kick awarded to the defending team inside its own 14-yard line must clear the 14-yard line before ANY player can touch the ball. If any player touches the ball inside the 14-yard line the kick is retaken.

If the ball rolls past the midline or bounces off a player or the ground before crossing the midline it is considered a fair ball.
14. Keepers: A goal consists of the ENTIRE ball crossing the ENTIRE line. If the keeper is in the net on a save where the ball does not fully cross the line, they must step out of the net and be in front of the goal line to get the ball in play after they make the save. They cannot go back into the net with the ball fully crossing the line. If this does happen, call this a goal; instruct the goalkeeper and restart as a kick-off.
15. Injuries: If a player is injured, play will stop immediately and the other players will be moved away (do not have them "take a knee"). **Injury stoppage of play, results in a drop ball if unintentional. If injury is due to the result of a foul, play will restart based on the foul and who was fouled.** The Referee will not touch the player. The coach will be called out immediately. **Remember: Safety first is very important.**
16. Kick-off: At any kick-off, the opposing team players must be outside of the center circle.
17. Pass Backs: No pass backs. Any ball passed to the Keeper by their team must be kicked out and may not be picked up. Use of hands on a pass back results in an indirect kick for the opposing team.

**METHUEN YOUTH SOCCER ASSOCIATION  
U13 REFEREE LAW GUIDELINES**

1. Behavior and Fouls: No abusive language is to be used at any time towards the referee, by coaches, players, or spectators.
    - If a coach or player uses abusive language, stop play and give them a verbal warning. If the abusive language continues, ask the coach or player to leave the game and the field of play. If they refuse to leave the field, abandon the game.
    - If a spectator uses abusive language, stop the game and notify the coach. If this continues and the spectator does not stop the spectator the referee abandons the game. **Do not talk to the spectators!**
    - Call the Development Director immediately upon this type of occurrence.
    - For any foul, the game will stop (restart depends on foul, see below). If within the penalty box, a penalty kick will be awarded. The ball is placed on the penalty spot; all other players must be outside the penalty box and arc. Goalkeeper must stand on the goal line to start. For direct kick penalties, the defending team will be allowed to set up a wall:
      - First and second offense is a verbal warning to player and coach.
      - Third offense the player is out for the rest of the half.
      - Fourth offense the coaches are to speak with players on the sideline about fouls and safety.
    - **Fouls include (Please refer to the Red/Yellow Card List in this handbook and use verbal warnings in place of cards):**
      - Slide Tackling
      - Abusive Language or Insubordinate Behavior
      - Tripping
      - Kicking Opponent
      - "Hand Ball" (intentional redirection from shoulders down)
      - High Kicks (anything above the waist)
      - For Keeper with hand possession of ball - Charging or kicking the ball away
      - Holding
      - Elbowing (with a jabbing motion)
      - Head Balls (intentional redirection of the ball from head or forehead or attempts to head)
    - There will be OFFSIDE starting at the mid-line down to the goal line.
    - Yellow & Red Card Procedure (U13 Only)
      - Yellow and Red Cards are kept in the shed.
      - Red Card – Player is dismissed for the remainder of the game
      - Yellow Card – Player sits out for 5 minutes
      - Report from game (located in this handbook) if card(s) given – Sent to Development Director (Both Referee and Coach must fill the form out)
    - Restart for Fouls
      - Indirect Kicks: Head Balls at any time as well as the additional listed fouls found in this handbook.
      - Direct Kicks: Contact Fouls as well as the additional listed fouls found in this handbook, which are outside the Penalty Area.
      - Penalty Kick: Contact Fouls as well as the additional listed fouls found in this handbook, which are inside the Penalty Area.
-

