



## MALDEN YOUTH SOCCER ASSOCIATION

### BY-LAWS: Appendix B

*Purpose: These rules are incorporated herein and have full effect of the By-Laws. Coaches and referees must be made aware of these rules prior to the season start.*

1. Current International Rules (FIFA) shall be in effect except as specifically stated otherwise in these rules.
2. Active participation by a young person in more than one sport at a time should not be encouraged. Ultimately, however, the decision to participate in more than one sport concurrently is that of the young person and his/her parents/guardians. Active recruiting will, however, not be so aggressive as to spirit a youngster away from another sport by using undue pressure.
3. Roster maximums are as follows:
  - U-6 Maximum = 10 players per team; Minimum = 7 players per team
  - U-8 Maximum = 10 players per team; Minimum = 7 players per team
  - U-10 Maximum = 10 players per team; Minimum = 7 players per team
  - U-12 Maximum = 18 players per team; Minimum = 14 players per team
  - U-14 Maximum = 18 players per team; Minimum = 14 players per team

***These guidelines are for In-house programs only. Travel team rosters are maintained, organized and authorized by our 'parent' league, Middlesex Youth Soccer League.***

Players listed on the roster must reside in the City of Malden, Massachusetts.  
A youth that does not reside in the City of Malden may play for Malden Youth Soccer Association if one of his/her parents/guardians is a member of MYSA  
No youth can play on more than one In-house and Travel team during a single season.  
**NO YOUTH CAN PLAY OR PRACTICE UNLESS A REGISTRATION FORM IS HELD BY THE BD AND THE APPROPRIATE FEE IS PAID.**
4. Boys and Girls will have separate divisions whenever possible. The age groups shall be devised as follows:
  - U-14: Not reached their 14<sup>th</sup> birthday by August 1 of the current year.
  - U-12: Not reached their 12<sup>th</sup> birthday by August 1 of the current year.
  - U-10: Not reached their 10<sup>th</sup> birthday by August 1 of the current year.
  - U-8: Not reached their 8<sup>th</sup> birthday by August 1 of the current year.
  - U-6: Not reached their 6<sup>th</sup> birthday by August 1 of the current year.

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5. Playing periods will be as follows:
  - U-6: Four quarters of 10 minutes each.**
    - 3 minute rest break between quarters.
    - 5 minute rest break at halftime.
  - U-8, U-10: Four quarters of 15 minutes each.**
    - 3 minute rest break between quarters.
    - 5 minute rest break at halftime.
  - U-12: Two halves of 30 minutes each.**
    - 10 minute rest break at halftime.
  - U-14: Two halves of 35 minutes each.**
    - 10 minute rest break at halftime.

No overtime shall be played in the regular season games. Two 10 minute overtime periods (not sudden death) will be permitted in play-off/tournament games. Should a winner not be determined during the

extra time, teams will compete in a series of penalty shots. Each team's players will alternate in shooting penalty shots – One team at a time in a set of five penalty shots using different players. Should there be a tie after the first set, sets of ONE shot for each team will follow until a winner is determined.

***These guidelines are for In-house programs only. Game specifics for travel games are maintained, organized and authorized by our 'parent' league, Middlesex Youth Soccer League.***

6. Substitutes may be freely made at the quarter break, half time or after a goal has been scored. A substitution may also be made during any team's goal kick or your own throw-in. All substitutions are subject to approval by the referee.
7. In-house coaches must **play each child** on their team a total of **at least 50% of the game time**. Exceptions to this requirement would be medical problems (i.e., asthma) or disciplinary problems (i.e., poor attendance or commitment). These sort of issues must be reported to parents and the respective age coordinator prior to or on the day of the game.
8. Players, coaches and referees should all arrive at the field at least 15 minutes before the scheduled start of any game. Minimum team players for a valid game start are as follows:
  - U-6: N/A; (games are not recorded. This division is entirely recreational and educational)
  - U-8: N/A; (games are not recorded. This division is entirely recreational and educational)
  - U-10: 5 players;
  - U-12: 7 players;
  - U-14: 7 players;

Should a team arrive with less than the required minimum number of players, or does not show up at all, the game will be forfeited by that team. *Allow a team 15 minutes after the scheduled game time before a forfeit is called.*

