

Assabet Valley Youth Soccer League Rules and Regulations

1.0 PLAYING RULES

Current International Rules shall be in effect except as follows:

1.1 Playing Periods.

- Under 14 - two 35 minute halves
- Under 12 - two 30 minute halves
- Under 10 - four 15 minute quarters

Ends will be changed after each half. A five minute rest is allowed at half-time. No extra time shall be played in League games.

1.2 Substitutions. Unlimited substitutions may be made at the following times:

- a. End of a period
- b. At a goal kick by either team.
- c. After a goal is scored by either team.
- d. On throw-ins, as follows:
 - i. You may substitute on YOUR throw-in.
 - ii. Your opponent may substitute on your throw-in ONLY if you are substituting.
- e. If an injury occurs, a substitute may be made for the injured player; the opposing team may also substitute one player. Once play has been stopped by the referee due to an injury, the injured player must leave the field.
- f. If a referee issues a caution (yellow card) to a player, the yellow-carded player MUST immediately leave the playing field and may NOT return to play until the next substitution by his team. A substitute may enter the field at this point.
- g. The referee must be informed directly of any change in goal keepers prior to the substitution.

1.3 Required Players. In 11v11 competition teams must have a minimum of eight players to play a game. In 8v8, teams must have a minimum of six players. In 6v6, teams must have a minimum of five players. If not, the team forfeits the game as the opposing team is awarded a 1-0 win. It is hoped that in this situation after the forfeit is agreed upon, the winning team will lend players to the other team and play a scrimmage game. The referees will have to be paid anyway and the main theme of this League is to get the kids playing soccer.

1.4 Uniforms. To consist of shirt, socks, shin guards and footwear, which may be sneakers or official soccer shoes (no metal studs allowed) at the individual's option Shin guards must be worn under socks.. Home team must change shirts or don pennies in case of a similarity with opponents. However, no team can play without shirts. The back of all shirts must have clearly legible numbers at least six inches high, except the goal keeper. No jewelry (rings, bracelet, earrings, necklace) may be worn by any player. Pierced earrings and/or studs MUST be removed, NO EXCEPTIONS. Bracelets that cannot be removed must be completely covered with tape and taped to the skin. Eyeglasses should be secured to the head by a safety strap. NO CASTS, OF ANY NATURE, MAY BE WORN BY A PLAYER or referee. It is the responsibility of the COACH to insure his players are properly equipped and are not wearing any jewelry or casts. It is the responsibility of the REFEREE to enforce these rules.

It is requested that all players keep their uniform neat and orderly as possible. If, in inclement weather, more than the uniform is worn, the color must be consistent with the color normally worn by that team. All additional items should, if possible, be worn beneath the existing uniform.

1.5 Linesmen. For 11v11 and 8v8, if there is only one referee assigned, each team must provide one linesman whose sole duty it will be to signal when the ball is out of bounds.

1.6 Arrival at Field. The referee(s) and teams must be present at the field fifteen minutes prior to the scheduled kickoff. If the referee(s) are late, the League should be notified. If the referee(s) do not arrive until ten minutes past scheduled time, they are not entitled to any fee. Refer to Rule 9.0 to determine how to proceed when a referee is late or is a no-show.

In the event of a team being late, the other team shall report the matter to the League for appropriate action. If the team has not yet arrived by fifteen (15) minutes after the scheduled time, the referee(s) may leave the field and are entitled to payment. The missing team shall forfeit the game.

If both teams have not arrived by fifteen (15) minutes after the scheduled starting time, the referee(s) may leave the field and are entitled to payment. The home team soccer association will be fined for the referee fees for improper cancellation procedure.

