

played as scheduled, it is still the home coach's responsibility to list the game as cancelled on the website.

- c. Coaches should retain the respective copy of the game summary postcard given to them by the referee at the conclusion of the game. This game summary will have the final score, the referee's name/number and game date/number. This could be important if there is a tiebreaker at the end of the season. If a mistake is found by one of the coaches, he should bring this to the attention of the referee. If the referee agrees that a mistake has been made, he must bring all parties together to make the correction. If that cannot be done, then a report must be written so the Referee Assignor/ECYSA Board can verify the correct score.

11. Standings

- a. ECYSA shall maintain standings for each group in all divisions of all age brackets except U10.
- b. Points shall be awarded as follows:
  - (1) Three (3) points for a win.
  - (2) One (1) point for a tie.
  - (3) Zero (0) point for a loss or forfeit.
- c. Tiebreakers per ECYSA tournament rules.

12. Referee No-Shows

- a. In the event the referee does not arrive within fifteen (15) minutes after the scheduled kickoff, both coaches should make every effort to agree on an acting referee and the game shall be played and counted as an official game. In the event that both coaches cannot agree on acting referee the game shall be postponed under Section II.B.7. The home coach reports to his Town Director who will notify the Appropriate ECYSA Age Group Division Director and the Referee Assignor about the no-show referee.
- b. When the ECYSA Assignor has notified the home Town Director that a referee will not be provided by ECYSA, a substitute referee shall be provided by the Town Director.

**D. Exceptions for U10 Games**

- 1. U10 age group shall play Six vs. Six (6 v 6).
- 2. U-10 soccer is a non-pressure, non-results orientated, instructional form of soccer whose purpose is to provide a FUN atmosphere and a positive playing experience for the children participating. All participants win when Coaches, Parents, Referees, and Players enjoy the game. FIFA Laws shall apply with the following exceptions.
- 3. The Field of Play
  - a. Recommended minimum of 35 yards by 45 yards, not to exceed 45 yards by 60 yards.
  - b. Markings needed:
    - (1) Goal lines and Touchlines.
    - (2) Goal area 20 yards on the Goal line. 6 yards onto the playing field.
    - (3) A 14-yard line parallel to the Goal line running from touchline to touchline (not to be called penalty area). A Goalkeeper can handle the ball anywhere in this area. On a Goal kick the ball must pass this 14-yard line to be considered in play.
    - (4) Halfway line and Center circle (8-yard radius).

- (5) Corner Flag and corner quarter circles.
- (6) Goal sizes 6 feet high and from 12 feet to 18 feet wide.
- (7) Mid-field flag (optional).
4. The ball size that will be used will be a number 4.
5. Six (6) players including the Goalkeeper on the field for each team. A team will play with no less than five (5) players. If at any time the number of players' drops below five, the game will be temporarily suspended. If after a reasonable amount of time, the team cannot field 5 players, the game shall be abandoned. Total number of players is covered in Section I.A.8.a.
6. The game will have two (2) twenty-five (25) minute playing periods.
7. Off sides on the attacking team will be called starting at the 14-yard line down to the goal line in the defending area. (as defined in III.D.3.b.(3) above).
8. A ball set into play as a goal kick or released from the goalkeeper within the 14 yard line must touch the ground or another player before it crosses the mid-field line. If it does not touch the ground or another player, an indirect kick will be awarded at the point where it crossed the mid-field line.
9. Direct kicks and indirect kicks will be determined by FIFA rules. For kick-off, free kicks and corner kicks, opponents must be at least 8 yards from the ball. If a foul occurs for the defenders inside their own 14 yard line, all players for the other team must be outside the 14 yard line. The ball must pass outside the 14 yard line before being touched by players of either side to be in play. If this is not done, the restart is at the same point as the original kick.

*NOTE: No penalty kicks will be taken. All fouls committed inside of the 14-yard line that would normally result in a Penalty kick will be moved outside the 14-yard line to point closest to where the foul was committed and a direct kick will be awarded.*
10. A player who takes a throw-in or a kick-off improperly will be given a second try.
11. The official ECYSA preaddressed game summary postcard will be completed by the referee and returned to the Referee Assignor for payment.
12. All participating teams are invited to the ECYSA Friendship Games.

#### **E. Exceptions for U12 Games**

1. The U12 age group shall play Eight vs. Eight (8 v 8). FIFA laws shall apply with the following exceptions.
2. Field of play
  - a. Minimum of 45 x 70 yards and maximum of 55 x 80 yards.
  - b. Markings needed:
    - (1) Goal lines and Touch lines.
    - (2) Goal area 18 yards on the Goal line. 6 yards onto the playing field.
    - (3) The penalty area is 34 yards on the goal line, extending into the field 14 yards. A Goalkeeper can handle the ball anywhere in this area.
    - (4) Halfway line and Center circle (8-yard radius).
    - (5) Corner Flag and corner quarter circles.
    - (6) Goal sizes 6 feet high and 18 feet wide.
    - (7) Mid-field flag (optional).

**Notes: Rules with an (\*) asterisk are conditions of forfeiture.  
All referenced fees are per the current fee schedule addendum**

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