



Massachusetts Youth Soccer Association
US YOUTH SOCCER NATIONAL CHAMPIONSHIP SERIES
2023 MASSACHUSETTS STATE CUP
Referee Guidelines

Prior to Match: Referee team will check in with on-site coordinator/assignor if present - otherwise report to the administration area - Pavilion when front fields/entire complex is used - back lightning shelter if only back fields are used. Pick up a packet that has the match card. For early matches there will be a copy of the passcards/rosters for your reference but only be used to validate correct passcards are presented. The match card contains both team rosters with coaches, one on the left hand side and the other on the right side.

Referee Check In Teams with a listed Coach must hand the referee the player and coach passcards for use during the check in process. No coach supplied roster is required.

Review the match card.. For 12U matches, all players listed are game eligible and should be checked in with their passcard. Roster limit is 16 players. For 13U-19U, the roster maximum is 22 but only 18 are game eligible. Ask the coach which players are to be marked game ineligible to get the team to the 18 maximum. Place a line through the player name and the letters GI (Game ineligible) beside their name. Once the player is marked game ineligible, that may not be changed for that game. Check in the players. Players not present should have a line drawn through their name (just their name). Should they show up late and were not marked game ineligible, put an L for Late by the line for their name. Players marked Game ineligible may be with the team but may not have their game jersey on and must wear the inactive player badge.

Coaches must also present their USYS passcard and a second ID, either a Mass Youth Adult

credential or a US Club passcard. If the coach name is not on the match card, it may only be added with the permission of the tournament director or designee. If near the administration area, bring the card over and the tournament director will add it in if appropriate and initial. If not close, ask a field marshal to loan you the radio to ask the tournament director (typically coaches not completing their certification are omitted from the game card but may have completed their certifications after the match card is printed).

After completion of the check in, 12U-14U passcards are returned to the coach for any players checked in. For any that may be late, retain the passcard until the player shows up or the end of the match. For 15U-19U return the passcards to the players for use in the single entry half. As the player enters the game, the Senior A/R retains the card when the substitute enters the match. At the end of each half, the cards are returned to the players to be used with entry in the next phase of the game. Should a player not present during referee check in show up late, they should announce themselves to the Senior A/R so the equipment check is done. The Senior A/R should remember to update the match card with the late player(s).

There may be players listed on the roster that are not on the game card. Those players are not eligible either due to suspension or medical ineligibility.

- Players' names **may not** be hand written on the roster.
- Coaches (4 maximum) must be listed on the roster. The Tournament Director may write the name of an additional coach(es) on the match card at their discretion.

Should the referee team believe a passcard is defective, they should note that fact on a supplemental report when filing their report. Tournament officials will follow up on out of date pictures and any other issues.

Games Should not be delayed for late arrivals. If a team hasn't shown up by the time you are ready to check in the team, notify the tournament director for additional instructions. In general, teams unprepared for their starting time will be subject to game forfeiture. Teams will be subject to a forfeit if not ready to begin match with at least **7 players for 11 v 11 games and 6 players for 9 v 9 games within 10 minutes of scheduled start time.**

Duration of Game:

Age Group Game Time Overtime

19-U 2 x 45 2 x 15

18-U 2 x 45 2 x 15

17-U 2 x 45 2 x 15

16-U 2 x 40 2 x 15

15-U 2 x 40 2 x 15

14-U 2 x 35 2 x 10

13-U 2 x 35 2 x 10

12-U 2 x 30 2 x 10

- **Overtime:** In overtime, both halves will be played to completion. Overtime periods will be played to the full time limit. If the score is still tied, then teams will proceed immediately to kicks from the penalty mark in accordance to IFAB Laws of the Game.