2. Fields: The field of play must be rectangular.



3. Nets: Must be anchored securely to the ground with stakes or sand bags. Bownets will be used.
4. The Ball: Size four (4).
5. Players: Teams and games may be coed.
6. The Players Equipment:
- Shin Guards must be worn, NO EXCEPTIONS
  - Uniform Shirt must be tucked into shorts or pants.
  - Soccer cleats (no metal cleats) or Sneakers may be worn
  - No jewelry of any type may be worn on the field.
  - Medical alert necklaces or bracelets may be worn but must be taped down.
7. The Duration of the Match: 15-minute Warm-up/Referee Check-in; two 30-minute halves with a 5-minute half time (with running time), for a total field time of 80 minutes.
8. The Number of Players: two teams play a match, minimum of 7 v 7 and a maximum of 9 v 9, which includes a keeper.
9. Substitutions:
- At approximately every 4 ½ minutes, coaches will be responsible for having their subs at the midfield line of the sideline.
  - At the next out of bounds, you will then stop play (not the clock) and allow for subs to come in. If there are no players for subs at the midfield line, you will continue play with no interruption.
10. Coaches: During the Game only three (3) Coaches may be on the field at any given time. A Coach can help the Keeper, but will stand no closer than the Corner Mark on the Team Sideline and MAY NOT stand behind the net.
11. Throw-ins: Allow one opportunity for throw-ins. Explain to them their mistake, then award the opposing team the throw-in.
12. Corner Kicks: If the ball goes out of bounds during a corner kick it becomes a goal kick.
13. Goal Kicks: Goal kicks, keeper throws, or keeper punts must touch the ground or another player before it reaches the opponent's penalty area.
- During a goal kick, the opposing team must be behind the penalty box until the ball is touched (this can be by a player or keeper)
- Any goal kick or free kick awarded to the defending team inside its own penalty box must clear the penalty box before ANY player can touch the ball. If any player touches the ball inside the penalty box the kick is retaken.
- If the ball rolls past the penalty or bounces off a player or the ground before crossing the penalty it is considered a fair ball.
14. Keepers: A goal consists of the ENTIRE ball crossing the ENTIRE line. If the keeper is in the net on a save where the ball does not fully cross the line, they must step out of the net and be in front of the goal line to get the ball in play after they make the save. They cannot go back into the net with the ball fully crossing the line. If this does happen, call this a goal; instruct the goalkeeper and restart as a kick-off.
15. Injuries: If a player is injured, play will stop immediately and the other players will be moved away (do not have them "take a knee"). **Injury stoppage of play, results in a drop ball if unintentional. If injury is due to the result of a foul, play will restart based on the foul and who was fouled.** The Referee will not touch the player. The coach will be called out immediately. **Remember: Safety first is very important.**
16. Kick-off: At any kick-off, the opposing team players must be outside of the center circle.
17. Pass Backs: No pass backs. Any ball passed to the Keeper by their team must be kicked out and may not be picked up. Use of hands on a pass back results in an indirect kick for the opposing team.
-



## 7 INDIRECT FREE KICK GUIDELINES

**METHUEN YOUTH SOCCER ASSOCIATION  
INDIRECT FREE KICK GUIDELINES**

|  |  |  |   |  |
|--|--|--|---|--|
| <b>INDIRECT FREE KICK (IFK)</b>  |  |  |   |  |
| <b>results of non-contact fouls and misconducts</b>  |  |  |   |  |
| <i>Offside</i>   |  |  |   |  |
| <i>Plays in a dangerous manner</i>   |  |  |   |  |
| <i>Impedes the progress of opponent (non-contact)</i>  |  |  |   |  |
| <i>Prevents keeper from releasing ball</i>   |  |  |   |  |
| <i>Stoppage in play other than foul</i>  |  |  |   |  |
| <i>Violation PK procedure by kicking team</i>  |  |  |   |  |
| <i>(ball does not enter goal)</i>  |  |  |   |  |
| <i>2<sup>nd</sup> touch by kicker/thrower on restart (not dropped ball)</i>  |  |  |   |  |
| <b>GOALKEEPER</b>  | <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 5px;">Holds ball excessive amount of time before release.<br/>(1<sup>st</sup> time verbal warning)</td> </tr> <tr> <td style="padding: 5px;">Handles ball after teammate kick or throw-in<br/>(inside own Penalty Area)</td> </tr> <tr> <td style="padding: 5px;">Touches ball with hand after releasing it into play<br/>prior to touch by another player<br/>(inside own Penalty Area)</td> </tr> </table> | Holds ball excessive amount of time before release.<br>(1 <sup>st</sup> time verbal warning) | Handles ball after teammate kick or throw-in<br>(inside own Penalty Area) | Touches ball with hand after releasing it into play<br>prior to touch by another player<br>(inside own Penalty Area) |
| Holds ball excessive amount of time before release.<br>(1 <sup>st</sup> time verbal warning)                         |  |  |   |  |
| Handles ball after teammate kick or throw-in<br>(inside own Penalty Area)  |  |  |   |  |
| Touches ball with hand after releasing it into play<br>prior to touch by another player<br>(inside own Penalty Area) |  |  |   |  |

