



# **AYSO Region 34**

## **Regional Board**

### **Governance**

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# **AYSO Region 34**

## **Rules of Competition**

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# AYSO Region34 Rules of Competition

## 1. Length of Season & Cancellation of Games

- (a) The fall season shall typically start on the first weekend following Labor Day and shall be of such duration as determined by the Regional Board, and as set forth in the Regional calendar attached to these guidelines. In some cases, the fall season will start the weekend before Labor Day.
- (b) The official Fall Core season terminates at the end of the regular season. Any year end tournaments such as Beach Cup, Area Cup, and All Stars are considered Invitational and are not part of the official season. Any fees and/or costs associated with the tournaments must be borne by teams participating in the tournament.
- (c) Inclement weather or poor field conditions may necessitate from time to time the postponing or canceling of games. Any such postponement or cancellation will be made at the discretion of the Regional Commissioner, Regional Coach Administrator, Regional Referee Administrator, Regional Director of Fields, or the Regional Safety Director as early as practical before game time.
- (d) Once the game begins, only the referee in charge of the particular soccer field may suspend or cancel the game, except that the Regional Commissioner, Regional Coach Administrator, Regional Referee Administrator, Regional Director of Fields, or the Regional Safety Director may suspend or cancel games due to inclement weather or other conditions that may warrant such action, and in particular where player safety is in question.

## 2. Attendance & Participation

- (a) Every player shall be entitled to play at least three-quarters of every game with the following exceptions and notations:
  - i. 16/19U is  $\frac{1}{2}$  play for rosters of 18 to 22 players and  $\frac{5}{8}$  play for 15 to 17 players.
  - ii. 5/6U is  $\frac{2}{3}$  play, but coaches should try to equalize playing time, even if that requires subbing during the quarter.
  - iii. Players arriving after the beginning of the game may be limited to playing one-half of the time they are at the game.
  - iv. 14U teams with a roster size of 15 players will follow the following modified  $\frac{3}{4}$  play format:
    - a. If all 15 players are present at the start of the game, one player must sit out 2 quarters while all others sit only 1.
    - b. Coaches are encouraged to have the 2<sup>nd</sup> sitting of a player occur in the 4<sup>th</sup> quarter so that in case an injury, full  $\frac{3}{4}$  play can be achieved.



- c. The coach must rotate the player that sits out 2, and no player should sit out 2 for a second time during the season until all players on the roster have sat out 2 quarters in a game.
    - 1. For the player that completes the cycle and is the 15<sup>th</sup> player to sit 2 quarters in a game, that player cannot be the player who sits 2 in the next game played with a full roster (cannot sit 2 quarters two games in a row).
    - 2. Exception: If a player has notified a coach that he or she will have to miss the first quarter or half, the coach may request to the DC, CA, or RC either before or after the game that this game count to the player's turn to sit out 2, but this exception will only apply to lower ranked players on the roster in order to maximize their playing time.
  - d. For games where fewer than all 15 are present at the start or a player exits the game for more than 1 quarter due to injury or leaving early before a player has sat a 2<sup>nd</sup> time, the standard  $\frac{3}{4}$  rule applies.
  - e. The referees will make a notation on the game card of the player who sits out twice, and the region will track the players sitting 2 throughout the season.
  - f. The 15 person rotation covers regular season, including inter-region play, plus Beach Cup. The Area/Section playoffs will be considered a new season for teams that advance, and tracking of who sits out for 2 will reset, although 2.(a).iv.c.1 above still applies (last person to sit in regular season/Beach Cup cannot be first to sit 2 at Area).
  - v. It is the policy of the Region to encourage each coach to allow different players to start the first quarter of each game.
  - vi. Players arriving after the beginning of the game may be limited to playing one-half of the time they are at the game.
  - vii. If a player has received a yellow card and the coach feels that the player is in risk of losing his or her composure which may lead to a second yellow, the coach may choose to sub out the player, even if it means less than  $\frac{3}{4}$  play for that player, in order to allow the player time to regain their composure. The referee should note any such occurrences on the game card and report it to the DC, CA, and/or RC.
  - viii. For coaches that have been found to violate the region's playing time rules, sanctions may include coach suspension and possible forfeit of games and will be at the discretion of the DC, CA, and RC.
- (b) Substitutions
- i. Standard substitutions will occur at halftime and roughly halfway through the 1<sup>st</sup> and 2<sup>nd</sup> halves, commonly referred to as quarter breaks.
  - ii. 16/19U has unlimited free substitutions. The referee may allow substitutions at any stoppage, but may choose to wait for a subsequent stoppage based on the flow of the game at that point.
  - iii. If a team is playing down a person, the referee may allow a player to enter or re-enter the game at any time.



