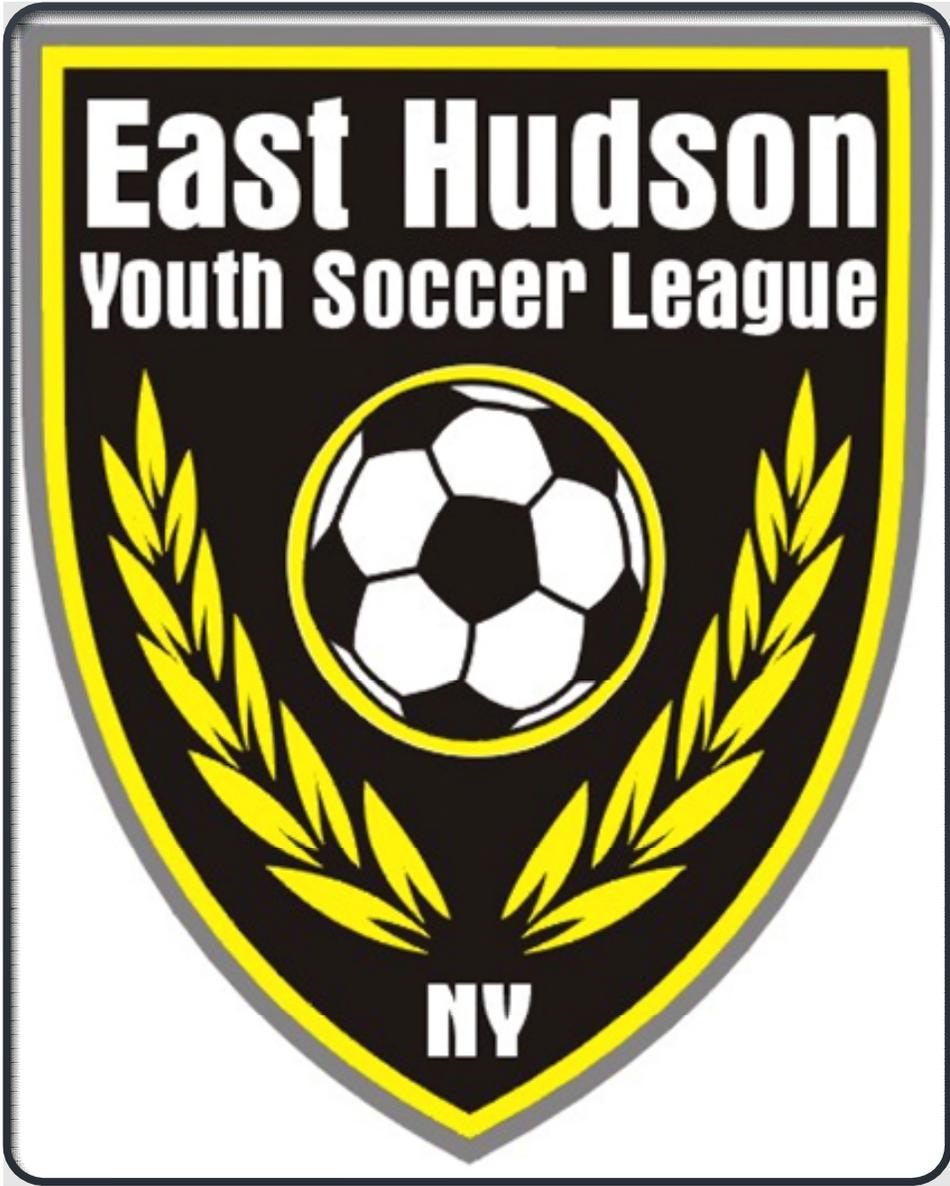


EHYSL GAMES OPERATING PROCEDURES



Version 1.0

Version	Date	Changes
1.0	9/1/2022	Update and consolidation of old Games operating Procedures – new format

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ZERO TOLERANCE

Eastern New York Youth Soccer Association has instituted a Zero tolerance policy to protect our players, coaches, referees, and spectators. EHYSL expects that all participants will conduct themselves in a sportsman like professional manner and promote the enjoyment of the game benefitting our players.

To help prevent physical assault and verbal abuse in the leagues and clubs within the Eastern New York Youth Soccer Association (ENYYSA); the Association has adopted a [ZERO TOLERANCE POLICY](#).

This policy applies to all coaches, players, parents, spectators and other supporters and referees effective immediately. Abusive and obscene language, violent play/conduct, fighting and other behavior (including, but not limited to sarcasm, taunting, etc.) deemed detrimental to the game between the above-mentioned groups will not be tolerated. The ultimate responsibility for the actions of coaches, players and spectators resides with the member clubs.