8 DIRECT FREE KICK GUIDELINES

METHUEN YOUTH SOCCER ASSOCIATION  
DIRECT FREE KICK GUIDELINES

| <b>DIRECT FREE KICK (DFK)<br/>results of contact fouls<br/>PK awarded if in defensive Penalty Area</b> |
|--|
| <i>Kick – or attempt to</i>  |
| <i>Trip – or attempt to</i>  |
| <i>Strike – or attempt to</i>  |
| <i>Jump</i>  |
| <i>Hold</i>  |
| <i>Push</i>  |
| <i>Tackle</i>  |
| <i>Charge</i>  |
| <i>Impeded with contact</i>  |
| <i>Spits</i>   |
| <i>Interference (by substitute, team official or sent-off player)</i>                                  |
| <i>Hand ball</i>   |

**Remember:**

**Careless, Reckless & Excessive**

DFK (PK)                      Caution/Warning & DFK (PK)                      Dismiss from game & DFK (PK)

## 9 YELLOW/RED CARD GUIDELINES

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| <p>METHUEN YOUTH SOCCER ASSOCIATION<br/>YELLOW/RED CARD GUIDELINES</p> |
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### **Yellow Card / Warnings:**

- Unsporting Behavior
- Dissent – disputing the referee’s decision
- Persistent Infringement

### **Red Card / Dismissals:**

- Serious Foul Play
- Violent Conduct
- Spitting
- Denying goal – Handling
- Denying goal – Foul
- Language and/or Gesture
- 2<sup>nd</sup> Yellow Card/Warning



## 11 MODIFICATIONS TO THE LAWS OF THE GAME

### METHUEN YOUTH SOCCER ASSOCIATION MODIFICATIONS TO THE LAWS

FÉDÉRATION INTERNATIONALE DE FOOTBALL ASSOCIATION (FIFA) laws of the game (attached as an appendix) apply unless modified in the Basic Rules. The laws are modified for players under 16 and for small-sided soccer v full-sided soccer.

Some of the modifications include:

- *Size of the field of play*
- *Number of players*
- *Size, weight and material of the ball*
- *Width between the goalposts and height of the crossbar from the ground*
- *Duration of the periods of play*
- *Substitutions*
- *Offside*
- *No slide tackling*
- *No penalty kicks in U8 or U10*
- *Adopt some of the ECYSA small sided rules*

## 12 FIFA LAWS OF THE GAME

### METHUEN YOUTH SOCCER ASSOCIATION FIFA LAWS OF THE GAME

The FIFA Laws of the Game can be located on our Website with this link in PDF form:

[http://www.methuensoccer.org/wp-content/uploads/fifa\\_laws\\_of\\_the\\_game.pdf](http://www.methuensoccer.org/wp-content/uploads/fifa_laws_of_the_game.pdf)



## 13 REFEREE RATES

|  |
|--|
| <b>METHUEN YOUTH SOCCER ASSOCIATION<br/>INTOWN REFEREE RATES</b> |
|--|

All kids interested in entering the Referee program must email the Development Director at [devdirector@methuensoccer.org](mailto:devdirector@methuensoccer.org) for placement availability and information; age requirement to enter the program is 11 ½.

Each referee enters the program as a trainee. To become a certified referee, MYSA has a program that must be completed. During this time, the trainees are able to determine if refereeing is something they enjoy and would like to pursue. MYSA welcomes all kids interested in the program, but services are based on eligibility and availability. MYSA reserves the right to dismiss a referee for reasons including but not limited to: not meeting expectations, not following instructions or participating in mandatory training/certification/licensing, tardiness, or no show without proper replacement coverage or notification.

During training, potential referees will attend Referee clinics, read and understand the Referee Handbook, educate themselves on the rules of the games (per division) and expectations of MYSA. A qualified Referee Mentor, the Development Director, the Development Director and/or another designated member of the MYSA Board of Directors (BOD) will then mentor potential referees on field. The mentor will advise and guide for three games on field per division. After three games, the Development Director and/or Development Director will evaluate the potential referee on their overall knowledge of the division they are currently mentoring in, their communication when officiating, and confidence on the field. The Development Director and/or Development Director will then decide if the potential referee is ready to officiate alone in the appropriate division(s), recommend additional mentored games, or is not qualified for the program and released. This process is completed for each division level and follows in order from youngest to oldest division.