1.7 Field Restrictions and Marking. COACHING AREA is that area 5 yards either side of the team's bench or about 20 yards long and coaches MUST remain within this area during the game. Players and coaches of both teams should be on the same side of the field and parents and spectators on the opposite side of the field. Coaches are urged NOT to coach from the sidelines during a game. NOTE: Any spectator shouting instructions to a team shall be deemed an assistant coach, whether or not they are listed on the coach/manager list. The coaches are responsible for the actions of the spectators. If, after a warning has been issued to a coach because of a sideline-coaching situation, the offender does not desist, the referee may tell the coach to remove the spectator from the field. If (s)he refuses to do so, the referee may abandon the game. The offending team will forfeit the game as a result. The offending team's coach will be subject to disciplinary review by the AVYSL Board of Directors

1.7.1 Field Marking. All fields shall be adequately marked as determined by the referee(s). In addition, each field (where practical) shall have a spectator buffer line. This line shall be three to five yards from the touchline. Spectators and teams MUST be outside this line to ensure adequate space for the referee(s) and linesmen to do their job. No spectators are allowed within 20 yards of the field behind either goal line.

1.7.2 Field Safety. It is the referee's responsibility to insure that the field surface and equipment are safe. The referee will insure that the field surface is free of any foreign objects, holes, protrusions or any other such unsafe objects or conditions which have the potential to cause harm to players, coaches or spectators. The referee will inspect the goals to determine if they are properly secured, either by an anchor driven into the ground, a sufficient weight (such as a sandbag) or that they are of a design which would prohibit them from falling over. Further, the referee will inspect to insure the goals will not come apart during normal play. If the referee determines that any unsafe condition exists, the home coach is responsible to remedy the situation immediately so the game may be played. If it is determined that the repairs/changes will take more than 30 minutes to rectify, the home team will forfeit the game 1-0.

1.8 Postponement Due to Inclement Weather. Games can still be played in light precipitation, at the discretion of referee(s). Heavy rain and/or large puddles on the field is cause for cancellation. The home coach must notify the referee(s) that the game has been canceled or the referee coordinator or the town coordinator at least one hour prior to game time. Failure to so notify will result in the town paying the referee's fees. If the game is canceled before the game is started, and the referee(s) are present, they shall be entitled to the game fee. A team leaving the field without fulfilling the above conditions will forfeit the game.

A game may be terminated by the referee(s) or by mutual consent of the coaches if either thinks the field is unplayable. The game will be considered complete and the score will stand if 75% or more of the playing time has elapsed. The referee(s) will be entitled to the full fee. All postponed games must be rescheduled and played by the last playing date agreed to for that season. Games may be rescheduled only due to inclement weather or when they fall on a US National or major religious holiday weekend. All scheduled TBA games (byes) must be played by the end of the season.

In many communities, fields are not controlled by the individual soccer associations, but by the community. In such cases, if fields are closed by the community, the game must be rescheduled and played before the official end of the season.

1.9 Ball. The home team must provide two (2) regulation FIFA soccer balls: Under 16 and 14 - Size 5, Under 12 and 10 - Size 4. The balls must be properly inflated and in good to excellent condition, as determined by the referee. One ball shall be used during the game. The other ball shall be held in the referee's area at the center line on the team side of the field. It will be used in the event the first ball leaves the playing area and retrieval will cause a long delay in restarting the game.

1.10 Ejections. When a player is ejected by referee(s), there will be an automatic one game suspension. The suspension will be for the remainder of that game in which the red card was issued, plus the first game played after the ejection. The game referee shall notify the Head Referee via phone or email as soon as possible after the game. The Head Referee shall notify the League President within three days of all red cards issued. The League President shall then notify the appropriate Community Representative. If the President considers that the offense is of a serious nature, he shall refer it to the Protest Chairman, within seven days of the incident, who shall handle it like an appeal in Section 12.0 of these rules, except the fee is waived.

For coaches who are ejected, the League President will review the incident and circumstances. The President within fourteen (14) days of notification, will discuss the incident with the coach(s) and referee from the game. The President will council with at least two other board members, preferably being the Head Referee and Protest Chairman. The President will make a decision of penalty, based on facts and council with the other board members.

If advised by the League President, the coach may be required to appear before a Disciplinary Board consisting of the League President, Head Referee and Community Representative of offending coach. The referee giving the ejection as well as the ejected coach will also be required to be present. The minimum penalty will be suspension of two games with the game ejection counting as one game. The maximum penalty will be a lifetime ban from coaching in the AVYSL and notification to Massachusetts Youth Soccer Association (MYSA).