It is the responsibility of the coaches to provide referee support and spectator control, and it is the responsibility of the member clubs to provide instructions to their coaches on how they are expected to carry this out. This policy applies before, during and after the game at the soccer field and its immediate surrounding areas.

Parents & Spectators

No parent or spectator shall persistently address the referee or assistant referees at any time.

This includes, but is not limited to:

- a. Parents and spectators shall not dispute calls during or after the game.
- b. Parents and spectators shall not make remarks to the referee(s) or advise the referee(s) to watch certain players or attend to rough play.
- c. Parents and spectators shall never yell at the referee(s), including criticism, sarcasm, harassment, intimidation, or feedback of any kind before, during or after the game.

The only allowable exceptions to the above are:

- a. Parents and spectators may respond to a referee who has initiated a conversation, until such time as the referee terminates the conversation.
- b. Parents and spectators may point out an emergency or safety issues, such as a player apparently injured on the field or observed fighting.

Additionally, parents and spectators shall not make derogatory comments to players of either team.

Penalties (Parents & Spectators)

In the opinion of the referee, depending on the severity of the offense, the referee may take any of the following actions:

- a. The referee may issue a verbal warning to the coach of the offending party's team.

- b. The referee may stop the game and instruct the coaches to direct the parent / spectator to leave the field.
- c. The referee may issue a caution (Yellow Card) to the coach of the offending party's team.
- d. The referee may abandon the game if the parent/spectator does not leave the field.
- e. The referee may abandon game if a credible threat is made to any member of the referee team.

Players

The conduct of the players is governed by the Laws of the Game as stated by FIFA and USSF. The Laws themselves describe penalties associated with violating the Laws of the Game. Additional penalties for players who engage in misconduct may be established by the club and/or league but may in no case be less severe than penalties established by FIFA, USSF, or ENYYSA.

Coaches, Assistant Coaches & Bench Personnel

It is the responsibility of all coaches to maintain the highest standards of conduct for themselves, their players and supporters in all matches. Failure to do so undermines the referee's authority and the integrity of the game resulting in a hostile environment for players, the referee(s), coaches, assistant coaches, bench personnel and spectators. As role models for all of the participants and spectators, coaches participating in an Eastern New York Youth Soccer Association sanctioned event are expected to be supportive of, and to acknowledge the effort, good play and sportsmanship on the part of ALL players from either team in a contest. By example, coaches, assistant coaches and bench personnel are expected to show that although they are competing in a game, they have respect for their opponent, referees and spectators at all times. The Eastern New York Youth Soccer Association will not tolerate negative behavior exhibited either by demonstrative actions and gestures, or by ill-intentioned remarks, including those addressed toward the referees or members of an opposing team. Coaches exhibiting hostile, negative, sarcastic or otherwise ill-intended behavior toward referees, opposing players or coaches will be subject to sanction by the match official. Additional sanctions may be imposed by the club that the coach or assistant coach represents, the league that the match is being played under, or as allowed by Eastern New York State Soccer Association policies after a review of the match report.

- Coaches shall not interact directly or indirectly with the coaches or players of the opposing team during the game in any manner that may be construed as negative, hostile or sarcastic either by way of demonstrative actions and gestures or by ill-intentioned remarks.
- Coaches shall not offer dissent to any call made by the referee(s) at any time.
- Coaches are not to address the Referee(s) during the game except to:
 1. Respond to a referee who has initiated a conversation.
 2. Point out emergency or safety issues.
 3. Make substitutions.
 4. Ask the referee, "What is the proper restart (i.e., direction and Indirect Free Kick or Direct Free Kick)?"
 5. Ask for the time remaining in the half.

- Coaches may address a referee after a game or during the halftime interval, in a polite and constructive way, to explain a law or foul, but not judgment calls made in the game. a. Polite and friendly concern can be exchanged with the referee. If the polite tone of the conversation changes, the referee may abandon the exchange at any time. Absolutely no sarcasm, harassment or intimidation is allowed.

NOTE: It is recommended that coaches or other team members do not engage in any conversation with the match official once the match has concluded.

Penalties (Coaches, Assistant Coaches & Bench Personnel)

In the opinion of the referee, depending on the severity of the offense, the referee may take any of the following actions:

- a. The referee may issue a verbal warning to the offending coach, assistant coach or bench personnel.
- b. The referee may issue a caution (Yellow Card) to the offending coach, assistant coach or bench personnel.
- c. The referee may eject the offending coach, assistant coach or bench personnel. Once ejected, the individual will be required to leave the field immediately.
- d. The referee should abandon the game, if the coach, assistant coach or bench personnel do not leave the field or any immediate adjoining area after having been instructed to do so.