- iv. In the case where a coach feels his player needs to regain composure after receiving a caution, the coach may choose to play down a player or substitute that player and may ask the ref to put him or her back in the game. At the discretion of the referee, the player *may* be allowed to substitute back in even when not at quarter break.
  - v. In case of injuries:
    - a. If a player is hurt and requires his or her coach to come on the field, if it is quick and minimal delay, the player can be allowed to stay on the field.
    - b. If the player requires extended medical attention, the referee may request that this occurs on the sideline. The coach may choose to play down a player or substitute for the injured player. At the discretion of the referee, the player *may* be allowed to substitute back in even when not at quarter break.
  - vi. Referees mark ins and outs at the start of the quarter. A player that is out at the start of the quarter, yet plays in that quarter due to an injury or other substitution, is considered to have sat out that quarter and cannot sit another in  $\frac{3}{4}$  play.
- (c) Each player is strongly urged to attend every team practice. Any player who misses or disrupts practices regularly may have his/her playing time limited to one-half (but not less than one-half) of a game. Such missed or disrupted practices must be reported to the DC, and the parent must be informed by the DC at least one week in advance of the game in which playing time is to be reduced.
- (d) Any player participating in a practice, scrimmage, or game must be a registered AYSO player and must have their signed registration/medical release form present at the field.
- (e) Any scrimmage or friendly is to be conducted to the same standards of an official match, specifically the AYSO rules and 6 philosophies and the Laws of the Game. A registered age-appropriate coach must be present for each team for duration of the event.
- (f) Any Cautions or Send-offs recorded for players, coaches, or parents during a scrimmage/friendly will be subject to the same consequences as if it occurred during an official match.
- (g) Playing short of full team
- i. If a team cannot field the minimum number of players by the scheduled start of the game, the game will be registered as a forfeit and will be recorded as a 1-0 win for the other team.
  - ii. Minimum players required to start or continue a game:
    - a. U7/8 – 7v7 – 5 player minimum
    - b. U10 – 8v8 – 6 player minimum
    - c. U12 – 9v9 – 6 player minimum (a coach may choose to forfeit if only 6 present)
    - d. Standard – 11v11 – 7 player minimum
  - iii. If a team has the required minimum number of players by the scheduled start of the game, that team should play the game shorthanded as scheduled rather than forfeit.
  - iv. If a short-sided game has reached halftime, at the discretion of the referee and both coaches, the half time score (or subsequent score) can be recorded as the official final score, and players may be borrowed from the full team or any other age appropriate AYSO team for the remaining duration of the match.



- v. If a forfeit is declared or an official match shortened, and the coaches decide to proceed as a scrimmage/friendly, any participating player must be a registered AYSO player, no exceptions. If any AYSO players are 'borrowed' from other teams, they must have a parent or their signed registration/medical release form present at the field.
- vi. Where scoring is un-official such as spring season or U7/8, referees and coaches are encouraged to allow 'borrowing' AYSO players at the beginning of the game to encourage balanced teams.

### **3. Coaching Requirements**

- (a) All head coaches must hold an age-appropriate certification before the start of the season.
- (b) Any head coach without proper certification will not be allowed to actively coach during games.
- (c) Any parent who has Safe-Haven certification may help the head coach during practices, but all official assistant coaches must hold an age-appropriate certification.
- (d) Each coach and assistant coach will be issued a laminated badge by the Region, and only badged head and assistant coaches will be allowed to remain within the technical area during games.
- (e) A team may have more than 1 badged assistant coach, but only 2 coaches total are allowed in the technical area at any given time.
- (f) Any coaching of players must be conducted from the technical area.

### **4. Season Standings**

- (a) For season standings in 10U to 14U, the winning team will be awarded 3 points, and a tie game will result in 1 point for each team.
- (b) In 14U, only games played between two Region 34 teams will count toward standings points.

### **5. Protests**

- (a) No protest of games shall be permitted.
- (b) However, coaches are encouraged to file with the Regional Referee Administrator a written report within 48 hours after a game of any misapplication by a game referee of the *Laws of the Game* or rules and regulations. This procedure shall not be used as a means of complaining about or criticizing any judgment call of a referee or assistant referee.
- (c) If, after investigation by the Regional Referee Administrator, it is found that a law, rule, or regulation was misapplied, such referee shall be so informed in order to ensure that no further misapplication occurs.





## 6. Special Rules for Younger Divisions

- (a) For U5 to U7, the throw-in is replaced by the kick-in.
- (b) No goal keepers in U7 and below.
- (c) No offside in U8 and below.
- (d) No heading in U12 or below.
- (e) No punting or drop-kicking by the keeper in U10 and below.
  - (1) A punt/drop-kick is considered dropping the ball from a hand and kicking it before or as it hits the ground
  - (2) A keeper may play the ball to his or her own feet and may dribble or pass.
  - (3) Violations will result in an IFK at the spot of the foul.
  - (4) A keeper who attempts to circumvent this rule by disguising a punt/drop-kick as a pass may be called for a violation at the discretion of the referee.
- (f) The build-out line (BOL)
  - (1) The BOL will be approximately equidistant from the top of the penalty area and the halfway line and will be used in U8 and U10 divisions.
  - (2) When the keeper gains possession of the ball or at goal kicks, all opposing players must move to behind the BOL. Opposing players can cross the BOL once the keeper releases the ball from his or her hands or once the ball is in play from a goal kick.
  - (3) The six-second requirement for a keeper starts once all opposing players are behind the BOL. A keeper does not have to wait for all opposing players to be behind the BOL before releasing the ball.
  - (4) If an opposing player crosses the BOL before a keeper releases it, the referee may choose to halt play and restart with an IFK on the BOL. If an opposing player crosses the BOL before the ball is kicked from a goal kick, the referee may choose to halt play and have the goal kick retaken.
  - (5) The BOL will *not* be used as a reference to determine if an attacking player is offside (reference point will remain at the halfway line).
  - (6) The BOL will *not* be used to determine either where a keeper can throw, pass, or roll a ball or where a player can kick a goal kick.

## 7. Conduct During Games

- (a) Offensive, insulting or abusive language is forbidden.
- (b) The use of alcohol, tobacco products, or illegal drugs in the vicinity of the playing field during practices or games is strictly forbidden.



