



Coastal Youth Soccer League

Game Rules and Regulations

Approved January 6th, 2026

The Game Rules and Regulations of the Coastal Youth Soccer League (CYSL) are established to foster a safe, fair, and developmental environment for all youth participants. These rules shall govern all League members and activities.

Matches are played in accordance with the current **Laws of the Game (LOTG)** as published by the International Football Association Board (IFAB), except where specifically modified by these CYSL Rules or the policies of the Massachusetts Youth Soccer Association (MYSA) and US Youth Soccer (USYS).

It is the mandatory responsibility of all Coaches, Team Officials, and Association Representatives to be fully familiar with these Rules. Ignorance of these regulations is not a valid defense for violations. Current versions of all governing documents are available on the League’s website.

Matters not specifically provided for in these Rules and Regulations shall be determined by the CYSL Executive Committee.

1. GENERAL / ADMINISTRATION

- 1.1. The CYSL season comprises three distinct periods: the **Fall Season**, the **Spring Season**, and the **CYSL Playoffs**.
 - 1.1.1. The Fall season will be developmental, focusing on skill building, player development, and team formation. No championships or playoffs will be held.
 - 1.1.2. The Spring season will be competitive, with official standings maintained. Teams in each division will compete for playoff positions in either the Coastal League Playoffs or the Dave Coutts Cup, based on their division placement.
 - 1.1.3. All game rules apply to both seasons except:
 - 1.1.3.1. Spring season maintains official standings (see Rule 2)
 - 1.1.3.2. Spring season includes playoff eligibility (see Rule 8)
 - 1.1.3.3. Spring season enforces infraction point deductions (see Rule 9.4)
- 1.2. League Board of Directors contact Email Addresses
 - 1.2.1. President: president@coastalyouthsoccer.org
 - 1.2.2. 1st Vice President: vp-standards@coastalyouthsoccer.org
 - 1.2.3. 2nd Vice President: vp-competition@coastalyouthsoccer.org
 - 1.2.4. Secretary: secretary@coastalyouthsoccer.org
 - 1.2.5. Treasurer: treasurer@coastalyouthsoccer.org
 - 1.2.6. Registrar: registrar@coastalyouthsoccer.org

1.3. These Rules are divided into the following groups:

ADMINISTRATION	RULE 1
STANDINGS	RULE 2
SCORE REPORTING	RULE 3
PRE-GAME	RULE 4
GAME	RULE 5
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CANCELED & RESCHEDULED GAMES	RULE 7

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GAME TERMINATION & ABANDONMENT	RULE 10
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APPENDIX A	
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2. STANDINGS

2.1. League Point Awards:

- 2.1.1. Win (goal differential ≤ 7): 3 points
- 2.1.2. Win (goal differential = 8): 2 points
- 2.1.3. Win (goal differential ≥ 9): 1 point
- 2.1.4. Tie: 1 point
- 2.1.5. Loss: 0 points
- 2.1.6. Forfeit win: 3 points (See Rule 6 for score recording)
- 2.1.7. Forfeit loss: 0 points

2.2. Sportsmanship Requirements:

- 2.2.1. Teams are to implement tactical changes when leading by four (4)+ goals:
 - 2.2.1.1. Suggested changes include rotating players, focusing on possession, and practicing specific skills.
- 2.2.2. Goal differentials with a margin of eight (8) or more goals will be deemed a lopsided score, indicating an inappropriate management of the game.
- 2.2.3. Pregame reading of MYSA Sportsmanship Statement, Reference Game Rule 4.1 and Appendix B.

2.3. Excessive goal differential penalties (≥ 8):

- 2.3.1. First offense by any team in an association: See Appendix A.
- 2.3.2. Each subsequent offense by any team in that association: See Appendix A.
 - 2.3.2.1. Fines are assessed against the association, regardless of which team commits the offense.

2.4. Associations have the right to appeal the penalty and or fine to the Standards Committee within 72 hours following the conclusion of the game in question.

2.5. Score Reporting Integrity:

- 2.5.1. All match results must be reported accurately.
- 2.5.2. Prohibited actions include:
 - 2.5.2.1. Misreporting scores to the league systems.
 - 2.5.2.2. Requesting referees to report incorrect scores in Assignr.
 - 2.5.2.3. Intentional own goals to manipulate score differentials.
 - 2.5.2.4. Any collusion between teams to affect results.
- 2.5.3. Violations result in forfeiture of the game and potential Code of Ethics violations.

3. SCORE REPORTING

3.1. Coaches must report each match's results to their member association. The home association is responsible for reporting all scores using the CYSL website. However, the away team is also permitted to enter the score. All scores must be reported within 72 hours of the game's completion.

3.2. **Failure to report match scores:** Any CYSL member association whose home team(s) fail to report game results by the deadline will be fined (See Appendix A) unless the game is postponed or a forfeit request is submitted to the Standards Committee. Associations are

required to report all postponements within the same three-day period.

4. PRE-GAME

4.1. Every team with players registered in MYSA must follow the MYSA pre-game sportsmanship policy. The pre-game procedure replaces the post-game handshake. The procedure and language are included in Appendix B.

4.2. Game Ball:

4.2.1. The Home Association **MUST** provide a minimum of 2 game balls for all CYSL matches.

4.2.2. Game Ball Size:

- 4.2.2.1. Grade 3/4: Size 4
- 4.2.2.2. Grade 5/6: Size 4
- 4.2.2.3. Grades 7 and above: Size 5

4.3. Uniforms and Equipment:

4.3.1. Required Player Equipment: Each player **SHALL** wear:

- 4.3.1.1. Jersey with a unique number (*no duplicate numbers on the same team*)
- 4.3.1.2. Shorts
- 4.3.1.3. Socks
- 4.3.1.4. Appropriate footwear
- 4.3.1.5. Additional undergarments are permitted and should match team uniform colors when visible. See MYSA Weather Policy for additional recommendations.

4.3.2. **Shin Guards:** Properly fitted shin guards are mandatory for all players during match play and must be completely covered by socks.

4.3.3. Prohibited Equipment:

- 4.3.3.1. Players **SHALL NOT** wear any equipment or items deemed dangerous by the referee, including but not limited to:
- 4.3.3.2. All jewelry (earrings, rings, necklaces, bracelets, watches, etc.)
- 4.3.3.3. Hard hair accessories (barrettes, clips)
- 4.3.3.4. Any item that could cause injury to the player or others
- 4.3.3.5. Tape used to cover prohibited items (including taped earrings) is also prohibited
- 4.3.3.6. Hard Casts and Rigid Splints: Players with plaster/fiberglass casts or hard splints, even if padded, cannot play—even with the permission of a parent or medical approval.