Additional penalties associated with the ejection of a coach, assistant coach or bench personnel may be assessed by the local club or league which sanctioned the match in accordance with their documented policy. These penalties may be no less stringent than sanctions as may be imposed by ENYYSA following their review, if conducted, of the incident.

All cases of alleged abuse or assault of a referee shall be reported to the ENYYSA State Office and State Referee Administrator within 48 hours of the match that engendered said behavior. ENYYSA will then conduct a verification of the complaint and subsequent actions as required by applicable sections of USSF Policy in effect at the time of the incident. Although ENYYSA is continually bound by USSF Policy and its various revisions, definition of referee abuse and referee assault found in USSF Policy 531-9 as of the creation date of this Zero Tolerance Policy is offered by way of information as follows:

Referee Abuse

Referee abuse is a verbal statement or physical act not resulting in bodily contact which implies or threatens physical harm to a referee or the referee's property or equipment.

Abuse includes but is not limited to the following acts committed upon a referee: using foul or abusive language toward a referee that implies or threatens physical harm; spewing any beverage on a referee's physical property; or spitting at (but not on) the referee.

Referee Assault

Referee Assault is an intentional act of physical violence on any individual is a crime that could result in an arrest and punishable by fine, imprisonment and/or probation.

For purposes of this Policy, “intentional act” shall mean an act intended to bring about a result which will invade the interests of another in a way that is socially unacceptable. Unintended consequences of the act are irrelevant.

Assault includes, but is not limited to the following acts committed upon a referee: hitting, kicking, punching, choking, spitting on, grabbing or bodily running into a referee; head butting; the act of kicking or throwing any object at a referee that could inflict injury; damaging the referee’s uniform or personal property, i.e. car, equipment, etc. as well as menacing or stalking.

TEAMS ELIGIBLE FOR SEEDING AND ROSTER SIZES

No team will be accepted for seeding unless they have enough players registered, and all team and player fees paid, prior to the seeding meeting.

Team Guidelines

Age	Game Length	Goal Size	Field Size	# of Players	Roster Max	Ball Size
U9 & U10	2-25 Minute Halves	6 x 18 Or 7 x 21	L – 80 Max 70 Min W – 50 Max 40 Min	6 + K	14	#4
U11 & U12	2–30 Minute Halves	6 x 18 Or 7 x 21	L – 80 Max 70 Min W – 50 Max 40 Min	8 + K	18	#4
U13 & U14	2-35 Minute Halves	8 x 24	L – 130 Max 100 Min W – 80 Max 50 Min	10 + K	22*	#5
U15 & U16	2-40 Minute Halves	8 x 24	L - 130 Max 100 Min W – 80 Max 50 Min	10 + K	22*	#5
U17 – U19	2-45 Minute Halves	8 x 24	L - 130 Max 100 Min W – 80 Max 50 Min	10 + K	22*	#5

Teams may dress all rostered players for games.

Field Sizes are based on Federation Guidelines per Laws #1 – Field of Play

**Exceptions to the maximum roster size may be granted by the EHYSL Games Chairman*

UNIFORMS

All players on a team must wear the same uniform (except the goalkeeper who must wear a different color from both teams) and be neatly attired with socks pulled up over shin guards.

- A. **Shin guards are mandatory.**
- B. All teams must have an alternate jersey at the ready.
- C. All jerseys must be numbered on the back and have the club badge on the chest.
- D. In case of conflict between uniform colors the Home team must change.

FIELD INFORMATION

FIELD SETUP

It is anticipated that the registered club will use the field dimensions outlined in the ENYYSA recommendations. All lines described in this document must be painted.

Home team spectators shall sit on either side of the home team technical area, visiting team spectators shall sit on either side of the visiting team technical area. NOTE: Home team players and spectators must be seated on the opposite side of the field from the visiting team players and spectators.

All EHYSL sanctioned games will continue to use this field layout for spectators to assist referees in being able to identify home and away team coaches/team managers and spectators.

FIELD SAFETY

There are laws in New York State regarding Goal Safety. The law recommends holding the goals down with at least two stakes or ground-gripping anchors while in use. The guidelines also call for the goals to only be placed on flat surfaces, and for sandbags to be used if the net is on artificial turf or another surface where stakes cannot be used. If goals are not properly anchored the game will be cancelled and the home team will be charged with a forfeit and a 3-0 loss. It will be the responsibility of the referee to determine if the goals are secure. The referee is the one who will decide if the game is to be cancelled.

FIELD REQUIREMENTS

All fields are required to have the following:

- Bathroom facilities (can be a 'porta-potty' but must be on the immediate premises)
- Corner flags
- Properly anchored goals
- Visibly painted lines
- Properly cut grass
- Nets in good condition
- Safe field conditions including fields free from holes, tripping hazards, rocks, etc.