- (c) No animals are allowed on RBUSD or City field property, unless the animal is a **certified SERVICE** animal with either a marking or having a certificate handy.
- (d) No electric bicycles or any other vehicles are allowed to be ridden in City parks or RBUSD property, including grass or paved walkways.
- (e) No noise makers such as whistles, horns, etcetera are allowed.
- (f) All participants must wear the official uniforms for all games and dress in them in a neat, clean manner.
- (g) The use of shin guards is required at all practices and games.
- (h) Excessive coaching from the sidelines shall not be permitted, and the function of the coach is to provide positive instruction and encouragement to the players.
  - i. The coach may enter the field of play only with the consent of the referee and may coach only from within the technical area (Even if not marked, the technical area extends a distance equal to center circle radius away from the halfway line.) In no event is coaching allowed past the top of the penalty Areas or from behind the goals.
- (i) Spectators at games must remain behind the spectator control line and between the penalty Areas and their vocal efforts should be limited to positive compliments to the participants. Spectators are expected at all times to act positively around players and to demonstrate respect for opponents, officials, and all other volunteers. Under no circumstances should they attempt to coach or address remarks derogatory to players, coaches, or the referee.
- (j) Discipline shall be up to the referee at each game. The referee shall have the power and authority to caution and send off or expel off players, coaches, and spectators from the playing area, or terminate the match if necessary, if their conduct violates the Laws of the Game, these guidelines, or otherwise interferes with the course of play. No appeal of disciplinary action taken by a referee shall be allowed, although a referee may rescind a send-off during a game if he or she has discovered it was given in error.
- (k) A player who is sent off for violation of the Laws of the Game shall be suspended for the duration of that game and shall not participate in the team's next scheduled game. At the discretion of the RC, send offs for technical violations may be reviewed and commuted for the following game, whereas Violent Conduct may increase the suspension for additional games.
- (l) A player, coach, or spectator who is cautioned, sent off, or expelled may be subject to additional disciplinary action at the discretion of the Regional Board upon thorough review of the incident following the procedures outlined in Due Process for Disciplinary Actions.
- (m) If poor sportsmanship becomes an issue, the Region may choose to impose a system whereby standings points are reduced for teams displaying poor sportsmanship within particular divisions. For every 2 sportsmanship points lost, 1 standings point will be subtracted from the team standings.

## 8. Refreshments at Games

It shall be the responsibility of each team to supply its own refreshments. It is suggested that the best kind of refreshment is cool water. No food and only water are allowed inside the fenced areas at artificial turf fields at Parras Middle and Alta Vista Elementary Schools.



It is the responsibility of the coach and team parent participants to assure the absence of any drug, stimulant or other harmful substances in any refreshment given to any player.

## **9. Fields, Facilities, and Equipment**

- (a) Home team is listed first on game schedules.
- (b) Home team will provide 3 balls to the ref prior to the game.
- (c) Sidelines
  - i. Home and Away spectators are to sit on opposite sides of the field. At the discretion of the referee, for regular season (non-Extra) season games, spectators may be allowed on the same sideline due to extreme heat or inclement weather.
  - ii. Home on the west or north and Away on the east or south. At Alfred Garcia Field, Home Team is on the southwest side closest to the baseball field and Away is on the northeast side against the hill.
  - iii. If a referee allows spectators to be on same sideline, Home is on the north or west end while Away is on the south or east end.
- (d) While Home team is in charge of managing set-up and take-down, it shall be the responsibility of both teams for the first game each day to set up the goalposts, nets, and flags and both teams for the last game of each day to take down the goalposts, nets, and flags.
- (e) Each field shall be lined under the direction of the Regional Commissioner and/or the Director of Playing Fields, and each group of fields shall be provided with a first aid kit.
- (f) The front wheels of the goal are not considered part of the goal post and should be laid out so that they rest away from the goal line. Any ball that touches a wheel during play is to be considered as having left the playing field and should result in a corner or goal kick.
- (g) Each team will provide a group of parents to inspect the fields before each game and to make any repairs as needed to ensure the playing facilities are safe and free of any hazards. Parents are especially encouraged to walk the artificial surfaces before the first game of the day.
- (h) No trash should be left at the facility except in designated containers.
- (i) No dogs are allowed on any field at any facility.

## **10. Player Equipment**

- (a) The Region will supply each player with a shirt with the original AYSO logo properly affixed thereto and, if possible, a pair of socks, and shorts.
- (b) Each player is expected to provide his/her own appropriate footwear and shin guards. No player may participate in a game without such shirt, socks, shorts, appropriate footwear, and shin guards.



- (c) Players may not wear jewelry of any kind (including chains, watches, body jewelry and earrings), bandanas or other ornamentation or anything else that may, in the opinion of the referee, create an increased risk of injury to himself or herself or to other players during the game.
- (d) Medical information bracelets need not be removed, but can be covered with a soft wristband or temporarily modified to fit more snugly.
- (e) Prescription eyeglasses or eyewear needed for medical reasons may be worn, but must remain firmly on the wearer's head. A restraining strap may be worn. Non-prescription eyeglasses and sunglasses are not permitted to be worn by a player during a game.
- (f) Hard casts (including padded casts), splints, helmets, and hard padding are not permitted to be worn by a player during any game or practice. Any player requiring a splinted cast, will not be allowed to play simply by removing the splints.
- (g) Players that have experienced a head injury may be required to get a medical release before being allowed to resume playing or practicing.

## 11. Sportsmanship

The highest standards of conduct and good sportsmanship must be maintained at all times by players, coaches, referees, spectators, and all other participants.