MYSA requires all Referees participating in our program to attend the seasonal Referee clinics held by MYSA. According to the license reimbursement policy, MYSA will reimburse a Referee half the cost of the initial Grade 8 Certification after they meet the policy requirements; please see policy for process of reimbursement. MYSA encourages but does not require Referees to obtain their Grade 8 license and annual recertification. All renewal costs are the responsibility of the referee.

For more information on obtaining your Grade 8 License through the MA State Referee Committee, go to: <http://www.massref.net>.

- U6 Referees will earn \$11 per game.**
- U8 Referees will earn \$13 per game.**
- U10 Referees will earn \$15 per game.**
- U13 Referees will earn \$17 per game.**
- Mentor Referees will earn \$19 per game they mentor on.**

## 14 LICENSING POLICY

MYSA will reimburse a Referee half the cost of an Initial Grade 8 Certification after he/she has worked for MYSA for two seasons, with a minimum of six games per season after receiving their Grade 8 Certification. This will be completed after Proof of Certification and a receipt or proof of payment is presented, as well as the required number of games worked have been verified.

## 15 RAIN POLICY

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|---|
| <b>METHUEN YOUTH SOCCER ASSOCIATION<br/>RAIN POLICY</b> |
|---|

**Soccer plays in the rain. Unless the fields or weather (thunder and/or lightning/snow/torrential downpour) are deemed unsafe, the leagues will play.**

Rainouts or unplayable field conditions may be determined by the referee at the field as games are active or the league official the morning of the games.

Once a field is closed, the entire park location is closed to avoid confusion to all teams playing as well as the chance of rapidly deteriorating conditions throughout the rest of the playing field. Once a field (park) is closed, it will be closed for the remainder of the day and not be reopened.

The league will send out an e-mail to teams, update the website and/or Facebook page with these cancellations.

## 16 ZERO TOLERANCE – PHYSICAL ABUSE POLICY

**All parents and guardians of MYSA players are subject to the Zero Tolerance Physical Abuse Policy as described below.**

1. Any parent/guardian that attempts to cause physical injury or makes the threat thereof to any individual associated with MYSA shall be subject and his/her children shall be subject to immediate suspension from MYSA play and/or other league involvement, for up to one year at the sole discretion of the MYSA Board.
2. A second instance of an attempt to threaten or cause physical injury shall result in up to a three-year suspension for the player(s) and the parent/guardian from any involvement with MYSA.
3. All individuals associated with MYSA are expected to uphold the values of honesty, good sportsmanship, and respect for the integrity of team participation and team play within MYSA and other related sports organizations.
4. Referees or MYSA administration will stop the game, if and when parents, guardians, or spectators displaying inappropriate or disruptive behavior interfere with coaches, players, or other spectators during the game. Referees or MYSA officials will identify violators to the coaches for the purpose of removing parents or spectators from the spectators' viewing and game area. Once removed, play will resume. Lost time will not be replaced and violators may be subject to further disciplinary action by MYSA or local civil and criminal statutes. Inappropriate and disruptive behavior listed above shall include, but not be limited to:
  - Use of obscene or vulgar language in a boisterous manner to anyone at any time.
  - Taunting players, coaches, officials or other spectators by means of baiting, ridiculing, threat of physical violence, or actual violence.

Throwing of any object in the spectators' viewing area, players' area, or playing fields, or parking areas, directed in any manner in order to intimidate or harm another person, or create a safety hazard.



## 17 ZERO TOLERANCE POLICY ON OFFICIALS

Because of physical and verbal abuse against referees MASSACHUSETTS YOUTH SOCCER ASSOCIATION along with ESSEX COUNTY YOUTH SOCCER ASSOCIATION other soccer organizations have adopted a **ZERO TOLERANCE POLICY ON OFFICIALS**. This policy as described below is in effect for **METHUEN YOUTH SOCCER ASSOCIATION**.

**It is the responsibility of ALL coaches to maintain the highest standards of conduct for themselves, their players and supporters in all matches. Abusive and obscene language, violent play, violent conduct, fighting 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.**

All persons responsible for a team and all the spectators shall support the referee.

Failure to do so will undermine the referee's authority and has the potential of creating a hostile environment for the players, the referee and all the other participants and spectators.