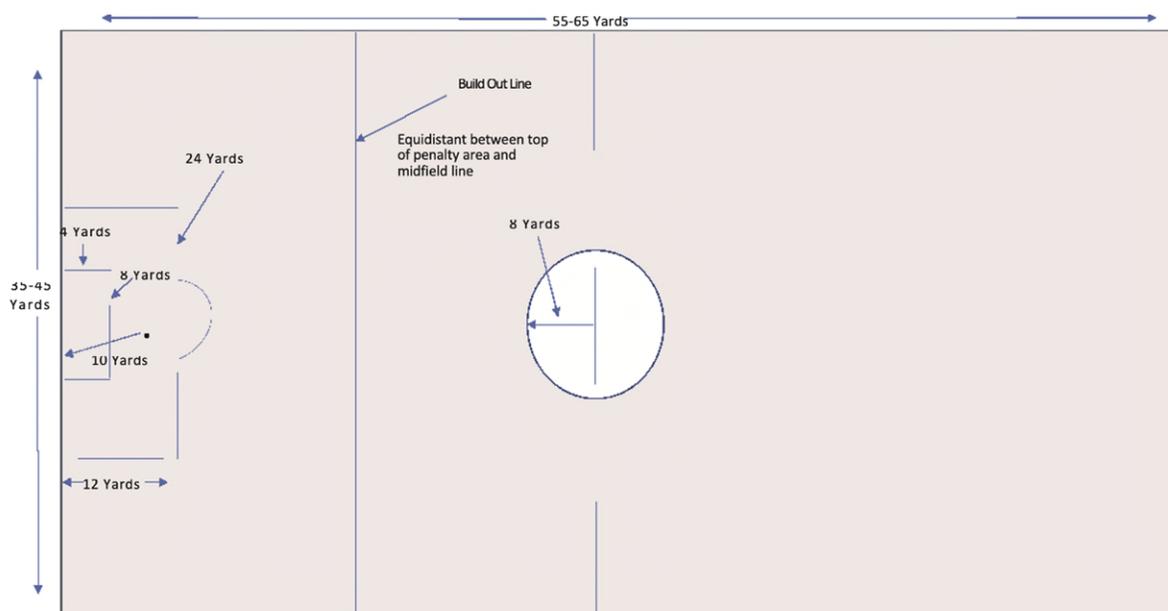
If an opposing coach goes to a field where one or more of these items is not available, coaches should protest the game, in writing (see below). The Games Chairman has the right to impose fines or not allow future games to be played at the facility until a league official can determine that the problem has been fixed. This could result in forfeits to the club.

BUILD OUT LINE (U9-U10 Teams)

- Build out line is used to denote where offside offenses can be called. Players cannot be penalized for an offense between the halfway line and the build out line. Players can be penalized for an offside between the build out line and the goal line.
- The opposing team must move behind the build out line in the following situations:
 - a. Goal Kicks
 - b. When the goalkeeper has possession of the ball with their hands, 6 seconds begins once opposing team is behind build out line.

- Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball into play.
 - **Punts and drop kicks are no longer permitted** - penalty is indirect Free Kick from the spot of the infraction – if the infraction occurs in goal area, an indirect Free Kick is taken on the goal area line parallel to the goal line at the nearest point to where the infringement has occurred.
- The opposing team may cross the build out line when:
 - a. the goalkeeper passes, throws, or rolls the ball into play with his/her hands to a teammate who then touches the ball
 - b. on a Goal Kick when the ball has left the penalty area and has been touched by a teammate of the goalkeeper
 - c. the goalkeeper in possession of the ball with his/her hands drops the ball to the ground then touches it with his/her feet.
- An Indirect Free Kick will be awarded to the opposing team if:
 - The Goalkeeper drops the ball to the ground and does not touch it with their feet within 6 seconds
 - The Goalkeeper releases the ball from their hands and the receiving player chooses not to touch the ball in 6 seconds.
- The goalkeeper may release the ball into play prior to the opposing team reaching the build out line (quick restart). The opposing team may challenge for the ball once the ball has either:
 - a. been touched by a teammate of the goalkeeper; or
 - b. goalkeeper has dropped the ball and touched it with his/her feet.
- If opposing team crosses the build out line before:
 - **Goal Kick** – Retake Goal Kick
 - **Goalkeeper Possession** – Indirect Free Kick
 - **Inside Penalty Area** – Opposing team may not cross build out line until the ball leaves the penalty area and is touched by a teammate of the goalkeeper. If the ball does not leave penalty area, the kick is retaken.
 - **Outside Penalty Area** – Opposing team may not cross build out line until the ball is kicked and then touched by a teammate of the goalkeeper.