4.3.4. CYSL Wearable Item Safety Policy:

- 4.3.4.1. CYSL recognizes that certain items that players and their families deem necessary to wear for medical, religious, or cultural reasons may be exempt from standard regulations.
- 4.3.4.2. These items are distinct from items that qualify under the CYSL Americans with Disabilities Act (ADA) waiver. It should also be noted that jewelry items worn for the purposes of adornment, including earrings of any kind, are not able to be exempted by this Wearable Item Safety policy.
- 4.3.4.3. **Wearable item safety process:**
 - 4.3.4.3.1. Since medical, religious, or cultural wearable items may pose a safety risk, CYSL requires that the item must be properly secured and protected (such as by taping down, covering, wrapping, or secured through other methods), seeking to prevent potential injury. Medical information displayed on an item should stay observable.
 - 4.3.4.3.2. Players can play with assistive devices such as prescription glasses, cochlear implant processors, hearing aids, insulin pumps, and other approved equipment that are essential for them to wear to play.
 - 4.3.4.3.3. It is the Coach's responsibility to point out the specific equipment to the

referee before the game, so that if there is an issue—such as the assistive device coming off the player during the game—the referee is aware of the need to stop the play to assist.

- 4.3.4.3.4. It remains the responsibility of the referee at the game to make certain that the item is adequately secured and protected and to ensure that the players' equipment and other items are safe.
- 4.3.4.3.5. Players will not be allowed to play wearing the item if the item is not properly secured and protected in the opinion of the referee.
- 4.3.5. **Orthopedic Braces:** Players with orthopedic braces that have exposed or uncapped metal parts are not allowed to play.
- 4.3.6. **Uniform Color Conflicts:** When the visiting team and home team have similar colored jerseys, the home team must change to a markedly different jersey color. Pinnies worn over a numbered uniform shirt are acceptable; otherwise, substitute uniform shirts must conform to the requirements for numbering.
- 4.3.7. **Goalkeeper Uniforms:** Goalkeepers must wear colors that clearly distinguish them from all other field players and match officials.
- 4.3.8. The following is a list of the uniform colors for CYSL Associations. The league must be notified if an association changes colors before the season. Failure to inform the League before the start of the season will result in a fine (See Appendix A) to the Association if a Team is found to be playing in a Uniform Kit other than the colors identified below.

<u>Association</u>	<u>Color</u>
Carver	Maroon
Cohasset	Navy or White
Duxbury	Black with Green Alternates
Halifax	Red, White, and Black
Hanover	White
Hingham	Red
Hull	Blue and Gold
Kingston	Red
Marshfield	Black
Middleboro	Orange
Norwell	Royal Blue
Pembroke	Grey (shirt) and Navy (shorts)
Plymouth	Navy Blue and Grey
Plympton	Grey
Sacred Heart	Royal Blue
Scituate	Royal Blue w/ Fluorescent Green alternatives

4.4. Coaching and Sideline Requirements:

- 4.4.1. **Credential Mandate:** All coaches listed on the official roster are expected to have their valid (current year), physical Mass Youth Soccer credential visible at every game.
- 4.4.2. **Procedure for Missing Credential:** If a coach on the official team roster does not have their physical credential, they may still coach, provided the referee can validate their name on the official roster. This incident will be documented by the referee on the game report and is subject to sanctions as defined in Appendix A.
- 4.4.3. **Sanctions for Missing Credential:** Coaches without a photo on the roster will only be allowed to participate in the game if the coach has a current lanyard in their possession.
- 4.4.4. **Sideline Personnel Limit:** A maximum of three (3) credential coaches are permitted in the team's technical area during a game. All persons acting as a coach must either be on the roster or provide a credential as per rule 4.4.1. The number of credentialed coaches in the technical area cannot exceed the number of rostered coaches. For example, if one

coach is listed on the roster, only one credentialed coach may be permitted in the team's technical area.

4.4.5. Coaches and assistant coaches are prohibited from coaching from the spectator/parent's sideline at any time during the match.

4.4.5.1. Coaches found coaching from the spectator sideline will be subject to disciplinary action as outlined in Appendix A.

4.5. Rosters (Players and Coaches)

4.5.1. Roster Submission:

4.5.1.1. Teams must provide two (2) color copies of the league-approved roster to the referee before each game.

4.5.1.2. Only physical copies will be accepted – no electronic versions will be accepted.

4.5.1.3. If rosters are unavailable at game time, teams have until the final whistle to produce them. Failure to produce rosters will result in the referee filing a game report, and the Team is subject to sanctions and/or fines per Appendix A.

4.5.1.4. Penalties may include forfeit loss and/or fines per Appendix A.

4.5.2. Roster Modifications:

4.5.2.1. Players' names may not be handwritten.

4.5.2.2. Jersey numbers may not be handwritten by an association member.

4.5.2.3. Any other alterations (whiteout, tape, etc.) invalidate the roster.

4.5.2.4. Violations to the above rules are subject to sanctions defined in Appendix A.

4.5.3. Season Specific Requirements:

4.5.3.1. During the Fall season, all teams have until the second week of the season to ensure color photos of players. From week two on, rosters will be subject to fines as determined in Appendix A.

4.5.3.2. In the Spring season, players must have a color photo on the roster to be allowed to participate in the game or to remain in the technical area. Rostered coaches must have a color photo on the roster.

4.5.4. Photo Requirements:

4.5.4.1. All photos must meet US passport photo standards ([State Department Guidelines](#)).

4.5.4.2. Each player photo requires a recent, color photograph that is primarily a front view of the face, as defined in 4.4.4.1.

4.5.4.2.1. Non-compliant photos will be rejected by the CYSL Registrar and may request updated images.

4.5.4.2.2. If the CYSL Standards Committee or CYSL Registrar requests an updated player/coach photo due to quality issues, roster changes or any other valid reason, the member association must comply promptly.

4.5.4.2.2.1. The Association has two (2) weeks from the date of the request to provide a new photo that meets the CYSL's specific requirements.

4.5.4.2.2.2. Failure to comply with this request within the two-week window will result in a late fee (See Appendix A), commencing on the 15th calendar day after the initial request. This fee will accrue until the updated photo is successfully submitted and approved.

4.5.4.2.3. Fall Season: Color photos required by Week 1; missing photos after Week 2 subject to fines per Appendix A.

4.5.5. Roster Validation:

4.5.5.1. Fall and Spring: Association registrars verify rosters with the CYSL Registrar before locking for printing.

4.5.5.2. Fall and Spring: Rosters must be signed by the CYSL Registrar and the Coach.

4.5.5.3. Association Registrars and Presidents must validate all coaching credentials and

are fully responsible for accuracy.