- **Substitutions:**

1. Substitutions may be made, with the consent of the referee, at any stoppage of play.
2. For the 12U, 13U & 14U age groups, unlimited substitutions shall be allowed: and
3. For the 15U & older age groups, **a maximum of 7 substitutions for each team shall be allowed during each half and during any overtime play. After leaving the game during a half of play, the substituted player may not re-enter the game during the same half of play. After leaving the game during overtime play, the substituted player may not re-enter the game.**
4. If a player is suspected of suffering a head injury they may be substituted for evaluation without the substitutions counting against the teams total number of allowed substitutions during each half or overtime period. If the player with the suspected head injury has received clearance from the events "Health Care Professional", the player may re-enter at any stoppage of play. The evaluated player must replace the original substitute and will not count as a substitution. The temporary substituted player may re-enter the game as a regular substitute. A team may only make a temporary substitution if they have a substitution available.

All games MUST have a winner

Ball Size: 13U-19U will use a #5 Ball, 12U will use a #4 Ball.

Home team: The first team listed is considered to be the home team

1. The home team will provide a minimum of three properly inflated match quality game balls. The visiting team must have additional game balls available if needed.
2. In the event of a jersey color conflict, the home team is required to use an alternate jersey or, at its option, may use pinnies.

Red Cards / Ejections:

Any cards issued must be noted on the official match card. The registration desk must be notified immediately.

Any **player** receiving a red card during the Massachusetts State Cup Competition will not be permitted to play in the next Cup game competition or possibly the next NCS match (Regional and/or National). A player sent-off during his/her match may remain on the bench for the remainder of the match but may not be in uniform. Notwithstanding this provision, the referee team responsible for the game in which a player is ejected shall have the right to request the player be removed from the sideline/field of play. Mass Youth Soccer NCS Director shall have the right, in his/her sole authority, to comply with the referee's request and require the player to be removed to the Administration pavilion for the remainder of the match, but no such player shall be removed until escorted by the Mass Youth Soccer NCS Director or his/her designee. The match must not be delayed while waiting for the escort. If the coach chooses to keep the ejected player on the team's bench, the coach assumes responsibility for that player.

A team official who is asked to leave a match by the referee during the Massachusetts State Cup Competition must leave the field of play, may not observe the game from the parent sideline or close proximity to the game field and may not, in any manner, be in communication with the team officials or players.

At Completion of the game:

Center is responsible for filling out the match card including any discipline, scoring and whether the game ended in regulation, extra time or KTFM (include score) Both coaches are requested to sign the match card indicating the final score and winner that the center reports are correct and if they believe if it is incorrect can ask the center to double check and if they disagree - they must note their disagreement on the match card.

The 15U-19U passcards are returned at that time and any 12U-14U late players that did not show, their passcards are also returned.

It is recommended that the referees take a picture of the match card before turning it into the assignor/tournament director. This will help in entering their report that night. If you aren't sure about the level of detail appropriate for the report, seek the guidance of the on-site assignor or if not available, the tournament director.

Make sure a supplemental is filed with any send offs, injury where the EMT was called to treat or anything else the Assignor or Tournament Director should know. It is requested that supplementals be filed by 8 PM on game day. Any send offs should be reported to the assignor/tournament director after the match so the amount of suspension can be determined and communicated.

External Conditions, Weather, etc.

When matches are played at Progin Park and play must be suspended, a single AIR HORN blast will sound indicating suspension of play. **All players, coaches, and spectators are required to leave the field area immediately and go to their car.** *Referees must also leave the field and head back to referees' storm shelter.* When play is to be resumed, there will be three (3) AIR HORN blasts (immediate and consecutive).

Referee Assault/Referee Abuse.

While it has yet to happen at the State Cup, we want all referees to be prepared if there is some ugliness. There are field marshals around the fields if there are spectators that are crossing the line. Feel free to engage them if there are places they should observe as the game progresses. If assault/abuse should occur, your first priority is your safety, head to a field marshal, administration area, somewhere away from the threat. Try and remember as many details as you can. Your first call is to your assignor to apprise them of what happened. The assignor will know what needs to be done and advise you on what reports need to be filed and where they need to be filed.. The second call is to the tournament director if on-site or facility director, either from you or the assignor so if any immediate actions need to be taken, it will be.