Referee Guidelines

Referee Check In: Teams must hand the referee a copy of their approved US Youth Soccer MYSA State Cup Game Roster, signed by Terri Filippetti, prior to the match at the time the referee checks in the team. In addition, teams must provide valid approved passes for all game active players, as well as valid passes for all ADULTS who will be on the player sideline (maximum of four [4] adults per game).

- Referees must check the players’ passes to the roster. No player can play without a valid pass.
- Players’ names may not be hand written on the roster.
- Coaches must be listed on the roster and must have a valid coaches’ pass.

Roster Size: A team roster may have up to a maximum of 22 players but the Cup game Roster is limited to a maximum of 18 players (taken from the 22 player Cup Team Roster). The Cup Game Roster is created by simply crossing-out the “in-active” players on your Cup Team Roster. The players not participating in the game may be on the team bench but they must not be in uniform.

Duration of Game:

<table>
<thead>
<tr>
<th>Age Group</th>
<th>Game Time</th>
<th>Overtime</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>
</tbody>
</table>

- 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 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.
All games MUST have a winner

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

1. The home team will provide a game ball. However, if the ball is deemed unacceptable to the referee, the game ball may be provided by the visiting team.
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:**

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. The Director, NCS 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 Director, NCS or his/her designee. The match must not be delayed while waiting for the escort. If 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.

**Do not retain the passes for any player or coach who is ejected.**

**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 two (2) AIR HORN blasts (immediate and consecutive).

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