4.5.6. **Borrowed Players (Fall Season Only):** Teams must present two copies of the borrowed player's color roster during check-in.

4.5.7. **Eligibility Disputes:** Referees do not verify player eligibility. Concerns regarding eligibility (grade, age, residency, multiple rosters) must be submitted to the Standards Committee within 48 hours of the game.

4.6. The Field

4.6.1. Field Inspection:

4.6.1.1. Referee and Assistant Referees must arrive early to inspect the field and markings.

4.6.1.2. The Home team is responsible for all field conditions.

4.6.2. Safety Requirements:

4.6.2.1. Home team must address any dangerous conditions identified by the Referee (Referee has sole discretion)

4.6.2.2. Both goals must be securely anchored before the game starts and throughout gameplay.

4.6.3. Buildout Line:

4.6.3.1. If no permanent buildout line exists, the team must use: Midfield line, or disc cones to mark the buildout line.

5. THE GAME

5.1. Substitutions:

5.1.1. When Substitutions are allowed (with referee permission):

5.1.1.1. Throw-ins: The Possessing team may substitute; the opposing team may substitute only if the possessing team substitutes.

5.1.1.2. After goals, before goal kicks, before 2nd half kickoff.

5.1.1.3. Injuries: Injured player substitutions allow the opposing team a one-for-one substitution. Players with blood/bleeding must exit immediately (may return once addressed).

5.1.1.4. Goalkeeper changes: Only at authorized substitution times; referee must be informed.

5.1.2. Substitution Procedures:

5.1.2.1. All players enter/exit at the midfield line between technical areas.

5.1.2.2. Substitutes must wait on their team's half at midfield.

5.1.2.3. Players may not enter the field without referee permission.

5.1.2.4. Violations subject to disciplinary action

5.2. Technical Area:

5.2.1. All players and coaches must remain within their designated technical area. According to IFAB, technical areas are specified zones for team officials, substitutes, and substituted players. CYSL defines this area as extending from 10 yards to 30 yards from midfield and situated at least 3 yards from the touchline.

5.2.1.1. Violations of the technical area include, but are not limited to: coaching from unauthorized locations on the field, encroaching within 10 yards of midfield, and coaching within 15 yards of the corner flag.

5.2.2. If the field lacks markings, the referee can define the technical area before or during the game.

5.2.3. Individuals within the technical area must behave responsibly and remain inside its boundaries at all times.

5.2.4. Coaches are prohibited from leaving the technical area to confront an opposing coach or engage in inappropriate conduct.

- 5.2.5. Coaches may leave the technical area only with the referee's explicit permission, such as when attending to an injured player on the field.
- 5.2.6. As outlined in Appendix A, coaches who violate the technical area regulations are subject to sanctions. These actions are subject to review for compliance with the Code of Conduct.
- 5.2.7. Players may exit the technical area for substitutions and enter the field of play as directed by the referee.

5.3. Injured Player:

- 5.3.1. An injured player must be substituted when they are down, and the referee stops play.
 - 5.3.1.1. Goalkeepers are exempt from this rule.
 - 5.3.1.2. The injured player may return on the following substitution.
 - 5.3.1.3. In the case of a suspected concussion, CYSL follows the MYSA Protocol. [Click here](#) for the MYSA protocol.

5.4. Length of Games and Overtime Period :

- 5.4.1. **Grade 11/12/PG:** (2) 40 Minute Halves.
 - 5.4.1.1. Playoff Overtime: (2) 5 Minute Periods
- 5.4.2. **Grade 9/10:** (2) 40 Minute Halves.
 - 5.4.2.1. Playoff Overtime: (2) 5 Minute Periods
- 5.4.3. **Grade 7/8:** (2) 35 Minute Halves.
 - 5.4.3.1. Playoff Overtime: (2) 5 Minute Periods
- 5.4.4. **Grade 5/6:** (2) 30 Minute Halves.
 - 5.4.4.1. Playoff Overtime: (2) 5 Minute Periods
- 5.4.5. **Grade 3/4:** (2) 25 Minute Halves
- 5.4.6. There will be no overtime in regular-season matches.
- 5.4.7. The center referee keeps the official time and may add time for stoppages due to time-wasting, injuries, or substitutions at their discretion.
- 5.4.8. Abandoned Games:
 - 5.4.8.1. If a game is abandoned due to inclement weather:
 - 5.4.8.1.1. If the game is at halftime or later, it will be considered complete.
 - 5.4.8.1.2. If abandoned in the first half, the game will be rescheduled unless one team leads by three or more goals.
- 5.4.9. Playoff Penalty Kicks:
 - 5.4.9.1. In CYSL playoffs, if tied after overtime, IFAB's "Kicks from the Penalty Mark" rules will determine the winner.
 - 5.4.9.2. Players sent off during the match cannot participate in penalty kicks; warnings and cautions do not carry into penalties.
 - 5.4.9.3. The referee decides the goal for penalty kicks via coin toss, considering factors like ground conditions and safety.
 - 5.4.9.4. A second coin toss determines which team takes the first kick. Only players on the field at the end can take kicks, except substitutes for injured goalkeepers.
 - 5.4.9.5. Teams select the order of kick-takers from eligible players without informing the referee, who records the outcome.

5.5. Scheduled Games and Player Minimums:

- 5.5.1. The home team's organization sets the start times for all games.
- 5.5.2. Teams not ready to play within 15 minutes of the scheduled start time may forfeit if requested by the opposing team. The referee is not required to start the game beyond this window due to field and scheduling constraints.
- 5.5.3. If a team does not meet the minimum player requirement 15 minutes after the scheduled start, a forfeit win may be granted to the opposing team with sufficient players, pending review by the Standards Committee. A scrimmage may proceed for player

development.

5.5.4. **Grade 7/8 & HS (11v11):** Minimum of seven (7) players.

5.5.5. **Grade 5/6 (9v9):** Minimum of six (6) players.

5.5.6. **Grade 3/4 (7v7):** Minimum of five (5) players.

5.5.7. **Scheduling Note:** Traditionally, Grades 9/10 and 11/12/PG games are held Sunday afternoons. For Grades 5/6 and 7/8, games have traditionally been scheduled on Saturdays. However, due to scheduling conflicts, these games may be arranged from Friday through Sunday, provided both teams agree. Inter-league play may not follow traditional CYSL scheduling.