- (a) Coaches are expected to be positive role models and set the best possible example for the participants.
- (b) In lopsided games, the coach should do his best to avoid running up the score.
- (c) Referees and coaches are encouraged to work together to reduce the likeliness of a blowout score, possibly using the following methods:
  - (1) Allow the losing team to play with an extra player.
  - (2) Allow winning team to lend strong players if the mood of the match seems appropriate.
  - (3) Encourage winning coach to utilize standard techniques to reduce his or her team's advantage while still keeping them challenged and engaged.
- (d) High scores may be OK if spread across several players, but if one player is getting all the goals, the DC should speak to the coach.
- (e) If a match has reached at least the halfway point, the referees and coaches may choose to freeze the score and allow the remainder of the game to be played with added players, borrowed players, or any other adjustment for the purpose of evening the competition.
- (f) For games where the goal differential is 5 or greater AND at least 1 player scored more than 2 goals, 1 standings point will be deducted. A referee can note on the game card that no sportsmanship or standings points should be deducted in spite of a lopsided score based on any of the following:
  - (1) Both coaches and players of the winning team made a good effort to not run up the score.
  - (2) A player scoring a hat trick (3 goals) did so *in a sporting manner*.



- (3) A player scoring a hat trick did so for the first time this season.
- (4) The referee(s) felt that the game was competitive despite the score. This may be the case due to late game PK's against the losing team or some unusual plays that gave the winning team a couple additional goals (i.e. corner kicks, own-goals, unfortunate misses by the losing keeper, etcetera).
- (g) For every 6 docked sportsmanship points (other than for uniform), 1 standings point will be deducted. For 14U, only games refereed by R34 referees will count toward sportsmanship points.
- (h) At the end of the game, the players on each team shall line up and shake hands with the players of the opposing team and thank the referee and assistant referees. Winning players should be discouraged from celebrating their own victory and simply congratulate players for a good game.
- (i) Any player or coach displaying poor sportsmanship during the hand shake or period immediately following the game may be warned, cautioned or sent off and may be subject to further disciplinary action.

## 12. Team Practices and Warm Ups

- a) The region scheduler will ask coaches to submit preferences for practice times and locations and will **attempt** to assign them accordingly.
- b) The maximum practice times that a coach can schedule are as follows:
  - i. U6 – 1 hour max per practice / 1 practice per week
  - ii. U7 & U8 - 1 hour max per practice / 2 practices per week
  - iii. U10 – 1.5 hour max per practice / 2 hours max per week / 2 practices per week (if 1 hr practices)
  - iv. U12 – 1.5 hour max per practice / 2.5 hours max per week / 2 practices per week
  - v. U14 and up - 1.5 hour max per practice / 3 hours max per week / 2 practices per week
- c) For U7 and above, coaches may request that players arrive up to 15 minutes early, but any such warm up sessions must be conducted off the practice field and should not interfere with the prior practice in progress.
- d) Teams should vacate the practice area on time and may not conduct any 'warm' down session after their allotted time slot.
- e) Coaches need to get prior approval of their DC and CA before scheduling any practices at facilities other than those reserved and maintained by Region 34.
- f) On game days, coaches should not begin warm ups any earlier than 40 minutes before game time.



### 13. Governance

- a) Games will be conducted in accordance to this document, the AYSO Rules and Regulations, IFAB Laws of the Game, IFAB *Practical Guidelines for Match Officials*, and USSF Guide to Small Sided Games.
- b) Referees may still use USSF *Advice to Referees* and USSF *Guide to Procedure* as a basis for their officiating, but any recent IFAB changes will supersede these guidelines.
- c) In instances where elements of this document differ from AYSO National, IFAB, or USSF documents, this document will supersede.
- d) The Region may sponsor or participate in tournaments such as Beach Cup, Extra, or Area and Section tournaments, which may have specific rules which go further or supersede elements of this document.
- e) Referee Mentors, who observe and instruct new referees from the sidelines, may step in to aid, instruct, assist, clarify, or overrule to ensure the proper application of the rules.
- f) Any issues that arise not covered in this document will be at the discretion and judgment of the Regional Commissioner or his or her designee.



# **AYSO Region 34**

## **Coach Selection**

### **Process Guidelines**

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### **AYSO R34 GUIDELINES FOR COACH SELECTION**

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# **AYSO Region 34 Coach Selection Process**

## **1. Head Coaches**

- (a) The Coach Admin (CA) will determine a Division Captain (DC) for each division.
- (b) The CA will gather lists of all Participants who are certified coaches as well as parents expressing interest in coaching during the registration process and create a matrix of possible coaches.
- (c) The DC's will contact the Participants on the list to determine who is interested in being either a head or assistant coach.
- (d) Throughout the selection process, the CA and DC's, as well as other members of the Board, will conduct a vetting process to ensure all coaches meet or will meet the Region's coaching criteria such as, age-appropriate certification, an up-to-date volunteer form, Safe Haven certification, concussion training, and have previously displayed adherence to AYSO 6 Philosophies.
- (e) If there are more Participants requesting teams than there are spots, the DC may choose to encourage coach pairings. If there are still too many coaches than teams, the CA and DC may be required to deny a Participant's coaching request based on the following, or other, criteria:
  - i. Has the coach been a consistent volunteer
  - ii. Has he or she had consistent sportsmanship or disciplinary issues
  - iii. Is he or she a good communicator with their team
  - iv. Has he or she done all the due diligence previously (player eval's etcetera)
  - v. Is he or she a good coach with a positive effect on players
  - vi. Have they volunteered in other positions, such as a referee or Board Member
  - vii. Is it the first or second year for this coach in this division
  - viii. Are they certified at either current or previous division level
  - ix. Does he or she have a child on the team
- (f) The CA may enlist input and feedback on coaches to determine if they meet regional standards.
- (g) The CA and his or her sub-committee will assemble a slate of perspective coaches and present to the Board for official approval.
- (h) The CA and DC's may choose to notify coaches of their tentative status prior to official Board vote. This will allow coaches to start their certification process and allow the scheduler to create a practice schedule in a timely manner.
- (i) The DC's will work with their coaches to make sure they get all their certifications and documents in order before the start of the season
- (j) All coaches must be age appropriate certified prior to the start of the season.

