Prior to Match: Center Referee will receive a pdf copy of the match card at least two days in advance of the match from the referee assignor team. Center Referees should bring the match card with them. If the match is scheduled at Progin Park, the tournament committee will have back up copies at the Administration area. Should there be a change in the match card, the tournament director or appointed designee will either provide a new match card at the field or write in a team official who is a late addition. No one but the tournament director or designee is allowed to write in a coach on the roster. The match card contains both team rosters with coaches, one on the left hand side and the other on the right side.

Incomplete Crew: It is important that a full crew be present for each state cup match. If the entire crew is not present 30 minutes before the scheduled kick-off, the assignor should be contacted for instructions. The assignor may need some time to sort through options. Should the kick off be delayed due to a late arriving crew member, the crew on-site will keep the coaches of both teams informed as to the status and projected new kick off time.

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 ineligible, that may not be changed for that game. Check in the players.

Enter or validate the jersey number for each player and compare the passcard to the player. Players not present should have a line drawn through their name (just their name). Should they show up late and were not market 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 credential showing they are current with the certifications and background checks, 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).

All Players must have unique visible numbers on their uniform. Goalkeepers may or may not have a number on their goalie jersey. Ensure the match card has all the jersey numbers recorded prior to the match.

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 match card.
- All players require an individual, laminated USYSA passcard. The tournament director may provide an alternate for a teams first match. Contact the tournament director should a team not have USYSA laminated passcards for instructions on how to proceed.
- Coaches (4 maximum) must be listed on the match card. The Tournament Director may write the name of an additional coach(es) on the match card at their discretion. Non-player personnel that are NOT on the match card may NOT be on the team sideline. Field Marshals and Mass Youth personnel may be on the team sideline as part of their jobs.
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 a 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:

<table>
<thead>
<tr>
<th>Age Group</th>
<th>Game Time</th>
<th>Extra Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>19-U</td>
<td>2 x 45</td>
<td>2 x 15</td>
</tr>
<tr>
<td>18-U</td>
<td>2 x 45</td>
<td>2 x 15</td>
</tr>
<tr>
<td>17-U</td>
<td>2 x 45</td>
<td>2 x 15</td>
</tr>
<tr>
<td>16-U</td>
<td>2 x 40</td>
<td>2 x 15</td>
</tr>
<tr>
<td>15-U</td>
<td>2 x 40</td>
<td>2 x 15</td>
</tr>
<tr>
<td>14-U</td>
<td>2 x 35</td>
<td>2 x 10</td>
</tr>
<tr>
<td>13-U</td>
<td>2 x 35</td>
<td>2 x 10</td>
</tr>
<tr>
<td>12-U</td>
<td>2 x 30</td>
<td>2 x 10</td>
</tr>
</tbody>
</table>

- **Extra time:** In extra time, both periods will be played to completion. 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. Only players on the field at the end of the second extra time period will participate in Kicks from the Mark.

- **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 extra time 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 extra time play, the substituted player may not re-enter the game nor participate in Kicks from the Mark should the game be tied at the end of the second extra time period.
  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 extra time 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 match report must be filed as soon as practical with any necessary supplemental reports.*

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 ejected/sent-off by the referee during the Massachusetts State Cup Competition must leave the field of play, may not observe the game from the parent sideline nor 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 and 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 up to the match will have their passcards returned at the conclusion of the match.

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 report 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 or 3 hours after the match whichever is later. 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 that can be utilized 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.