5.6. Association Assignors:

5.6.1. Each Member Association is required to utilize an MSRC-certified Assignor to schedule officials for their games.

5.6.2. **Sanctions:** Failure to utilize an MSRC-certified Assignor is a violation of Bylaw 10. Any Association found in violation shall be subject to fines as defined in Appendix A. Additionally, games scheduled by a non-certified assignor are subject to being declared a forfeit (loss) for the Home Association.

5.6.3. **Mandatory Software:** Assignors must strictly use the League-mandated software (Assignr) for all CYSL game assignments. "Offline" or manual assigning is prohibited to ensure accurate historical records and pay verification.

5.6.4. **Coverage:** Assignors are responsible for ensuring that all home games have the required number of certified officials assigned. If a game cannot be covered, the Assignor must notify their designated Association leadership immediately. The Assignor may contact the Director of Assignors to request assistance in locating certified referees from outside the association.

5.6.5. **Reporting Oversight:** Assignors must monitor their assigned referees to ensure that Game Reports and Misconduct Reports are submitted in the Assignr system within 48 hours of the match completion. Failure to ensure a complete game report will result in fines assessed against the Association for each incomplete game report, as defined in Appendix A.

5.7. Game Referee:

5.7.1. The Referee will be USSF certified in good standing.

5.7.2. The referee will verify that CYSL team rosters match the players in attendance.

5.7.2.1. If a team utilizes Borrowed Players, the referee is required to note this occurrence in the Game Report and must upload a copy of the Borrowed Player Roster into the Assignr software.

5.7.3. At the start of each game, referees will sign each team's roster and provide a copy to opposing coaches.

5.7.4. The referee will submit the final score in Assignr.

5.7.5. The referee will complete the Game Report and fulfill all Assignr system obligations.

5.7.6. **Supplemental Reporting:** The Referee must complete and submit a USSF Supplemental Report upon request by the League's 1st Vice President, Director of Referee Affairs, or Director of Assignors regarding any specific incident or game.

5.7.7. Missing Referee:

5.7.7.1. For Grade 3/4, Grade 5/6, and Grade 7/8 Dave Coutts Cup Divisions, if the referee fails to arrive within 15 minutes after the scheduled start, both coaches must agree on a qualified person to act as substitute referee to ensure the game proceeds.

5.7.7.1.1. If both coaches consent to the substitute referee, protests regarding referee decisions are not permitted.

5.7.7.2. Missing Referee (Competitive & High School):

5.7.7.2.1. For Division One, Two, and Three games (Grades 5/6, 7/8, 9/10,

11/12/PG), if the referee is absent 15 minutes post-scheduled start, coaches need to agree on a certified substitute referee to officiate.

5.7.7.2.2. If both coaches consent to the substitute referee, protests regarding referee decisions are not permitted.

5.7.7.2.3. If no certified substitute can be agreed upon, the game shall be rescheduled according to defined procedures.

5.8. Assistant Referees / Club Linesman:

5.8.1. When assigned Assistant Referees are not present at the field at game time, the Center Referee may appoint Line Assistants (Club Assistant).

5.8.2. A Line Assistant's authority is strictly limited to signaling when the ball has entirely crossed the touchline ("out of play"). They shall not signal offside, fouls, or the direction of the throw.

5.8.3. **Eligibility:** To serve as a Line Assistant, the individual must be currently registered and affiliated with Massachusetts Youth Soccer Association (MYSA) as either a registered Adult (Coach/Volunteer) or a registered Player.

5.8.4. **Restrictions:** Line Assistants are volunteers. They may not be pre-assigned by an Assignor and may not be compensated/paid for this role.

6. FORFEITS

6.1. **Associations must submit forfeit requests** to the Standards Committee to obtain a forfeit win. Referees, coaches, or associations cannot independently declare a forfeit.

6.2. Teams forfeiting during the Spring Season will incur a fine (See Appendix A) and be recorded as 3-0 loss.

6.3. Teams forfeiting with notification before the game date (\leq 96 hours before kickoff) are subject to a fine as defined in Appendix A.

6.4. No-show forfeits on the game day will result in a fine, see Appendix A.

6.5. Forfeiting a game during the CYSL playoffs will result in a fine and additional ramifications, see Appendix A.

6.6. For matches resulting in double forfeits, both teams will incur a fine (See Appendix A) during the Spring Season. Each team will record a loss and be subjected to 3 goals against.

6.7. Forfeit fines assessed at MTOC for an eligible team are the responsibility of the Association responsible for the fine.

7. CANCELED AND RESCHEDULED GAMES

7.1. **Field Playability:** The home association is responsible for determining if field conditions are playable due to poor weather. Fields should be assessed by 6:00 AM or 2 hours before the scheduled game, whichever is earlier.

7.2. Notification of Cancellation:

7.2.1. If a field is deemed unplayable, the home team coach must immediately notify the visiting team coach.

7.2.2. If the home team coach is unable to make contact with the visiting coach after making a reasonable effort (such as a phone call or text), they must notify their CYSL Representative. The CYSL Representatives will then attempt to reach the opposing team through the away team's CYSL representative.

7.2.3. Home associations are also responsible for informing the assigned referees of any cancellations as soon as possible.

7.3. **Field Closure:** Once a field is declared unplayable for a game, it is closed for the remainder of the day for all CYSL activities.

7.4. **Minimum Players Required:** Games will proceed as scheduled if both teams have the minimum number of players required by the age division rules. Coaches cannot mutually

agree to postpone games solely due to missing players and are encouraged to utilize the borrowed player provision.

7.5. Rescheduling for Roster Issues:

7.5.1. Teams are strongly encouraged to utilize the **Borrowed Player provisions (Rule 4.4.4)** to ensure games are played as scheduled.

7.5.2. If a coach determines he/she does not have the minimum number of players required for a game, even with borrowed players, they can request a reschedule. This request must be made in writing at least 96 hours prior to the scheduled game date.

7.5.3. The opposing coach is encouraged to be flexible and honor rescheduling requests made outside the 96-hour game time window. However, they are not obligated to do so if the request is received less than 96 hours prior.

7.6. Inclement Weather: In case of lightning or thunderstorms, the game will be suspended for 30 minutes from the last visible lightning strike or thunderclap. The decision to restart the game after the delay rests solely with the match referee.

7.7. Make-up Game Deadlines and Reporting (Spring Season):

7.7.1. Grades 3/4, 5/6, and 7/8:

7.7.1.1. All games scheduled through May 10th must be rescheduled and completed, and scores reported by 11:59 PM on the Sunday of Memorial Day Weekend (May 24th).

7.7.1.2. Games scheduled after May 10th must be made up and scores reported by 11:59 PM on the Sunday of the regular season's last weekend.

7.7.1.3. Failure to meet these deadlines without a proper forfeit request will result in a double forfeit for both teams.