No fighting will be allowed during any game or immediately thereafter. THIS IS AN AUTOMATIC EJECTION. If a player leaves the bench to take part in a fracas and is ejected by the referee(s), that player will be suspended for the rest of the season.

1.11 Cautions. The referee shall note that a caution was issued by writing the player's name, number and reason for caution on the back of the game report. The Head Referee will keep track of all cautions issued, based upon input from the game reports. Any player receiving three cautions (yellow cards) during a season will NOT be allowed to play in the game following the last caution, i.e., 3 cautions equal 1 ejection.

1.12 Charging of the Goalkeeper. There will be NO CHARGING of the goal keeper allowed under any circumstances. Charging means ANY physical contact. A sliding tackle of the goalkeeper in the penalty area will be considered a dangerous play.

1.13 Mismatch Rule. If, in a game, the goal margin becomes six (6), the Mismatch Rule will be implemented by the referee. The referee will give the coach of the losing team three options - add an extra player to his/her on-field team or require the opposing coach to play with one less player OR leave both teams at normal strength. No other adjustments, in team size, need to be made should the goal margin increase. However, AVYSL strongly encourages coaches to take whatever steps are necessary, including removing additional players to minimize a large goal differential. Coaches are strongly encouraged to make adjustments to their team's play to avoid increasing the goal differential beyond six (6) goals. If the margin subsequently narrows to four goals, teams will play at normal strength. When reporting scores, coaches are required to explain the steps taken to minimize any goal differential of six (6) or more. See Section 21 for details.

2.0 RULES CLARIFICATION

The intent of this section is to clarify any rules that may be obscure in order to lead to a better understanding between coaches, players and referees.

2.1 Change of the Goalkeeper. The referee(s) must always be notified by the player or coach when the goal keeper is changed. Failure to do so may result in a caution to the offending player.

A goalkeeper may be changed at any time substitutions are allowed.

2.2 Goalkeeper

- a. Controlling the ball - in the goalkeeper's case, means controlling it with his/her hands. or arms. A ball that is trapped between the goalkeeper's hand or arm and the ground or post is considered "in the goalkeeper's control", if the ball is kicked by an opponent while it is in the goalkeeper's control, it may be ruled a dangerous play. Any goal scored will be disallowed. Cautions may be issued.
- b. The goal keeper can still play the ball with his feet in the penalty area just like any other player.
- c. Once he has the ball under his control, the goalkeeper has approximately 6 second before releasing the ball into play unless he continues playing it with his feet. However, in this case, he can no longer pick up the ball with his hands before another player has touched it. HENCE, THE GOAL KEEPER CANNOT PICK UP THE BALL TWICE WITH HIS HANDS.

3.0 TEAM ROSTER

Team rosters must be submitted to the Registrar prior to the first game of the season. 11v11 teams will roster a maximum of twenty two (22) players; 8v8, a maximum of sixteen (16); or 6v6, a maximum of fourteen (14). After the third game, names can not be removed from the roster without approval of the Board of Directors. Names can be added at any time if the roster is less than 22 and 14 respectively, but the League Registrar must be notified immediately. All games played after the date specified may be subject to forfeit by decision of the appeal board, if not so filed. ***Now it's in context.***

ALL TEAM COACHES MUST CARRY A COPY OF THE FINAL ROSTER TO ALL SCHEDULED GAMES AND MUST PRESENT IT WHEN REQUESTED. *WE'RE GOING THERE ANYWAY. WE HAVE TO MAKE THE COACHES THINK THEY'LL GET IN TROUBLE USING GUEST PLAYERS. IT'S JUST NOT RIGHT. WE CAN ARGUE THIS ONE LATER.*****In special cases, where registered players could not play otherwise, the Board of Directors can vote to allow a team roster greater than 22, 16 or 14 respectively. This must, however, be done at least one week prior to the first game.

4.0 INJURY WAIVER & REGISTRATION

Each community entering a team will be responsible for issuing and collecting injury waivers for each player on their teams. All players, coaches and referees must be registered with Massachusetts Youth Soccer Association (MYSA).

5.0 AGE CLASSES

Age group classifications follow those of US Youth Soccer's two year classifications.