FIELD LAYOUT (U9 and U10 teams)



HEADING THE BALL

Based on USSF and ENYYSA rules:

- Players in Under-11 programs and younger shall not engage in heading, either in practices or in games. Referees have been instructed by US Soccer of the following rule addition in these age groups:

When a player deliberately heads the ball in a game, an indirect kick shall be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

- Limited heading in practice for players Under-12 and Under-13 programs. More specifically, these players shall be limited to a maximum of 30 minutes of heading training per week, with no more than 15-20 headers per player, per week.

Clubs should be aware of circumstances in which individual consideration is needed. For example:

- A 10-year-old playing at Under-12 should not head the ball at all.
- An 11- or 12-year-old playing at Under 14 should abide by the heading restrictions in practice
- Referees should enforce these restrictions by age group according to the specified rules. Referees will not be assessing the age of individual players on the field; they will enforce the rules for the age group.

ENYSSA CONCUSSION PROTOCOL

US Soccer Player Safety Campaign – Tournaments – Concussions

If you run a tournament that is 2 days or more in length, with more than 64 teams older than Under 10, it is recommended that your tournament have a MD, DO, or Athletic Trainer, who is certified in concussions, available for diagnosis of the player.

Substitution Rules for Players Suspected of having a concussion in a League or Club based tournament

If a player is suspected of having a concussion, by the referees, team official, or league officials, the player will be withdrawn from the game immediately.

That player's card will be retained by the referee with a notation made on the lineup card. A notification of possible concussion form will be completed. The player's card will be sent by the tournament director to the league office where the player is registered, along with the notification of possible concussion form, immediately after the tournament.

Once the league office receives a medical clearance from a Health Care Professional (MD, DO, or athletic trainer who is certified in concussions) the player pass should be mailed back to the coach via express mail, within 24 hours, with a copy of the correspondence to the parents.

Substitution Rules for Players Suspected of having a concussion in a League Match

If a player is suspected of having a concussion, by the referees, team officials, or league officials, the player will be withdrawn from the game immediately.

That player's card will be retained by the referee. A notation made on the lineup card, and that card and player pass sent to the League office, along with the notification of possible concussion form, immediately after the game.

Once the league receives a medical clearance from a Health Care Professional (MD, DO, or athletic trainer who is certified in concussions) the player pass should be mailed back to the coach via express mail, on the next business day, with a copy of the correspondence to the parents.

GAME DAY PROTOCOLS

LINE-UP CARDS/PLAYER PASSES

Match sheets with photos must be submitted to the referee 15 minutes before game time. **No player will be allowed to play without appearing on the printed match card.**

Match Sheets can be printed no earlier than 72 hours prior to a match. Coaches must print out three Match sheets with photos for each game from GotSport. One is given to the referee, one to the opposing coach, and one for yourself.

With the exception of club pass players, **coaches shall NOT be adding players to this list. Players (and team officials) sitting out a game for a previous infraction, will automatically be removed from match sheets for the duration of their suspension.**

CLUB PASS RULES

Rules for Borrowing Players from Within the Club

No more than 3 players can be used by a borrowing team in a club-pass situation per game.

Upon club approval, teams will allow their players to play in any division higher than their team within their age group, or up one age group in any division within the same club. If there is no team one age group higher within the club, the player may play up two age groups based on the player's birthdate. (Ex. A 2010 player playing on a 2009 team cannot play on a 2007 team even if there is no 2008).

- Players may NOT be loaned to or borrowed from other clubs for league play. Only players on a team currently participating in EHYSL games are eligible. Players in other leagues (EDP, WYSL, US Club, etc.) are eligible only if they also play on a team with scheduled East Hudson league games within the current season.
- U15 are eligible for all High School age groups within their division or higher. U09 and U10 players within the single 'competitive' division (typically B or a color designation) cannot be borrowed on regional teams within their age group but are eligible for any division one age group higher.

BEFORE THE GAME

- A club official (or designee) must add the club pass player to the GotSport Game Day Roster. The Club Pass player must appear on the Game Day Match Roster with a photo to be considered a valid player.

At the game

- Club pass players will be printed on the Match Card with the designation "CP" for club pass.
Handwritten Club Pass players will NOT be accepted.

SUBSTITUTIONS

All divisions have unlimited substitutions at the referee's discretion and with their permission. All substitutions must be made from the center mark and again, only with the referee's permission.

This does not eliminate the requirement that each developmental player (u12 and younger) plays at least a half game (50% of the minutes in a match).

A coach may substitute a player who has received a caution (yellow card) before play restarts.

USE OF INELIGIBLE PLAYER

If a player that is not rostered with a team or does not meet the proper roster rules as set by EHYSL and ENYYSA plays in a EHYSL game, the coach, player, and club will be subject to fines, suspensions, and other penalties as deemed appropriate by the EHYSL Board of Directors or their designee.