7.7.2. Grades 9/10 and 11/12/PG:

7.7.2.1. All games for these grades must be played, reported, or a forfeit request submitted by the last Sunday of the regular season.

7.7.2.2. Double forfeits will be awarded for any games not played or reported by this deadline.

7.8. Forfeit Requests:

7.8.1. Forfeit requests must be submitted using the Google Form by a CYSL Representative or Association President. Forms will be time-stamped and shared with the CYSL Standards Committee.

7.9. Rescheduling Communication Records: When resolving disputes or issues related to rescheduling, the Standards Committee shall prioritize email communication records as the primary source of documentation. While other forms of communication, such as text messages, may be considered, they must be accompanied by sufficient contextual information to facilitate a thorough review. If multiple screenshots, three or more, are submitted, the information will be deemed incomplete or insufficient. The Standards Committee reserves the right to award a double forfeit, in accordance with established CYSL policies and procedures, if neither team representative follows the process accordingly.

7.10. Rescheduling Process:

7.10.1. **Initiating Reschedule:** The home coach shall initiate the reschedule process by proposing three (3) unique possible new dates and times within five (5) calendar days of the original game date. These options shall be sent to the away coach in writing (email) with timestamps.

7.10.1.1. **CYSL Association Representatives:** The CYSL Association Representatives from both teams shall be cc'd on all email communications related to rescheduling for visibility into the process.

- 7.10.2. **Away Coach Response:** The away coach shall have five (5) days to respond to the proposed dates.
- 7.10.3. **Mediation and Final Decision:** If an agreement is not reached within ten (10) days of the initial rescheduling offer, the CYSL Association Representatives from both teams shall mediate and determine a suitable date within (5) calendar days. Their decision shall be final. All games will have a rescheduled date (15) calendar days from the originally scheduled date.
- 7.10.4. **Written Communication:** All communications regarding rescheduling must be documented in writing. Verbal agreements shall not be considered valid.
- 7.10.5. **Compliance and Forfeit:** If a coach or CYSL representative violates any part of this Rule, a forfeit may be requested.

8. PLAYOFF GAMES

8.1. Playoff Structure and Scheduling:

- 8.1.1. The Competition Committee will establish the playoff brackets.
- 8.1.2. The Tournament Director, as appointed by the CYSL Executive Committee, will schedule all playoff and play-in games, including any necessary revisions due to weather or other unforeseen events.

8.2. Neutral Playoff Sites: All playoff games will be held at neutral sites selected by the League. These sites are neutral even if one of the participating teams is based in that location.

8.3. Referee Assignments: The League will be responsible for assigning all referees for playoff games to ensure fairness and impartiality.

8.4. Tiebreaker Criteria for Playoff Placement:

- 8.4.1. Head-to-Head Record: If two teams are tied and both are playoff-eligible, their head-to-head record will be the primary tiebreaker.
- 8.4.2. Blind Draw (if necessary): If the previous criteria are still tied, a blind draw will determine placement. The blind draw order is as follows:

A	E	G	I	C	B	J	H	F	D
4	1	3	8	7	5	2	6	9	10

8.5. Tiebreaker for Multiple Teams:

- 8.5.1. If three or more teams are tied in a section where only two teams advance, play-in games will be scheduled.
- 8.5.2. The blind draw will determine the playoff pairings, with the team(s) having the highest letter receiving byes if required. All tied teams will participate in at least one game.

8.6. Protesting Playoff Games:

- 8.6.1. Any protest regarding a playoff game must be initiated by the Association President within two hours of the game's conclusion.
- 8.6.2. The protesting association must agree to cover a nonrefundable playoff protest fee of \$250, submitted with a written protest request.
- 8.6.3. Protests can only be filed for the incorrect application of game laws, not for referee judgment calls.
- 8.6.4. Playoff games will proceed uninterrupted while a protest is being reviewed.

9. FOULS AND MISCONDUCT

9.1. Misconduct Reporting: Referees must submit all misconduct reports, including any card issuance, using the Assignr software immediately after the conclusion of any game.

9.2. Player Conduct and Suspensions

9.2.1. Yellow Cards:

- 9.2.1.1. A player receiving a yellow card must be substituted immediately. If no substitutes are available, the team will play short-handed but may substitute at the next opportunity.
- 9.2.1.2. Accumulating two yellow cards in a single game results in a red card, ejection, and a minimum one-game suspension. The Standards Committee may extend the suspension.
- 9.2.1.3. Accumulating four yellow cards within a full season (fall + spring + CYSL playoffs) results in a minimum one-game suspension. Further accumulation will result in escalating suspensions.
 - 9.2.1.3.1. Accumulation of four (4) yellow cards – minimum suspension of 1 game.
 - 9.2.1.3.2. Each additional yellow card - minimum suspension of 1 game.
- 9.2.1.4. A suspension resulting from the accumulation of yellow cards will carry over from the Spring to Fall season or until the next season that the player participates in. Otherwise, all other yellow cards will reset following the Spring season.

9.2.2. Red Cards:

- 9.2.2.1. A player receiving a red card is ejected and automatically suspended for the next game. The Standards Committee may impose a longer suspension based on the severity of the infraction.
- 9.2.2.2. A player receiving two red cards in a season (Fall + Spring + CYSL Playoffs) faces review by the Standards Committee, potentially resulting in a longer suspension or a lifetime ban from CYSL and MYSA play. All red card suspensions will carry over to the following season in which the player participates.

9.3. Coach Conduct and Suspensions:

- 9.3.1. Yellow Cards: A coach who receives two yellow cards across two consecutive seasons (fall to spring or spring to fall) will serve an automatic one-game suspension. The Standards Committee may extend this suspension. See Appendix A for details and Code of Ethics.
- 9.3.2. Red Cards: A coach who receives a red card will be automatically suspended for three games. The Standards Committee will review the incident and may impose further penalties as outlined in Appendix A and Code of Ethics.
- 9.3.3. Ejection from Games: Coaches and assistant coaches ejected from a game must promptly leave the entire playing complex and cannot coach for the remainder of that game. Non-compliance for any reason may lead to additional suspensions.
- 9.3.4. Return from Suspension or Ejection: A suspended or ejected coach or assistant coach may return to any team in any role once their suspension has been fully served. Unauthorized return before this may result in further sanctions.
- 9.3.5. Multiple Suspensions: A coach or team official who receives a second suspension within consecutive seasons will face an indefinite suspension. They must appeal to the Standards Committee for possible reinstatement.