*In the event that the League does not have an Under 16 level, then a player who is 14 years of age, but in the eighth grade as of September 1st, shall be eligible to play on an Under 14 team with approval of the Board of Directors. All such requests must be presented to the Board on or before the season team placement meeting. See Section 16.2 for procedure on Request for Exemption.

6.0 PARTICIPATING PLAYING TIME

Each player should get a minimum of 50% of the available minutes playing time per game, provided the player has fulfilled the practice requirements of the previous week.

7.0 TEAM FEES

The Team Fees shall be established by the League to cover the cost of running the League. The schedule is as follows:

- Under 14 - \$205 per team
- Under 12 - \$205 per team
- Under 10 - \$185 per team.

8.0 REFEREE ASSIGNMENTS

The Town Referee Coordinator/Assignor will make all referee game assignments for games designated as home games in his or her community. Any coach is obligated to play the game with the assigned referee(s) or forfeit the game. Any forfeits of this manner shall be considered a serious breach of the philosophy of the League. The details of the circumstances shall be communicated to the League President and reviewed at the next Board of Director's meeting to determine whether the coach in question shall be banned from any further participation in League activities.

**** Referee(s) shall mail to the League Paymaster their game cards within forty eight hours of the completion of the game.

8.1 SANCTIONED MATCHES

AVYSL will only sanction matches which are run by a referee holding a current certification from the Massachusetts State Referee Committee. AVYSL assumes no liability for non-sanctioned matches and reminds coaches that non-sanctioned matches will be considered forfeits by the home team and are scrimmages. See section 9.0 for clarification.

9.0 REFEREE NO-SHOWS

If the scheduled referee does not show up at the field for the match, the opposing coaches have the following options:

1. Agree on a single substitute certified referee for the entire match and the match counts.
2. Agree on a single substitute non-licensed referee and scrimmage. This match will be non-sanctioned. The visiting team will be awarded a forfeit with a score of 1-0.
3. Do not play the match and set a make-up date.

If the match is played with a substitute referee, no protests will be heard on the judgment of the substitute referee.

If the match is started with a substitute referee, and the scheduled referee arrives, thereafter, the scheduled referee may assume his duties at the next available stoppage in play.

10.0 REFEREE'S FEES

The League, under MYSA policy, will pay only referees licensed, registered and currently certified with MYSA. The referee's fee schedule is as follows:

Under 14 - \$25. a single referee
Under 12 - \$22. a single referee
Under 10 - \$15. a single referee

AVYSL will pay center referees only. Individual towns may choose, at their own discretion, to pay assistant referees. Assistant referees should arrange for payment with their town assignor.

Payment will be rendered ONLY if the game card is completely filled out and contains accurate information. It is not the responsibility of the Paymaster to complete information on game cards. All game cards must be signed by the referee and both coaches. They must contain a complete address of the referee, a GAME ID, Date Played, the names and numbers of the teams involved (i.e. Berlin-1, Grafton-6), Gender and Age Group, the final score, and any notes on cautions or ejections.

Referees will be paid at the end of the fifth (5th) week of play and the end of the tenth (10th) week of play. **All claims for referee fees must be submitted to the League Paymaster within 15 days after the scheduled end of the season. Claims received after that will not be paid.**

11.0 REFEREE ASSIGNMENTS FOR RESCHEDULED GAMES

It shall be the duty of the home team to provide a referee(s) for all rescheduled games. The home coach shall follow the rules of their home association in this matter.

12.0 PROTESTS

The protester must notify his Community Representative of the pending protest and the protest must be forwarded in writing to the Protest Chairman within 48 hours of the game, accompanied by a fee of \$20. The Protest Chairman will review the protest with the appropriate coaches and referee(s). A decision in writing will be given within five days of the protested game to the Community Representative. If the protest fails, the protest fee shall be forfeited to the League. If the protest is upheld, the deposit fee shall be returned to the community.

13.0 APPEAL OF A PROTEST

The decision of the Protest Chairman can be appealed through the Community Representative within 48 hours of receiving the Protest Chairman's decision by submitting a written request detailing the grounds for the appeal, accompanied by a fee of \$100 and filed with the League President.