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9. Ball sizes are as follows:
  - U-6, U-8: Size 3
  - U-10, U-12: Size 4
  - U-14 and above: Size 5
10. Field length and width will be as follows:
  - U-6: Length 20-30 yards; Width 15-20 yards (**length must exceed width**)  
US Youth Soccer Recommendation: L25yds;W20yds
  - U-8: Length 40-50 yards; Width 20-30 yards (**length must exceed width**)  
US Youth Soccer Recommendation: L50yds;W30yds
  - U-10: Length 70-80 yards; Width 40-50 yards (**length must exceed width**)  
US Youth Soccer Recommendation: L50yds;W40yds
  - U-12: Length 70-90 yards; Width 40-50 yards (**length must exceed width**)  
US Youth Soccer Recommendation: L80yds;W45yds
  - U-14 and older: Length 100-130 yards; Width 50-100 yards (**length must exceed width**)
11. League standings and statistics shall be recorded and maintained year-to-year by the Field and Game Coordinator. League standings will be determined first by the number of points each team has earned. (Three points for each win, one point for each tie and zero points for every loss/forfeit). Should there be a tie in the points standings, the following criteria shall be used to determine the leader:
  1. % of wins to total games played. (Highest % will be the leader); **still tied? Go to #2**
  2. % of losses to total games played. (Lowest % will be the leader); **still tied? Go to #3**
  3. Win-loss record between (or among) teams tied. (Most wins will be the leader); **still tied? Go to #4**
  4. % of goals scored to total games played. (Highest % will be the leader); **still tied? Go to #5**
  5. % of goals against to total games played. (Lowest % will be the leader); **still tied? Go to #6**
  6. The respective age coordinator will organize a playoff game between (or among) the teams at a time and place arranged by the coordinator.

All standings and results shall also be reported to the Webmaster for posting onto our official website: [www.maldenyouthsoccer.org](http://www.maldenyouthsoccer.org)

***These guidelines are for In-house programs only. Tie-breaker specifics for travel games are maintained, organized and authorized by our 'parent' league, Middlesex Youth Soccer League.***

12. Uniforms for in-house teams will be black shorts, black socks, sneakers/soccer cleats, shin pads and a team shirt (provided by MYS). SHIN PADS ARE REQUIRED TO BE WORN DURING EVERY PRACTICE AND GAME. NO CHILD WILL BE ALLOWED TO PLAY WITHOUT SHIN PADS.  
*These guidelines are for In-house programs only. Uniform specifics for travel games are maintained, organized and authorized by our 'parent' league, Middlesex Youth Soccer League.*
13. The in-house season will fall between Labor Day and Thanksgiving.  
*These guidelines are for In-house programs only. Scheduling for travel games are maintained, organized and authorized by our 'parent' league, Middlesex Youth Soccer League.*
14. Referees will be arranged and provided by Malden Youth Soccer and the Referee Coordinator. Every effort will be made by each team to provide a competent linesman. Should the referee not arrive within 10 minutes of the game time, the coaches of the two teams shall appoint an acting Referee and play the game – counting it a proper game. Every referee will be treated with respect and dignity. Referee's decisions shall be respected and supported to the maximum extent by players, coaches and officers of Malden Youth Soccer. Every referee that officiates a MYS game should be strongly encouraged to have at least a Grade 11 level certification from the *US Soccer Federation Referee Assignment and Assessment*.  
For more information about becoming a certified referee go to [www.massref.net](http://www.massref.net)  
Referees must be at least 14 years of age.  
*These guidelines are for In-house programs only. Referee issues for the travel league are maintained, organized and authorized by our 'parent' league, Middlesex Youth Soccer League.*
15. Locations for Malden Youth Soccer games will be arranged by Malden Youth Soccer and the Field and Game Coordinator. Game and practice permits shall be distributed to all coaches before the start of any season. **This will be done for both in-house and travel coaches.**
16. Any game-related protest must be forwarded to the President or the Vice President in writing within 72 hours of the incident. A decision will be rendered within 14 days.
17. Should a player be ejected by the referee, the player will be automatically suspended for the next game. At the next scheduled game, the offending player MUST be present and IN UNIFORM to serve his/her suspension. The player will not be allowed to play another game in Malden Youth Soccer (in-house or travel) until the proper suspension is served.  
The referee should report the ejection to the Referee Coordinator and the BD will make a decision whether further action is needed.
18. Should a player engage in fighting or unsportsmanlike conduct before, during or after a game, he/she may be suspended by the BD for the rest of the season.  
Should a coach, assistant coach or parent engage in fighting or unsportsmanlike conduct before, during or after a game, he/she may be banned from further participation in Malden Youth Soccer Association activities.
19. A basic code of conduct for coaches, assistant coaches, players and parents must be followed. Adults must set a proper example for their children and their teams by conducting themselves properly. Coaches and assistant coaches will support the referee and assist in maintaining order before, after and during the game. They are responsible for their fans who shall not be permitted to disrupt the game or hand out verbal or physical abuse to players or referees. Failure to comply with this rule may result in a suspension for the individual and a loss of game for the team or other penalties as determined by the referee and ultimately, the BD.  
THIS CODE OF CONDUCT WILL APPLY AT IN-HOUSE AND TRAVEL ACTIVITIES. TRAVEL GAME MISCONDUCT IS ALSO SUBJECT TO THE AUTHORITY OF OUR 'PARENT' LEAGUE, MIDDLESEX YOUTH SOCCER LEAGUE.
20. Malden Youth Soccer has approved an official list of in-house team names and a divisional separation for each league. Every effort will be made to maintain this system of operation. Every effort will be made by the Field and Game Coordinator and Malden Youth Soccer to maintain a continuous complete record of rosters, wins, losses and championships played by our in-house and travel teams. This will allow the players to feel a part of a small piece of tradition within this Association and may encourage them to sign up for an additional year.  
The following is a copy of the official In-House Teams List:

## ***Malden Youth Soccer Official In-House Teams List***

*It should be noted that a major overhaul of team names was completed in 2003 to give the teams more of a soccer environment. Former names are provided as a matter of reference.*

### **U-8 East**

Blazers  
Celtics  
Magic (*Prev. 'Dolphins'*)  
Hawks  
Knicks (*Prev. 'Marlins'*)  
Nets (*Prev. 'Sharks'*)  
Heat (*Prev. 'Tigers'*)  
Lakers

### **U-8 West**

Bills (*Prev. 'Bobcats'*)  
Steelers (*Prev. 'Chiefs'*)  
Giants  
Jets  
Patriots  
Lions  
Rams (*Prev. 'Redskins'*)  
Raiders

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### **U-10 East**

Fire (*Prev. 'Bears'*)  
Malden United (*Prev. 'Broncos'*)  
Crew (*Prev. 'Colts'*)  
Burn (*Prev. 'Jaguars'*)  
MetroStars (*Prev. 'Stars'*)  
Rapids (*Prev. 'Rams'*)  
Wizards (*Prev. 'Bolts'*)  
Galaxy (*Prev. 'Cougars'*)

### **U-10 West**

Earthquakes (*Prev. 'Cubs'*)  
Sting (*Prev. 'Comets'*)  
Strikers  
Kicks (*Prev. 'Wings'*)  
Revs (*Prev. 'Bruins'*)  
Fusion (*Prev. 'Panthers'*)  
Mutiny (*Prev. 'Mustangs'*)  
Sockers

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### **U-12 East**

Breakers  
Courage (*Prev. 'Flyers'*)  
Spirit (*Prev. 'Knights'*)  
Power (*Prev. 'Roughnecks'*)

### **U-12 West**

Beat (*Prev. 'Clippers'*)  
Cyber Rays (*Prev. 'Hornets'*)  
Freedom (*Prev. 'Minutemen'*)  
Charge (*Prev. 'Teammens'*)

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### **U-14 East**

Drillers  
Diplomats  
Rowdies  
Stars

### **U-14 West**

Tornado  
Marksmen  
Wanderers  
Workers

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Additional Names for use are: ***Steel, Lancers, Surf, Toros, Timbers, Sounders***

U-6 teams will use NHL team names (i.e., Bruins, Avalanche, Capitals, Penguins, etc.)