9.4. Infraction Point Deductions:

- 9.4.1. Teams will incur infraction points based on the number and type of yellow and red cards received during the Spring Season. These points will affect the team's standings as

follows:

9.4.1.1. Player Yellow Cards:

9.4.1.1.1. 1st Yellow Card: 1 infraction point

9.4.1.1.2. In the same match, if a player receives a second yellow card before receiving a red card, they will accumulate a total of 3 infraction points. However, if the player is shown a straight red card (not as a result of a second yellow card), they will be subject to Game Rule 9.4.1.3, resulting in a total of 4 infraction points for the game.

9.4.1.2. Coach Yellow Cards:

9.4.1.2.1. 1st Yellow Card by team: 2 infraction points

9.4.1.2.2. 2nd Yellow Card by team (different coach): The second yellow card to a team's coach will collect 3 infraction points.

9.4.1.2.3. Each additional yellow card collected by a coach will result in 4 additional infraction points.

9.4.1.2.4. In the same match, if a coach receives a second yellow card before receiving a red card, they will accumulate 4 infraction points for the second yellow and will not be subject to infraction points under Game Rule 9.4.1.3.

9.4.1.3. Red Cards:

9.4.1.3.1. Each red card (player): 3 infraction points

9.4.1.3.2. Each red card (coach): 4 infraction points

9.4.2. **Standings Deductions and Post-Season Ineligibility:**

9.4.2.1. Infraction points accumulate and impact the team's standings and post-season eligibility:

9.4.2.1.1. 8 Infraction Points: Deduct 2 points from the team's standings

9.4.2.1.2. 12 Infraction Points: Deduct an additional 2 points (total 4 points) from the team's standings.

9.4.2.1.3. 16 or More Infraction Points: The team becomes ineligible for postseason play.

9.5. Fracas or Unbecoming Conduct:

9.5.1. **Fighting Incidents** (From slight deliberate touching to use of any part of body in a striking manner):

9.5.1.1. **Players:** Suspended for a minimum of three (3) games. Further suspension may follow a review according to the Code of Ethics.

9.5.1.2. **Coaches:** May face an indefinite suspension pending a review of the incident as defined in the Code of Ethics.

9.5.2. **Bench Clearing Involvement:**

9.5.2.1. If players leave the bench to join a fight on the field, the head coach and assistant coach must attend a Standards Committee hearing. The committee will decide if the team should be suspended for the remainder of the season.

9.5.2.2. A player ejected for leaving the bench to participate in a fight will receive a minimum three-game suspension, subject to further review.

9.5.2.3. A coach who leaves the bench to engage in a fight may be suspended indefinitely. A Standards Committee hearing must occur within 10 days.

9.5.3. **Assault on Referees:** Any player, coach, or team official who physically or excessively verbally assaults a referee will face sanctions under U.S. Soccer Policy 531-9.

9.5.4. **Unbecoming Conduct:** Players and coaches who engage in unbecoming conduct will be subject to the CYSL Code of Ethics, with appropriate sanctions applied.

10. GAME TERMINATION AND ABANDONMENT

- 10.1. Ensuring player safety is the responsibility of all adults and referees involved with a CYSL soccer game. There are two mechanisms for the termination or abandonment of a match, either during or immediately prior to the start of play: termination by the referee and abandonment by a coach.
 - 10.1.1. **Referee Termination:** Referees have the authority under the Laws of the Game to suspend or terminate a match due to the elements (weather/field conditions), outside interference, or player/coach misconduct.
 - 10.1.2. **Coach Abandonment:** A Coach has the right to withdraw their team from a match ("Abandonment") only if they believe that continuing play exposes their players to a risk of serious injury due to:
 - 10.1.2.1. Dangerous field or weather conditions (if the referee refuses to stop).
 - 10.1.2.2. Uncontrolled player infringements/violence.
 - 10.1.2.3. Outside interference (e.g., spectator behavior).
- 10.2. **Procedure for Coach Abandonment:**
 - 10.2.1. To abandon a game, the Coach must call their players to the technical area.
 - 10.2.2. The Coach must respectfully inform the Referee (or have the team captain inform the Referee) that the team is abandoning the match and state the specific reason (Safety/Injury Risk).
 - 10.2.2.1. The Coach must follow all CYSL Codes of Conduct during this process. Abusive language or behavior during abandonment will be subject to separate disciplinary action.
- 10.3. **Reporting Requirements:**
 - 10.3.1. **Coach Report:** Any coach who abandons a match must submit a detailed written report to the **1st Vice President** within **24 hours** via the Association President or CYSL Representative. This report must specifically detail the safety concerns that led to the abandonment.
 - 10.3.2. **Referee Report:** The Referee must file their Game Report and a Supplemental Report in Assignr within **24 hours**, detailing the circumstances of the abandonment and the score at the time of stoppage.
- 10.4. **Determination of Outcome:**
 - 10.4.1. The decision on the result of a terminated or abandoned match is an **administrative decision** made by the **Standards Committee**, not the Referee.
 - 10.4.2. The Standards Committee will review the reports and determine one of the following outcomes:
 - 10.4.2.1. **Game Official:** The score at the time of termination stands as final.
 - 10.4.2.2. **Replay:** The game is declared "No Game" and a replay is ordered. (No fines assessed).
 - 10.4.2.3. **Forfeit:** If the Standards Committee determines the abandonment was unjustified (e.g., to avoid a loss) or caused by the egregious behavior of one team, a Forfeit loss may be assessed against the offending team (See Rule 6 and Appendix A).
- 10.5. **Guidelines for Resolution (Standards Committee Reference):** *While the Standards Committee has final discretion, the following guidelines shall generally apply:*
- 10.6. **Non-Disciplinary Termination (Weather/Darkness):**
 - 10.6.1. If terminated in the first half or at halftime: **Replay ordered** (Unless Goal Differential is ≥ 3 or coaches agree to let score stand).
 - 10.6.2. If terminated during the second half:
 - 10.6.2.1. **GD ≤ 2 :** If coaches agree, score stands. If not, Replay ordered.
 - 10.6.2.2. **GD ≥ 3 :**

10.6.2.2.1. < 20 mins remaining: Score Stands.

10.6.2.2.2. > 20 mins remaining: *If coaches agree, score stands. If not, Replay ordered.*

10.7. Abandonment (Safety/Behavior Issues):

10.7.1. The Standards Committee will weigh factors including the Referee's report on sportsmanship, the validity of the safety concern, the age group (Developmental vs. Competitive), and the impact on standings.

10.7.2. If a team abandons a game due to the opposing team's violence or uncontrollable behavior (confirmed by the Referee), the innocent team should generally be awarded a Forfeit Win or the standing score, whichever is more advantageous.