An Appeal Board will be convened within five days from the receipt of the appeal. The Appeal Board will consist of a representative from each participating town/city not involved in the dispute and a representative assigned by the Head Referee. Both coaches and the referee(s) involved plus the Protest Chairman will be invited to participate. The board will be chaired by the League President. A majority vote will determine whether the protest is carried or denied. If the protest carries, then a majority vote will determine the action to be taken (i.e., game to be replayed, etc.). If the vote is tied, then the League President shall cast the deciding vote.

If the protest fails, the deposit fee shall be forfeited to the League. If the protest is upheld, the deposit fee shall be returned to the community.

All protests and appeals and their disposition will be reported at the next League meeting by the Protest Chairman.

14.0 REIMBURSEMENT OF COACHES FOR CLINICS

The League, as funds allow, will reimburse any coach during their coaching career for MYSA coaching clinics: F license - \$40, E License - \$75, D license - \$75. The coach must be coaching at the U-10 level or higher in the AVYSL. They will be reimbursed upon forwarding to the Treasurer of AVYSL a copy of the certificate from the completed clinic.

15.1 UNDER 10: FIELD SIZE, TEAM SIZE, AND RULES

Under 10 will play on a half field approximately 40 yards by 60 yards. There will be six players with a maximum of fourteen players on a team and they will be playing 6v6. For additional rules see page labeled "Under 10 Rules".

Penalty Kicks – THERE ARE NO DIRECT KICKS. All kicks are indirect, regardless of where an infraction took place on the field. For fouls committed within the penalty area, the ball will be placed on the line surrounding the penalty area, at the point closest to where the foul occurred.

15.2 8v8: TEAM SIZE, FIELD SIZE, AND RULES

There will be a minimum of six players to start the game. If not, the team forfeits the game and the opposing team is awarded a 1-0 win. It is hoped that in this situation after the forfeit is agreed upon, the winning team will lend players to the other team and play a scrimmage game. The referees will have to be paid anyway and the main theme of this League is to get the kids playing soccer.

The maximum number of players on a roster will be as described in Section 3.0. But the recommended roster size is 11 to 16 players.

Field Size - games will be played on a field approximately 80x60 yards. If a specifically marked 8v8 field is not available it will be acceptable to play games on a regular 11v11 field, shortened by moving the goals to the top of the penalty area (18 yard line)

Field Markings - a penalty area will extend 12 yards in front of the goal line and 18 yards out from each goal post. The goalkeeper will only be permitted to use their hands within this area. It is suggested that if an 11 a side field is being used that a new penalty area be lined in an alternate color but if this is not possible it will be acceptable to mark out this area with flat discs (NOT cones). This will be done by the referee (home coach to supply discs). A marked keeper's box extended out 6 yards to the side from each post and 6 yards out from the goal line is recommended but not required.

Penalty Kicks – THERE ARE NO DIRECT KICKS. All kicks are indirect, regardless of where an infraction took place on the field. For fouls committed within the penalty area, the ball will be placed on the line surrounding the penalty area, at the point closest to where the foul occurred.

Goal Size - regular full size goals will be used (24x8 feet)

Offside - will be enforced as per FIFA rules

Length of game - two 35 minute halves for U14 and 30 minute halves for U12.

16.0 COACHES PLEDGE

All coaches must sign the AVYSL Coaches Pledge that each Community Representative will collect and forward to the League Registrar. Failure to do so will result in a fine of \$50 per pledge per week until received.

17.0 PLAYER RESTRICTIONS

17.1 Players must play at or above their age bracket as established by the League. Towns may petition for exemptions to the age rules for individual players.

17.2 The following procedure will be followed for requests for exemption to be considered from the rules in this paragraph.

- a. The parents or legal guardians will submit to their association's Board of Directors a written request providing justification for the exemption.
- b. By whatever process the local board has established the town will determine whether the child's situation merits an exemption to the age rules based on the formal request and any supporting data provided by the parents or guardians. If the local board determines the request contains insufficient basis for a waiver, they will notify the parents. If they determine the request has sufficient basis they will, through their the League representative, present the request to the League Board and community representative at a scheduled the League board meeting.
- c. The League will consider the request and decide by majority vote to grant or not grant the waiver. The League retains the sole right to grant waivers to its age requirements. Board votes on age waivers are final and binding.