## **2. Assistant Coaches**

- (a) The DM, DC, and CA may decide to shift players during the draft for the purpose of ensuring a team or teams get an assistant coach. This is limited to only those parents that are already, or have agreed to become, age appropriate certified and have agreed to become assistant coach.

- (b) In general, the Region encourages coaches to request specific assistant coaches ('Pairing' or 'Pair-Up') but may consider such requests under certain circumstances and restrictions:
- i. Requests for a specific assistant coach must be presented to the DC or CA as early as possible and at least 1 week prior to the draft.
  - ii. Any assistant who is Paired must be, or agree to become, age appropriate certified, and should have completed all of the on-line training requirements and should have at least enrolled in or completed any required in-person courses
  - iii. If two coaches had been granted permission to Pair-Up the previous year, they will not be allowed to request the same Pairing for the current year, except at the discretion of the CA or RC.
  - iv. If two coaches had been granted permission to Pair-Up the previous year, and they end up on the same team randomly during the current year draft process, they are permitted to be on the same team.
  - v. The final decision for allowing a coach Pairing resides with the RC and CA.
- (c) Whether or not a coach Pairing request is granted is at the discretion of RC and CA, who may choose to consider the following factors:
- i. The age of division;
  - ii. Coach shortages or surpluses within divisions;
  - iii. Coach level of experience;
  - iv. Time in region, both for the player and the coach;
  - v. Have these coaches been Paired previously?
  - vi. Prior incidents of poor coach behavior issues;
  - vii. Skill level of the coaches' children;
  - viii. Input from other coaches;
  - ix. Benefits versus risks of a specific coach Pairing.
- (d) Team balance must be maintained. If a Pairing would result in a likely imbalance of teams, the Pairing request must be denied.
- (e) Even if a Pairing has been initially approved prior to the draft, if during the draft it becomes apparent that a Pairing could adversely affect the balance of teams, the DM, CA, or DC may determine that the Pairing must be disallowed.
- (f) If a Pairing is allowed in a division with an Open Draft, such as U14, the coach will be required to select the child of the assistant coach on his or her next pick when all players in rows above have been chosen.



## AYSO Age Determination Chart - Region 34



Birth Year	Member Year 2023	Member Year 2024	Member Year 2025
2022			4U Playground
2021		4U Playground	5U Schoolyard Jamboree
2020	4U Playground	5U Schoolyard Jamboree	6U
2019	5U Schoolyard Jamboree	6U	7U
2018	6U	7U	8U
2017	7U	8U	10U
2016	8U	10U	10U
2015	10U	10U	12U
2014	10U	12U	12U
2013	12U	12U	14U
2012	12U	14U	14U
2011	14U	14U	16U
2010	14U	16U	16U
2009	16U	16U	19U
2008	16U	19U	19U
2007	19U	19U	19U
2006	19U	19U	
2005	19U		

Note : Divisions are determined by age as of 12/31 following the last day of the membership year. For example, if your child is 14 years old on December 31, 2024, then he or she will be in 14U (14 and under) for MY 2023.



# **AYSO Region 34**

## **Team Formation & Drafting Process Guidelines**

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# **AYSO R34 Team Formation Process**

## **1. Overview**

- (a) In order to maintain the AYSO principle of Balanced Teams, all divisions will have drafts conducted by one or more of the following: the Draft Manager (DM), Division Captain (**DC**), the Coach Administrator (**CA**) (or designee), the Regional Commissioner (**RC**), or another Board Member.
  - i. U5 through U7 drafts will be conducted by the respective DC or CA with no coaches present.
  - ii. U10 through U19 (as needed in U16/19) drafts will be conducted with coaches present.
  - iii. U8 drafts may be conducted either with coaches present or with no coaches present at the discretion of the DM
  - iv. Region 34 uses two types of team drafting methods: the 'open' draft for upper divisions and the 'random-skill' based draft for U8-U12 divisions. The procedure, detailed below, will be posted and will be reviewed at the start of each draft.
- (b) Player cards
  - i. Each player will be represented by a draft card which contains skill information based on prior coach inputs, new player evaluations, or information received from the parent.
  - ii. Cards may be amended during the draft process with information from coaches in attendance, the DC, or the CA.
  - iii. Once the draft begins, only the DM, DC, CA, or board members may touch the cards.
- (c) Player information
  - i. Player cards may contain information from parents' registration comments as well as evaluation comments from previous coaches.
  - ii. Parents are encouraged to put any critical information into the 'Special Request' line while registering. This would include such things as coach pairing requests, 'Friend' requests, specific medical issues, and very importantly, any restrictions on **practices days and times**.
  - iii. Parents can update their player's 'Special Request' line on their account and should do at any point before the draft so they may be placed with a coach with the appropriate practice time. Once the draft is completed, requests to move players due to practice conflicts will not be considered, and no refunds will be given for players cancelling due to practice conflicts.
  - iv. As comments on the cards can contain sensitive information such as medical or behavioral issues or frank comments regarding player lack of skills, no photographs of player cards are allowed.



- v. Coaches will not be given prior knowledge of player rankings or advanced access to player cards. Coaches will only have access to the cards during the draft process.

(d) 'Friend' / Player / Coach Requests

- i. For any type of player placement request, balance takes precedent.
- ii. Generally speaking, requests for players to be with a particular coach will not be accepted or considered at any level, unless there are special circumstances and are at the discretion of the DM and CA.
- iii. 5U to 8U Players may ask to be placed on the same team as a 'Friend' subject to the following:
  - i. If a parent of player 'A' requests player 'B' as a 'Friend', then parent of player 'B' must confirm by requesting player 'A' as a 'Friend'.
  - ii. All players are only allowed 1 'Friend' request (no daisy chains).
  - iii. 'Friend' requests for **new** players are to be generally accepted if it does not affect balance.
  - iv. 'Friend' requests for returning players will be considered at the discretion of the DM, DC, or CA.
  - v. A coach's child may make a 'Friend' request like any other player, subject to the above restrictions.
- iv. 'Friend' requests in 10U and above will not be considered during the draft.