If on game day a coach suspects that an ineligible or non-rostered player is being used by the opposing team, the coach must inform the referee in writing prior to leaving the location of the game. In addition,

the club designated representative must notify the league office and the appropriate Age Group Coordinator within 48 hours of the match.

STANDINGS

Primary Means of Ranking: Three points are awarded for a win, one point for a tie and no points for a loss. The total points accumulated through scheduled games during the regular season of the League will be the primary means of ranking within a division.

Tie Breaking Procedures: If, at the end of the regularly scheduled playing season, 2 or more teams are tied in points, the following tie-breaking procedure will apply. The first means of tie-breaking will be the accumulated points as a result of head-to-head competition between the tied teams, including forfeits. If more than two teams are tied in points or if there are tied teams from the above step, then: If the tie position involves a League trophy award or a possible League imposed team shift between divisions, the following criteria will be issued:

- a. Average goal difference - a maximum of three goals difference per game played will be used to compute the average. If a tie still exists, then...
- b. Lowest average of goals allowed in games played.

If the tie position does not involve a League trophy award or a possible League imposed team shift between divisions, the teams involved will be considered tied in the final standings.

GAMES USED TO DETERMINE CHAMPIONSHIPS

Fall Play

Fall Play is for Spring Seeding Only.

There will be NO Championships awarded for Fall Play.

- In a division of 5 or 6 teams ALL games count. You play each team twice in a 10-week season.
- In a division of 7 or 8 you may be scheduled for a full ten-week season BUT only the first time two teams are scheduled to play each other will be used to determine division Champions. This allows each team to play each other once for standings purposes but gives the teams the opportunity to maximize the number of games they play.
- In a division of 9 or 10 teams ALL games count. You play each team once in a 9-week season.

Spring Play

There will be two competitions for Spring Play – U9-U12 and a Spring Championship for U13-HS

Spring Championship

- Divisional Playoff System
 - The Following Divisions will participate in the EHYSL Spring Championship Season:
 - BU13 – BHS
 - GU13 - GHS
 - Divisions Breakdown:

- Groups of 8, 6 or 4 Teams
 - All Teams will play a minimum of 8 games in the season
 - Top 4 teams per division will qualify to the Divisional Playoffs
 - Higher Seeds will host the Divisional Playoff Games.
 - Semi-Finals Weekend – 1 vs 4 & 2 vs 3
 - Finals Weekend – Winner (1vs 4) vs Winner (2 vs 3) - (Higher Seed Will host Final Game)
- Spring Championship Rules
 - All In Season Games must be played, no less than 7 days prior to EHYSL SPR - Semi-Finals Weekend in order to qualify for the playoffs.
 - Forfeit of Games will affect playoff status
 - Standings Point deductions
 - Disqualifications from playoffs
 - Disciplinary Infractions will affect playoff status:
 - 2 Red Cards offenses by Members of a Team in Season will deduct – 2 Points in Playoff Standings
 - 7 Yellow Cards offenses by Members of a Team in Season will deduct – 1 Points in Playoff Standings
 - Referee Fees:
 - Cost will be split by participating playoff teams at game time.
 - Each team will contribute Half of the cost towards the referee fees.
 - Games played to a draw at the end of regulation will follow the listed parameters:
 - Semi Finals:
 - Direct to Penalty Shootout:
 - 5 Players per Team, if the score remains tied
 - Sudden Death, each team taking a turn until winner is determined
 - Finals
 - (2) 10 Minutes Halves (No Golden Goal), if the score remains tied
 - Penalty Kicks
 - 5 Players per Team, if the score remains tied
 - Sudden Death, each team taking a turn until winner is determined

GAME SCORES AND GAME INFORMATION

Both Home and Away **Coaches are responsible submitting the game scores and yellow and red cards in GotSport within 24 hours of the end of the game.**

Every team should report both Home and Away Scores, and cards, each week.

- Any games that have been Postponed or forfeited should be reported to your Age Group Coordinator prior to the game.
- Scores for weekend games must be reported on either Sunday evening or by the Monday following the game by noon.
- All makeup games must be reported by the next business day by noon.
- **A \$25 fine per game will be assessed to the Club for failure to report game scores by close of business the day after the match (within 24 hours).**

RUNNING UP THE SCORES

One of the purposes of the League is to promote good sportsmanship. When teams are mismatched, coaches should consider various score limiting techniques. There will be no appeal for the following penalties.