17.3 A player cannot be rostered on more than one team in the League. A player in the AVYSL cannot play in another league in a higher division than the division in which he/she plays in the AVYSL during the same soccer year. A player may play on a substitute basis, as needed provided they have not played at a higher level. The opposing coach must be notified of roster substitutes prior to the start of the game. The opposing coach may disallow the substitution. Exceptions may be allowed by the board.

17.4 The League has separate girls and boys divisions. Teams having both boys and girls will play in the boys divisions. Exceptions may be allowed by the board.

18.0 ESTABLISHMENT OF DIVISIONS

18.1 Playing Divisions. The AVYSL is recreational in nature. It has three divisions - 3, 4, and 5. The League strives to form these divisions in each age group depending on the number and skill levels of teams. The League does not form divisions 1 and 2 which MYSA considers "competitive" divisions. Towns needing division 1 and 2 level of play should contact competitive leagues such as BAYS, MAYS or Nashoba.

18.2 Division 3 is the highest level of play in the League. Division 4 and 5 are formed from progressively less-skilled teams. Generally, division 3 teams in the League will be no stronger than division 3 teams in competitive leagues. The makeup of all divisions is based on division 1 being the strongest in the Massachusetts Youth Soccer Association (MYSAs).

18.3 The following are factors that must be considered in assessing a team's relative strength or weakness. Remember these are guidelines. Common courtesy, good sense, and adherence to the Assabet Valley philosophy should prevail. It is important to remember that the goal of the League is that all teams finish with a .500 record and all games be closely contested. Exceptions may be granted by the board.

a. Division 3. Teams picked to be stronger town teams. Teams that have a core who have played together in Assabet, other leagues, or tournaments. Teams wanting stronger competition. For any MAPLE or division 1 level players to play in AVYSL a waiver must be granted by the board. At least two thirds of the team will be division 3 skill level.

b. Division 4. Weaker teams of multiple-team towns. No MAPLE, select, or division 1 or 2 level players. More than half the team of division 4 skill level.

c. Division 5. Characterized by players of beginner skill level or younger in age. Weakest teams.

18.4 In an effort to provide all children a rewarding experience, sections will be established within divisions, whenever possible, to further the goal of appropriate competition.

19.0 PLACEMENT OF TEAMS

19.1 Town AVYSL representatives shall submit to the League's Game Scheduler in accordance with the time table as shown on the current League's Registration Check List, the League's Team Placement Form (form 5).

19.2 The League's Game Scheduler will prepare a matrix from the data provided on the Team Placement Form.

The Game Scheduler will attempt to balance all divisions such that there will be an even number of teams in each division.

19.3 The League's Game Scheduler will email the matrix to all League members for their review. This matrix will also be reviewed at a scheduled League Board meeting prior to final approval to ensure parity in competition.

19.4 The League's Registration Check List provides for a League Team Freeze Date. This is the date the League freezes all teams and team placements. If towns have additional teams after the League Team Freeze Date, the League is under no obligation to accept such teams; unless said team would balance off a division or improve the quality of competition within a division.

19.5 After the matrix has been finalized, it shall be posted on the League's website – www.avysl.net.

20.0 MID-SEASON ADJUSTMENT REQUESTS.

20.1 The League will offer a mid-season adjustment option to correct misplacements. Teams wanting adjustment in their placement must petition the League through their town AVYSL representative.

20.2 The mid-season adjustment meeting will be held on Wednesday following the fourth week of the playing season. At this meeting town AVYSL representatives will make their requests for changes to the League Board. At this same meeting the League's Head Referee will also present to the League Board the standings including scoring data of all teams in the League for the playing season thru the fourth week.

20.3 The League Board will review the scores of all teams and they shall make what adjustments the Board feels is reasonable to balance competition in the best interest of the League. This may require the replacement of teams whether or not they requested it. The Board shall make their decisions known to all teams affected by mid-season adjustments prior to the fifth week of the playing season, but said changes shall not take place until after the fifth week of the playing season, but prior to the sixth week of the playing season.