(e) Carpooling Requests

- i. Requests to be on the same team as a specific player or coach for **carpooling reasons** will generally not be accepted unless the need can be verified as legitimate.
- ii. For any verifiable player-specific carpool request to be considered, parents of both player 'A' and player 'B' must note carpool need in the 'Special Request' line.
- iii. If a parent puts a general carpool request on the 'Special Request' line, the DM or DC will **try** to place their child on a team with another player in the same geographic area.
  - i. Parents can increase the likeliness of getting carpool request approved if multiple player options are provided in the 'Special Request' line.
- iv. Carpooling requests that are not noted on the 'Special Request' line before the draft will not be considered.

(f) Coach Pairing Requests

- i. During the registration and coach determination process, coaches may put forth their desire to coach together as Head Coach and Assistant coach.
- ii. Pairings are encouraged and will generally be accepted as long as balance is maintained.
- iii. Coach 'Pairs' whose players are similarly highly ranked should be reminded that pairings are at the discretion of the DM, DC, or CA and may be denied even at last minute once the draft cards are laid out.

- iv. A request for a second assistant coach may be granted if there are sufficient coaches in the division and balance is maintained. The coaches should be reminded that only 2 coaches are allowed to coach and/or be in the technical area at any given time.
- v. For a pairing to be accepted, all coaches must be a current volunteer and should have completed all the on-line certifications and at least *enrolled* in an up-coming in-person course **before** the draft.
- vi. Coach Pairing requests should be presented to the CA at least one week before the draft, and requests brought up at the draft will not be accepted, except at the discretion of the DM, DC, or CA.

## **2. Specific Step-by-Step Procedures U8-U16**

### a) Random-Skill Based (also known as the 'Snake Method') for U8-U12

- 1) This system is performed in a two step layout process.
- 2) The Player Cards for the second year players (if two year division) are laid out left to right in order of most skilled to the lowest skilled as determined by team rank and then overall ability. This first layout can be a single row or multiple rows, but a varying number of cards in each row is recommended as a barrier to coaches 'gaming' the draft order.
- 3) At this point, the coaches and the draft coordinators can discuss the relative skill of each player and may make suggestions where they feel certain players are more or less skilled relative to other players and should be shifted accordingly.
- 4) For the rare occasion where there is no player skill information, the DM, DC, or CA may choose to randomly place the players along the bottom row.
- 5) Once all coaches agree on the relative order, all cards are picked up in order.
- 6) If a division has two age groups, this process is repeated for the first-year age group.
- 7) Once the cards from the first year players are picked up in order, the second-year players' cards are now laid on the table for the second layout in a 'snake' formation.
- 8) Starting left to right, the cards for the older group are placed in order starting with the most skilled as determined from the 1<sup>st</sup> layout. Each row will have a number of columns equal to the number of teams.
- 9) Once the first row is filled, the second row will be started going right to left. Once the second row is complete, the third will be laid down left to right. This will continue until all cards of the older group are laid out.
- 10) Starting right to left, the cards for the younger group are placed in order starting with the most skilled in a manner similar, but opposite direction, to the older group.
- 11) At the discretion of the DM or DC, the bottom row players of either age group may be shifted or reversed to ensure balance or equal numbers of players on each team.
- 12) If there are multiple coaches' children in the same column, shifts are required to ensure that each column contains one coach's child. The player with the lower skill level should be traded to a nearby column. If trading a higher skilled player is a less impactful change, this may be done at the discretion of the DM, DC, or CA.
- 13) Once there is one coach's child in each column, each column represents one team, with team #1 in the left most column.





- 14) The draft coordinators may also choose to shift players for the following reasons:
    - a) to ensure siblings are on the same team (fairly automatic based on parent request)
    - b) to ensure that the 'Paired' assistants are on the correct team and/or that each team has an assistant coach;
    - c) to ensure that each team has referee;
    - d) to ensure player availability for coach's practice times;
    - e) to ensure a new player has at least one school mate (preferably limited to lower rows and U8 & U10;
    - f) any shift is done in a manner to minimize the impact to the balance of teams.
  - 15) While other requested player shifts are generally not accepted, here are some exceptions:
    - a) Cousins with the approval of the DM, DC, and CA.
    - b) Parent-Coach conflicts with the approval of the DM, DC, and CA.
    - c) Special circumstances, such as children with documented issues that require them to play with a certain coach or player, which have been made aware to the DC, CA, and the RC ahead of the draft and subsequently approved.
    - d) Special circumstances, where a coach needs a specific assistant coach or team parent, which have been made aware to the DM, DC, CA, and the RC ahead of the draft and subsequently approved.
    - e) Any last minute request for a shift will typically not be granted, but is at the discretion of the DM, DC, and CA.
    - f) If a request is considered, in no way should it be considered guaranteed.
  - 16) Any granted shifts should result in the requesting team to trade down to a lower skilled player if possible, and when aligning two players to the same team, it should be the lower skilled player that is moved.
- b) The 'Open' Draft for U14 to U19.
- 1) The Player Cards are laid out in general order of most skilled to the lowest skilled. The cards are grouped into rounds, where each round contains the number of players equal to the number of teams. Exact order of the cards, especially within the same round, is not a significant concern since it is an 'Open' draft. Both age groups will be laid out, but will be separate so that it is clear who is a first year and who is a second year.
  - 2) At this point, the coaches and the Division Captains (**DC**) can discuss the relative skill of all coaches' children, including assistant coaches', if any, and may make suggestions where they feel certain players are more or less skilled relative to other players and should be shifted.
  - 3) Once all coaches agree on the relative order, each coach selects a number from a hat, and the selection process can begin with the coach with the #1 going first. The coach with the highest number will go last in the 1<sup>st</sup> round and first in the 2<sup>nd</sup> round. The #1 coach will go last in the 2<sup>nd</sup> round and first in the 3<sup>rd</sup> round, repeating until there are too few second year players to complete a full round.