Excessive Goal Differential for Developmental Ages (7v7 and 9v9) - 7 Goals

If any Developmental_Team exceeds a Seven (7) goal differential the following will occur:

- 1st Offense - one game suspension for the coach and \$100 fine to the club
- 2nd Offense - two game suspension for the coach and \$200 fine to the club
- 3rd Offense - three game suspension to coach and \$300 fine to club
- 4th Offense - six-month suspension to the coach and \$600 fine to club
- 5th Offense – ban from coaching withing EHYSL and a \$1,000 fine to the club

Offenses will accumulate throughout the seasonal year, carrying over from Fall to Spring.

There are no restrictions on goals for competitive age games (11v11), but good sportsmanship is mandatory at all ages.

GAME DAY PROTESTS

A written signed notice must be presented to the referee and opposing coach at the field (It may be written on the line-up card). For a protest involving field conditions, this notice must be presented at half-time to the referee. A picture of the written reason for the protest shall be submitted to their Club. The Club will then determine if the protest is valid and a Club representative will email the official protest to the EHYSL Office (soccer@ehysl.org) by close of business the Tuesday following the match (48 hours).

FORFEITS

The forfeiting club must notify the other club as early as possible. The home team must immediately notify their designated club representative who will notify the Age Group Coordination. The forfeiting club is subject to paying the normal referee fee if they cancel after the Wednesday before the scheduled game. The AGC will enter a score of 1-0.

- A. Any forfeit will result in a \$100.00 fine to the forfeiting club for the first forfeit of the season.
- B. A second or subsequent forfeit will result in a \$250.00 fine to the forfeiting club.
- C. Any forfeits with less than 48-hours' notice, other than a club wide postponement will result in the following fines to the club:

<i>First Offense</i>	<i>\$250.00 fine to the club</i>
<i>Additional Offenses</i>	<i>\$500.00 fine to the club</i>
- D. If a team does not show up for an officially scheduled game, the team will forfeit the match and the club will be fined \$500.00.
- E. Any game that is abandoned by either side shall be deemed the same as a no show for fine purposes.
- F. If a coach abandons a game in the middle of the match that coach shall sustain a minimum 2 game suspension and a \$500.00 fine to the club.

Any team that forfeits in any of the above scenarios will be disqualified from trophy competition for that season.

RESCHEDULING / POSTPONEMENTS

For any reason, other than inclement weather and/or if the referee declares the field unplayable, a rescheduled game must be played before the originally scheduled date. Postponements are permitted only when caused by severe weather or adverse field conditions. Lack of sufficient team personnel, coach unavailability or attendance at a tournament does not justify a postponement.

Each Club must have one designated representative to work with their coaches for rescheduling games. The designated club representative will work with the AGC's to reschedule the Club's games. Coaches are not to reach out directly to the AGC's for game rescheduling. Requests received from coaches will be returned to the requesting club to ensure that the request meets the following EHYSL guidelines and fields are available.

SCHEDULING MAKE-UP GAMES

Make-up games must have an agreed upon scheduled date within two weeks of the original game date. **Both clubs** must notify their Age Group Coordinator of the agreed upon date and time within 14 (fourteen) days of the originally scheduled game. The rescheduled game must be played within the EHYSL normal season schedule. Coaches must work with their designated club representatives to negotiate the rescheduled game date, after the two clubs have agreed – the home club designated representative will fill out the game change request form on-line.

If the two teams fail to agree on the make-up date and time, the Age Group Coordinator will choose the date and time. The Age Group Coordinator will pick 4 alternative dates to make up the game. These Alternative dates can include neutral fields selected by the Age Group Coordinator if a field is not available for either the Home or away club. Once the make-up date and time has been established, it is the home team's club representative's responsibility to arrange for the field and request a referee from their Age Group Coordinator. **Coaches are NOT to call the referee assignor or AGC directly.**

If the Club designated representative does not contact the Age Group Coordinator within the two-week period to reschedule a game, their team will be given a forfeit and a 1-0 result.

CHANGE OF VENUE

After the schedule has been published, if there are any wholesale changes by a club in field location, the club must provide written notice to the League office and to all teams involved before the changes become effective. In emergency situations, (less than 72 hours) both coaches involved in a change must contact the Age Group Coordinator to verify the change.

In the event of a last-minute emergency change of field, the home team must consider providing persons at the original site to escort the visiting team and referee to the new field in order to guard against forfeit.

CLUB-WIDE POSTPONEMENTS

In the event of severe weather or adverse field conditions, a club may decide to postpone all scheduled home games for a particular day. That club **must** try to get their games played at the opposing club's facilities if the opposing team has a playable field available. The original home team will still be

considered the “home team” and is required to pay the referee fees for the game. If the game is moved to the away team’s facilities, the away team is not required to then play their home game at the opposing facility.

The club must notify the Age Group Coordinators, referee assignors, and all the visiting clubs. This must all be done before 7:00 AM if the club-wide postponement happens the day of scheduled games.