Consequently, **ECYSA (supported by MYSA)** has adopted the following rule:

**No one is to address the referee during the game!!**

### A. Persons Responsible for a team (Coach and Asst Coach) Exceptions:

#### During the game:

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

#### At half time or at the end of the game:

- A coach or assistant coach can ask a referee to explain a rule(s) in a polite and constructive way
- A polite and friendly feedback can be given to the referee
- Absolutely no sarcasm, no harassment and no intimidation

#### Penalties:

- Any Major Infraction Warning (Caution) or Dismissal (Ejection) depending on the seriousness of the infraction (FIFA)
- Initial Minor Infraction A verbal warning

### B. Spectators Exceptions:

#### During the Game:

- Referee initiating a communication.
- Pointing out emergencies or safety issues.

#### Penalties:

- 1st Infraction: The Referee, at the next stoppage of play, should ask the coach to quiet the offending spectator.
- 2nd Infraction: A verbal warning. The Referee, at the next stoppage of play, should ask the coach to warn the spectator that the next infraction will be a removal of the spectator or the referee will abandon the game.
- 3rd Infraction: The Referee, at the next stoppage of play, shall instruct the coach to direct the spectator to leave the field. The referee should abandon the game if the spectator does not leave the field.
- If the referee abandons the game, the referee shall report to the Development Director.

## 18 REFEREE TRAINING PROGRAM PROCEDURE

### Training:

A Referee is considered registered and affiliated with MYSA if he/she has properly completed a registration that is accepted by the Development Director, taken the concussion course and attended the mandatory pre-season meeting. An official referee shirt must be purchased.

All Referees enter in the U6 Level. MYSA encourages but does not require Referees to obtain their Grade 8 license and annual recertification.

### **Pre-Season Clinic**

- Need to the Referee Meeting
- Meeting will cover the Policies & Procedures and Rules set forth by MYSA
- Demonstrations / Hands on Training of Calls

### **Mentoring/Evaluation**

- Pairing up trainees with qualified mentors
- Trainees should work with mentors for a minimum of 3 games
  - First game
    - Trainee observes first half of the game – they should stay with the play on the sidelines
    - Trainee will be on the field with the mentor during the second half of the game
  - Second game
    - Mentor should be on the field for the first half of the game but allow the Trainee to make the calls, and correct as necessary.
    - Second half of the game - If the Trainee is ready, Mentor should be on the sideline – actively watching, and available for Trainee if needed.
  - Third game
    - Mentor will be on the sideline observing, but will let Trainee do everything on their own.
      - The Mentor will give verbal notes at the end of the game
      - *If the Trainee is not ready for this, repeat the Second Game procedure*
  - Fourth game
    - Evaluation by 2 Evaluators
      - Assistant Development Director(s) and/or Development Director
      - Qualified Member of the BOD
  - After Evaluation
    - Notes will be compared and compiled into an Evaluation Report
    - Next Step will be determined
      - Clear to Ref on their own
      - More work with Mentor needed
    - After determination of next step, report should be shared with the Referee and Parent(s).
    - If the determination is that they need more work with a Mentor
      - Schedule for two more games with Mentor and then Re-Evaluate
      - After Re-Evaluation determination will be made
        - Ready to Ref on their own
        - Or not a good fit for the Referee program
    - If not a good fit after Re-Evaluation
      - A Dismissal letter will be provided.

### **Referee Mentors Program**

- Must be cleared for all fields
- Final Determination will be by committee of the Development Director, Assistant Development Director(s) and Directors of the InTown Leagues.

## **19 REFEREE SCHEDULING PROCEDURE**

You will be assigned games based on your availability schedule, which must be submitted by August 28<sup>th</sup> for fall or March 28<sup>th</sup> for spring. Please only submit the hours you are AVAILABLE to Ref.

All Referees will then be scheduled for the entire season using the Team App

It is your responsibility to verify the schedule as soon as it is posted. For any conflicts or changes, YOU must find a replacement ref from the list of eligible refs (which will be provided) for the field you are on. Once an eligible ref is found, you must email the Development Director and CC the Ref that is replacing you for notification of the change. The process is not finalized until it is updated on the schedule.

If you see any OPEN positions that you are eligible for, please email the Development Director to request the game to be added to your work schedule. Again, the process is not finalized until it is updated on the schedule.

## TO OUR CHILDREN:

**KIDS, YOU CAN ALWAYS GET BETTER IF YOU WORK HARD AND KEEP YOUR MIND OPEN. SOCCER IS A BEAUTIFUL GAME THAT ONLY GETS MORE ENJOYABLE AS YOUR SKILL AND UNDERSTANDING RISE. AS LONG AS YOU ENJOY IT, PLAY AS MUCH AS YOU CAN BECAUSE YOUR TEAMMATES ARE COUNTING ON YOU!**