- 4) A coach must pick their child or their Assistant coaches' child at their next opportunity when all of the players in the rows above their own child have been selected. In other words, if there are players in rows above their child's player card, they are free to select anywhere on the board.
  - 5) A coach may choose a player in a lower row, even if a higher row still has players remaining.
  - 6) Once there are too few second year players left on the table to complete a full round, the remaining second year players' cards get moved to the bottom of the first year players layout.
  - 7) The first year player draft starts with the highest numbered team picking first and continuing to team #1. As in the first round, team #1 and the highest numbered team will get two picks in a row as they complete one round and start the next.
  - 8) The second year players that have been moved to the bottom can be selected at any time in the second round.
  - 9) The process continues until all players have been selected.
- c) Uniforms
- 1) When uniforms are ready to be handed out, the uniform coordinator will use the following procedure, or some variant of the procedure that he or she deems fair:
  - 2) A numbered piece of paper for each team is put into a hat, and each coach will pull a number to determine the order in which they choose team uniforms.
  - 3) In the case where a division has flights with different styles of uniforms, the coach with the lowest number not only chooses his uniform, but by default chooses the style for his flight.
- d) Post Draft
- 1) When teams are set, the cards are numbered from 1 to the number of players on the team, by team number (1-1, 1-2, 1-3, etc.).
  - 2) A Board Member will then provide the coaches with Registration Forms for the players on their teams, and the coach should notify their parents at the earliest possible opportunity.
  - 3) The draft cards stay with the Coach Administrator.
  - 4) There are absolutely no trades allowed. Any coaches found trading players will face disciplinary action and the players will be returned to their original teams.
  - 5) If there is any situation where a trade is warranted, it must be conducted by the DC or CA.

### **3. Procedures for Lower Divisions U5 – U7**

- a) Lower division drafts are typically performed using the 'snake' method by the DM or DC, who will then notify the coaches of their team roster. Specific guidelines vary slightly by division.
- b) U5 Division
  - 1) 5 per team 3v3
  - 2) Players are ranked by 3 criteria:
    - a. children with older siblings;
    - b. by birth month



- c. by school (the DM or DC will try to place at least 2 but not more than 3 players from the same school).
- 3) The DM or DC will accept and try to fulfill 'Friend' requests for 2 players to play on the same team.
- 4) One player can have only one 'Friend' (no daisy chains).
- c) U6 Division
  - 1) 6 per team 4v4
  - 2) Players are ranked by 4 criteria:
    - a. children who played U5 previously;
    - b. children with older siblings;
    - c. by birth month
    - d. by school (the DM or DC will try to place at least 2 but not more than 3 players from the same school).
  - 3) 'Friend' requests from returning players are at the discretion of the DM or DC with balance being a priority.
  - 4) For new players, the DM or DC will allow 'Friend' requests similar to U5.
  - 5) The DM or DC will try to carry forward 2 players per team from U5 to U6.
- d) U7 Division
  - 1) 9 per team 7v7
  - 2) The U7 draft is conducted similar to a U8-U12 draft, except it is conducted by the DM, DC, or CA without coaches present.
  - 3) New players will be given more consideration for being placed with school mates than with the U8-12 divisions



# **AYSO Region 34**

## **Guidelines for All Star Team Formation**

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# AYSO R34 Guidelines for All Star Team Formation

## 1. Performance Evaluation

- (a) All Star Formation is applicable to competitive divisions only, U10-U14.
- (b) Coaches will be asked to circle 2 'players-of-the-game' (POG) after each game of the regular season, with the suggestion of looking for both attacking and defending skills.
- (c) The Draft Manager (DM) and the Division Captains (DC's) will ask coaches to submit likely nominations with names and jersey numbers about 2/3's of the way through the season.
- (d) The comprehensive list of nominees will be distributed to the coaches so that they can take extra care to watch for key players as the season goes into the final weeks before Beach Cup.
- (e) At the end of the season, each coach will be asked to rank his players.
- (f) The DM will create a card for each player showing coach ranking as well as scoring and POTG stats for the season.
- (g) Any player who did not make 2/3's of their regular season and Beach Cup games, other than due to injury, is not eligible for All Stars.

## 2. Draft Process

- (a) The DM will schedule an All Star draft for each division which will be attended by the DC and the head coaches, as well as any other Board Member as needed.
- (b) The process starts with the nominees' cards being laid out on the table roughly in formation of their various soccer positions.
- (c) At this point, coaches can start talking about various strengths and weaknesses of the nominees.
- (d) Any information on a player, whether good or bad, may be presented and can involve aspects other than just soccer skills, such as attendance, behavior issues, scheduling conflicts.
- (e) Coaches may also choose to withdraw a nominee or nominate other players 'from the floor'. A coach can nominate from the floor a player on another coach's team.
- (f) Once the nomination pool is set, coaches will be asked to vote for a certain number players.
- (g) The DM and DC will tally the votes and announce who has made the team in that round, if any.
- (h) The number of votes cast for each round and the criteria for 'making the cut' will vary depending on the number of coaches and nominees, and will be decided accordingly by the DM and DC for each round.
- (i) Cards for players making the cut will be pulled from the nominee pool and placed in a separate pool roughly in formation of their various soccer positions.