11. GRADE 3/4 GAME RULES

11.1. Modifications for Grade 3/4 are based on USYSA recommendations. If not explicitly defined, all rules conform to IFAB.

11.2. Law 1: The Field

11.2.1. Dimensions: The suggested field of play is 60 yards long by 40 yards wide. However, fields will vary in all cases.

11.2.2. Field markings: A build-out line or the halfway line will be used for all goalie distributions and free kicks that start in a team's own penalty area.

11.2.3. Goals: The maximum size is 7 feet high and 18 feet wide, and the minimum length is 5 feet high and 12 feet wide. The size will vary.

11.3. Law II: The Ball

11.3.1. Size Four (4)

11.4. Law III: Players

11.4.1. The Competition Committee needs to approve co-ed rosters.

11.4.2. CYSL recommends a maximum roster size of 13 players.

11.4.3. Seven (7) players are allowed on the field at any one time. One of these players must be designated as the goalkeeper.

11.4.4. Each player shall play at least 50% of the total playing time.

11.4.5. Each player roster must be level.

11.5. Law VI: Assistant referees

11.5.1. Club Assistant Referees may be assigned if no registered assistant referee is available.

11.6. Law VII: Duration of the game

11.6.1. Each half will be 30 minutes with a half-time break of 5 minutes.

11.7. Law XII: Fouls and Misconduct

11.7.1. Goalie Distribution or Goal Kicks: Goalies or other designated players are not permitted to punt or throw the ball across midfield without contacting one of their players. Heading: Grade 3/4 age groups shall not head in games or practices. Players who deliberately head or attempt to head the ball will be called for misconduct, and an indirect kick will be awarded to the opposing team.

11.7.2. Play shall continue if the referee believes a player did not deliberately head or attempt to head the ball.

11.7.3. Build-out line: When the goalie has the ball in their hands from the opponent during play, the opposing team must move behind the build-out line until the ball is put into play. Once the opposing team is behind the build-out line, the goalie can resume distribution per these game rules. Ideally, the goalkeeper will wait until the opposing team has retreated to put the ball into play, but has the option to do so sooner. If the goalie does not wait, they accept the opponents' positioning and the consequences of how the

play develops. After the goalkeeper puts the ball into play, the opposing team can cross the buildout line, and play resumes normally.

- 11.7.4. The 8-second rule for goalkeepers shall begin after players reach the breakout line.
- 11.7.5. The opposing team must also move behind the build-out line during a goal kick until the ball is in play. Limitations on the goal kick, as specified in these game rules, apply.
- 11.7.6. Slide tackling is a legal move but is strongly discouraged at this level. It is challenging to do without fouling the opponent until you master body control. The slide tackle will be deemed dangerous if body contact is made before, during, or after the slide.

12. GRADE 5/6 GAME RULES

- 12.1. Modifications for Grades 5/6 are based on US Youth Soccer plus additions recommended by CYSL. If not explicitly defined, all rules conform to IFAB.
- 12.2. Law 1: The Field
 - 12.2.1. Dimensions: The suggested field of play is 70 yards long by 55 yards wide. However, fields will vary in all cases.
- 12.3. Law II: The Ball
 - 12.3.1. Size Four (4)
- 12.4. Law III: Players
 - 12.4.1. Nine (9) players, one of whom must be designated as a goalkeeper, are allowed on the field at any one time.
 - 12.4.2. The minimum number of players to begin a match is six (6).
 - 12.4.3. The maximum roster size is 16 players.
- 12.5. Law V and VI: Referees and Assistant Referees
 - 12.5.1. MSRC Registered referee
 - 12.5.2. Club Assistant Referees may be assigned if no registered assistant referee is available.
- 12.6. Law VII: Duration of the game
 - 12.6.1. Each half will be 30 minutes with a half-time break of 5 minutes.
- 12.7. Law XII: Fouls and Misconduct
 - 12.7.1. Goalie Distribution or Goal Kicks: An indirect free kick shall be awarded to the opposing team when a goalkeeper handles the ball within his/her penalty area and throws, punts, or kicks the ball into the opposing penalty area. An indirect free kick will be awarded at the top of the opposing penalty area if the violation occurs.
 - 12.7.2. Heading: Grade 5/6 age groups shall not head in games or practices. Players who deliberately head or attempt to head the ball will be called for misconduct, and an indirect kick will be awarded to the opposing team.
 - 12.7.3. Play shall continue if the referee believes a player did not deliberately head or attempt to head the ball.
 - 12.7.4. Slide tackling is a legal move but is strongly discouraged at this level. It is challenging to do without fouling the opponent until you master body control. The slide tackle will be deemed dangerous if body contact is made before, during, or after the slide.
 - 12.7.5. Law XIII: Free Kicks
 - 12.7.6. Conform to IFAB with the following exception: Opponents must be 8 yards away at the time of the kick.

13. CODES OF CONDUCT

- 13.1. CYSL has adopted the Codes of Conduct and Zero Tolerance Policy as directed by the Massachusetts Youth Soccer Association Board of Directors

- 13.2. These policies apply to all coaches, team officials, adult personnel, parents, spectators, players, and other supporters and referees. Abusive and obscene language, violent play/conduct, fighting, and other behavior (including, but not limited to, sarcasm, taunting, bullying, etc) deemed detrimental to the game between the groups as mentioned above will not be tolerated.
- 13.3. Zero Tolerance Policy
 - 13.3.1. [Link to Policy](#)
- 13.4. Player's Code of Conduct
 - 13.4.1. [Link to Code](#)
- 13.5. Coach's Code of Conduct
 - 13.5.1. [Link to Code](#)
- 13.6. Parent's / Guardian's / Spectator's Code of Conduct
 - 13.6.1. [Link to Code](#)
- 13.7. Soccer Official's Code of Conduct
 - 13.7.1. [Link to Code](#)
- 13.8. Discrimination and Language Incidents
 - 13.8.1. [Link to Code](#)
- 13.9. Each Team's Head Coach is responsible for the team's spectators and bench personnel. Any misconduct by spectator or other unidentified team personnel shall be enforced against the Head Coach per the Policies defined within.
- 13.10. A coach or spectator may not express any disagreement or dissatisfaction whatsoever with the officiating to any Official, directly or indirectly. A coach or spectator may not, before, during, or after a match, discuss with or voice within earshot of an Official any critique of the Official's performance other than to thank and positively compliment the Official. Any other critiques may only be voiced or communicated through the appropriate league's reporting channels.
- 13.11. The coaches are responsible for providing all Officials with support and spectator control, and the member clubs are responsible for instructing their coaches on how they are expected to do this. This policy applies before, during, and after the match at the soccer field and its immediate surrounding areas.
- 13.12. Coaches are not to address the Officials during the match except to respond to an Official who has initiated a conversation.
 - Point out emergency or safety issues.
 - Make substitutions.
 - Ask the Officials, "What is the type of restart (direction and Indirect Free Kick or Direct Free Kick)?" on a limited basis (i.e., not every stoppage).
 - Ask for the time remaining in the half
- 13.13. No parent, guardian, or spectator shall address the Officials at any time. This includes, but is not limited to: Point out emergency or safety issues. Parents, guardians, and spectators shall not dispute calls during or after the match.
- 13.14. Parents, guardians, and spectators shall not make remarks to the Official(s) or advise the Officials(s) to watch certain players or attend to rough play.
- 13.15. Parents, guardians, and spectators shall never yell at the Official(s), including criticism, sarcasm, harassment, intimidation, or feedback of any kind before, during, or after the match.
- 13.16. The only allowable exceptions to the above are: Parents, guardians, and spectators may only respond to an Official who has initiated a conversation, until such time as the Official terminates the conversation. Parents, guardians, and spectators may point out an emergency or safety issues, such as a player apparently injured on the field or observed fighting.
- 13.17. Parents, guardians and spectators shall not make derogatory comments to either team's coaches, players, or spectators.