Any un-played games that are due to a club-wide postponement must be rescheduled by the clubs involved and provide the date, time, and locations to the proper AGCs no more than two weeks from the originally scheduled date. The home club is responsible for getting the game scheduled; failure to do so will result in a forfeit to the home club and a score of 1-0. If the home club is having any difficulties getting the game rescheduled, they must contact the appropriate AGC as soon as possible. If there is no agreement as to when a game will be rescheduled, the AGC will choose a date, time, and location or declare a forfeit and 1-0 score against the club refusing to reschedule the game.

PARTIAL POSTPONEMENTS

When certain games must be postponed because of field or weather conditions worsen during the day and the field owner or referee decides the games will not be played, the home team must inform the League office of the situation the same day the game was scheduled.

In Progress Game SUSPENSION DUE TO WEATHER CONDITIONS

If a game is suspended by weather or darkness and cannot be resumed on that day. It shall be declared official only if more than half a game is played. The result at that point shall be the official result. If the game is not an official result, it shall be re-played in its entirety from the beginning.

DELAY OF START OR IMPROPER FIELD CONDITIONS

If a team delays the start of game by more than 15 minutes by being late or, in the case of the team providing the field, does not have the field playable (e.g., lack of corner flags, proper nets or lines, or unsafe playing conditions), the offending team may be subject to forfeit 3-0.

REFEREES

REFEREE NO-SHOW

If an assigned referee fails to show, the League office and Games Chairman must be notified by 9 am Monday morning via email by the club designee.

For developmental teams, both teams **MUST** find and agree upon a substitute to referee the game. Both coaches must sign the match roster and the score shall stand. A picture of the signatures on the match roster shall be emailed to the AGC following the match when submitting scores.

For competitive games, the two teams **MAY** agree on a substitute who must officiate the complete game (no splitting the job). Both coaches must sign the match roster agreeing to play with a substitute referee or not play. A picture of the signatures on the match roster shall be emailed to the AGC following the match when submitting scores.

Once a substitute referee starts the game, he/she cannot be replaced even if the assigned referee shows up late. The substitute referee shall receive the current ENYYSA payment schedule.

REFEREE PAYMENT

The home team is responsible for paying the referee prior to the referee checking in the home team's line up cards and equipment. The ENYYSA fee schedule is as follows:

**Referee Fees for All ENYYSA Activities with the
Exception of Recreational Play
SPRING 2021 FEES EFFECTIVE MARCH 1, 2021**

Outdoor Games				
<u>Age Group</u>	<u>Fall 2020</u>	<u>Spring 2021</u>	<u>2021/2022</u>	<u>2022/2023</u>
	<u>Referee/AR</u>	<u>Referee /AR</u>	<u>Referee/AR</u>	<u>Referee/AR</u>
U17/18/19	82/42	84 / 43	84 / 43	85 / 44
U15 & 16	72/37	74 / 38	74 / 38	75 / 39
U13 & 14	58/30	59 / 31	59 / 31	60 / 32
U11 & 12	48/25	49 / 26	49 / 26	50 / 27
U9 & 10	44/23	46 / 24	46 / 24	47 / 23
U7 & 8	33/NA	34 / N/A	34 / NA	35 / NA

Assigning Fees		
Fall 2020	ONE MAN SYSTEM - 4	3 MAN SYSTEM - 7
2021 - 2023	ONE MAN SYSTEM - 5	3 MAN SYSTEM - 8

Note: Leagues can pay a premium to the assignors if there are over 500 games scheduled a week.

All Leagues must present to the ENY office by August 1 of each year the name(s) of their Certified Referee Assignor(s) with all relevant personal information, such as address, telephone number(s) and e-mail address(s). The identified Certified Assignor(s) will be responsible for all League games, State Cup Games, East Region (and all sub leagues), and Tournaments.

All Assignors within ENYYSA must provide a DSC for all matches for State Cup, East Region when possible.

ENYYSA shall be responsible for assigning both Cup Competition Finals.

For purposes of continuity throughout ENYYSA the game fee for sanctioned tournaments and sanctioned indoor leagues shall be at rate proportional to the above rates based upon game length.

Indoor Games

Referee Fees determined by Tournament.

Leagues can determine their own fee as long as it is not below the minimum \$4.00 / \$7.00.
Assignors are responsible to quote minimum fee of \$4.00 / \$7.00.

STATE CUP

The Eastern New York State Cup takes priority over League games. However, teams involved must try to play the league scheduled game before the original date. Make sure that the club designated representative advises the appropriate Age Group Coordinator of the conflict.

If an East Hudson team is the home team for a State Cup game that game must be played on Saturday unless there are extenuating circumstances.