20.4 The responsibility of coaches following team adjustments: (If done immediately and in a timely manner, the coach/team that has taken over your old schedule will [in parallel] contact your old opponents and notify them of the change so all are aware.)

20.41 Compare the remainder of your old schedule to the remainder of the new schedule from the team you have switched with: a) note your old home game arrangements that can be used in your new schedule. The dates must match, but the time may be different; b) note any old home games that cannot be used and must be cancelled; c) note any new home games that are not scheduled and must be arranged.

20.42 Contact your local Field Coordinator: a) advise them of the change; b) advise them of the old home game fields you will be keeping and the new opponent; c) cancel any unneeded home game fields; d) acquire any new home game fields needed for your new schedule.

20.43 Contact your local Referee Coordinator: a) advise them of the change; b) advise them of the old home game times you will be keeping and the new opponent and the new game numbers (use game number for that date from the team you have switched with).; c) cancel any new home game Referee arrangements; d) acquire any new home game Referees needed for your new schedule and provide game time and game number. Use the game numbers from the schedule of the team you switched with.

20.44 Contact each one of your new opponents: a) introduce yourself and meet your new opponent; b) advise them of the change; c) advise them of the new field location and time changes where they apply; d) if a conflict is raised, please work out arrangements that are mutual.

21.0 REPORTING SCORES ON LINE

The league utilizes an on-line reporting system. Each town is responsible for inputting these scores by the Tuesday following the game. Coaches involved in blow-out games are required to explain what steps they took to minimize the damage caused in such an incident. No scores will be posted to the public, but the information will be utilized in team placement and adjustments. Each town coordinator will supply the town and its coaches with specific directions for this system. Failure to comply with the reporting of scores will result in a fine of \$25. to the town, for each score not reported by the deadline.

23.0 ZERO-TOLERANCE LAW ENFORCEMENT

All must understand that AVYSL's pinpoint focus is on FUN and DEVELOPMENT. This philosophy extends not only to players, but to coaches, spectators and even referees. We are a RECREATIONAL League. Scores don't matter. Records don't count. We're here to have and promote FUN and DEVELOPMENT.

AVYSL strictly enforces its Zero Tolerance Law. This Law focuses specifically on treatment of referees (especially young ones) at AVYSL games. The full text of the Law can be found in the Games Schedule Handbook or on-line at www.avysl.net.

In brief, this Law prohibits anyone from addressing, intimidating or otherwise harassing the referee at any AVYSL sanctioned match, so as to undermine the referee's authority or create a hostile environment for players, the referee, coaches, assistant coaches, spectators or participants in nearby matches.

Something to remember: The referee "owns the game". The coach "owns the spectators". If the referee detects a violation of the Zero-Tolerance Law, he will instruct the coach to take action – even if the offender is the coach or an assistant coach. The referee WILL NOT deal with spectators under any circumstances.

There are specific penalties allowed by this Law that the referee may use to enforce the terms of the Law. Coaches are instructed to do everything within their power to support the referees in enforcing this Law and to act immediately upon notification by the referee of a violation of the Law. If, upon the request of the referee, a coach fails to act to quell any situation, the coach will be subject to ejection from the game, as well as disciplinary actions by the Board of Directors. These actions could include penalties such as suspensions of various lengths and may escalate to lifetime banishment from involvement with AVYSL.

Further, if a coach fails to act, the referee, following a specified procedure, will abandon the game. The offending coach's team will forfeit the match and place himself, his team and his town soccer association in jeopardy of sanctions by the League.

The Zero-Tolerance Law applies to all times when the referee is in charge of a match. That responsibility begins when the referee arrives at the field and ends when he leaves the field.

All coaches (head coach) are required to sign the "Assabet Valley Youth Soccer League Coaches Pledge" prior to the start of each season. In signing that pledge, the coach agrees to adhere to the AVYSL Zero-Tolerance Law, the MassYouth Soccer Coach's Code of Conduct and the pledge itself.