- 13.18. Spectators, coaches, players, and team officials may not use social media to criticize/abuse a referee.
- 13.19. Every team with players registered in MYSA must follow the MYSA pre-game sportsmanship policy. The pre-game procedure replaces a post-game handshake by players. The procedure and language are included in Appendix B.

APPENDIX A

Fine and Infraction Worksheet

Type of Infraction	Details	Fine / Discipline	
		Expected Minimum	Maximum
Administrative	Missed CYSL Meetings (Bylaw 7.7)	\$50 Fine (on second consecutive meetings)	Escalating fines for subsequent misses (\$100)
	Missed Information Deadlines (Bylaw 14.3)	\$50 per week overdue	
	Team Withdrawal (Bylaw 14.4)	\$300 fine (if after Week 1)	
	Use of a non-certified Assignor	\$100 fine per week and forfeiture of assigned games by the home association	
	Assignor Failure to Report	\$25 per incomplete game report	
Roster Violations	Missing/Poor Player Photo & #	\$10 per player per game In Spring season, a player is ineligible to play in game	
	Missing Coach Photo*	\$10 per coach per game	
	Black and White Photos	\$25 per game/roster incident	
	Missing Registrar Signature (Spring)	\$25 per incident	Forfeit
	No hard copy rosters submitted	\$25 per incident	Forfeit
	Photo Update Request Exceeding 14 Days	\$5 per day (Beginning on Day #15) until the photo is approved	
Roster Violations (cont.)	Borrowed Player: Failure to Report	\$100 fine (Each offense/game)	Forfeit + Playoff Ban
	Borrowed Player: Ineligible Player	1 st Offense: Forfeit + \$50 fine	Playoff Ban and Coach Suspension (4 games)

Team Uniform Kits	Un-approved Kit Colors	\$100 fine	
Disallowed Coaching Location Violations	Coaching from Spectator Sideline	\$25 fine	1 Game Suspension
Lanyard Violations	Failure to visibly display a lanyard	\$25 fine per incident	
	Failure to visibly display *3 rd Offense*	\$50 fine	1 Game Suspension
Forfeits	No show on the day scheduled	\$100 fine per incident	Forfeit
	Forfeit, less than 96 hours' warning	\$25 fine	Forfeit
	Double forfeits (games not rescheduled)	\$25 fine	Dual forfeits
	CYSL Play-off forfeit (Post Seeding)	\$250 fine & No playoff advancement	
	CYSL Play-off no-show	\$500 fine & No playoff advancement	
Excessive Scoring	8+ goal differential, first offense	2 points awarded for the win and \$25 fine.	
	8+ goal differential, second offense (per team)	2 points awarded for the win and \$50 fine.	
	9+ goal differential, first offense	1 point awarded for the win and \$50 fine.	
	9+ goal differential, second offense (per team)	1 point awarded for the win and \$50 fine.	
Score Reporting	Intentionally adjusting match results with incorrect results	Adjustment of score	\$25 fine per incident and replacement of the statistician
	Failure to report within 72 hours	\$25 fine per incident unless the game is postponed or planned forfeit	

Excessive Infraction Points**	8 Infraction Points collected	Two competition points deducted	
	12 Infraction Points collected	Four competition points deducted	
	16 Accumulated cards per team	Team ineligible for post-season play	
Card Infractions	Player accumulating fourth yellow card	One game suspension	
	Player accumulating five yellow cards	One game Suspension	Remainder of Season
	Player awarded a red card	One game suspension	Three-game suspension
	Player awarded two red cards	Three-game suspension	Remainder of Season / Expulsion
	Coach with two yellow cards (over two consecutive seasons)	One game suspension	Three-game suspension
	Coach was awarded a red card	Three-game suspension	Remainder of Season / Expulsion
	Coach with two red cards	Remainder of Season	Expulsion
Unruly Behavior	Fighting, kicking, spitting (physical contact outside normal play and any form of Discrimination)	Three-game suspension	Expulsion
	Player leaves the technical area to engage in a fight	Three-game suspension	Remainder of season/expulsion
	Coach leaves the technical area to engage in a fight	3-game suspension	Remainder of season/expulsion
	A player, coach, or team official who	2-game suspension	Remainder of season/expulsion

	physically or excessively verbally abuses a referee		
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* Assessed following Columbus Day Weekend

** Assessed during spring season only for Grades 5 and up.

Appendix B

MYSA Pre-Game Sportsmanship Requirements

Procedure

After all pre-game activities are complete, both teams and the referee crew will line up at the Half Way Line of the Coaches Sideline.

Led by officials, all players and coaches will walk across the field and line up facing spectators, 5 yard from the sideline.

The Sportsmanship Statement will be read by a representative of the Home team to all coaches, players and spectators.

Following the reading of the script, players will perform a pre-game handshake. (Home team to walk down the line of Away Team).

After the pregame handshake, all players and coaches will return to benches and starting players will assume positions on the field of play.

Sportsmanship Statement

Mass Youth Soccer and Coastal Youth Soccer share a mission to provide a safe, fun and inclusive soccer experience for all participants.

All participants deserve the right to play in an environment free from hostile and distracting behavior. Please do your part to create a positive soccer experience for all.

Poor sportsmanship will not be tolerated, and sanctions may be applied for violations of policy or codes of conduct.

It is the referee's discretion to terminate the game if any threatening or discriminatory statements are made or for anyone entering the field of play without permission.