- (j) The DM and DC may go right into the next round of voting or may encourage further discussion among coaches to analyze team needs and strength and weaknesses of remaining nominees.
- (k) As the rounds continue, the DM and DC may determine that there is clear agreement after a round of voting who has made the cut and who should be the alternates.
- (l) If there is not a clear consensus on the last one or two spots, then DM and DC may choose, with input from the coaches, to do any of the following:
  - i. pull out the nominee(s) with the least votes and revote;
  - ii. disclose to the coaches the relative votes for each remaining nominee and revote;
  - iii. leave the last position open and allow the coach to pull from the pool of agreed upon alternates (the coach can decide later but must fill it at some point).

### **3. In case of Two Teams per Division**

- (a) The RC and CA, with input from other board members and coaches as needed, will determine the number of teams that compete at the Area 1D tournament, as well as in which flight, if multiple flights are offered. In some instances, the number of teams by region is not known until late in the season. Placement into various Area flights will be based on space available at Area and ability to form competitive teams.
- (b) If both teams are in the same tier, the teams must be balanced, but can be formed as an 'A' and 'B' if one team is in each tier.
- (c) If balancing:
  - i. If a division has 2 flights from the regular season
    - a. and the flights are deemed balanced, the coaches and DC may choose for each flight to conduct their own separate draft according to the 'Draft Process' above,
    - b. but if the flights are deemed unbalanced, the coaches and DC may choose to combine all nominees in one pool and proceed as if there was only one flight.
    - c. If no clear consensus, the DM or DC may choose or a simple majority vote by the coaches can be used.
  - ii. If a division has one flight or 2 flights have been combined into one pool:
    - a. The draft process will be conducted according to the 'Draft Process' above, except voting will continue until there are enough players who made the cut plus alternates to form 2 teams.
    - b. After coaches have been decided, any players affiliated with an All-Star selected coach are pulled from the pool, and coaches will determine who picks first by such method as a flip of a coin.
    - c. Coaches will then start drafting kids from the main pool alternating one pick at a time until each coach has a full team.



- (d) If forming 'A' and 'B' teams:
  - i. The draft process will be conducted according to the 'Draft Process' above until the first team is completely formed with no open spots.
  - ii. The draft process will resume for the second team and continue until there are no open slots or with one open slot left to the discretion of the coach to fill from remaining alternates.

#### **4. Coach Selection**

- (a) Toward the end of the season, the DC should inquire with coaches as to their interest in coaching their division's All Star team, and any interested coach should reply by completing All-Star coach application form provided by DC.
- (b) The coach selection committee, comprising mainly the CA and RC, along with the DC for each division, will select the coach based on the following criteria:
  - i. Having demonstrated adherence to the AYSO philosophies, especially sportsmanship;
  - ii. Having exemplified the values of a volunteer;
  - iii. Having demonstrated qualities of a successful coach, which may have nothing to do with wins and losses.
- (c) The coach selection committee will also determine alternate coaches, should the first choice decline the offer.
- (d) It is not a requirement that a coach have a child on the All Star team, nor is it a requirement that the coach to have been a coach during the regular season.
- (e) Coach's children are not guaranteed to be placed on All-Star team. They must be selected for the team the same way all players are selected (as described in this document).
- (f) The All Star coach is not announced until the All Star draft is completed, except in the case of a two-pool balanced teams, where the coaches are announced after the main pool selection, but before the final draft.
- (g) If a coach declines the offer, then the offer will go to the next coach on the alternate list.
- (h) Both head coach and assistant coach must be age appropriate certified.
- (i) In the case of multiple teams in a division:
  - i. For balanced teams, the board will announce coaches for each team. If coaches have players affiliated with teams, they will be assigned to the team their child/affiliated player resides. If both coach's players are on same team, the DM will work with the two coaches to maintain balance and will shift two players to ensure each team has a coach.
  - ii. For teams split into 'A' and 'B', the board will announce coaches for each team. If coaches have players affiliated with teams, they will be assigned to the team their child/affiliated player resides. If both coach's players are on same team, board will work with the two coaches to maintain balance and will shift two players to ensure each team has a coach.
  - iii. The head All Star coach is free to select his own assistant coach, as long as that coach is age appropriate certified, although an assistant with a child on the team is recommended.





## 5. Pulling from Alternates

- (a) The pool of alternates is determined the final stages of the draft.
- (b) Players in the draft are considered equal and are not ranked or prioritized.
- (c) If a player declines the offer to join the All Star Team leaving an open slot, the coach must fill that slot from the pool of alternates. If there are no more candidates remaining in the pool, the coach is free to invite any eligible player from the nominee list after obtaining approval from DM or CA.
- (d) The DM and CA should be made aware of all declines and subsequent invitations to alternates.
- (e) In the case of multiple teams:
  - i. For balanced teams, either coach can approach an alternate, but must obtain approval from DM or CA first..
    - a. In the case where both coaches want the same player, the DM or CA will approach the player (not the coaches).
    - b. Once an alternate accepts an invitation, they are no longer considered an alternate.
  - ii. For 'A' and 'B' teams:
    - a. If an 'A' team has an open slot, the 'A' team coach has until a date set by the DM and DC, usually around one week from the draft date, to invite any 'B' players to shift to the 'A' team.
    - b. The 'A' coach should work closely with the post season DM and 'B' coach to make these transitions as smooth as possible.
    - c. Either coach is free to invite players from the pool of alternates, although priority is given to the 'A' coach in the first week after the draft. Coaches must obtain approval from DM or CA first, to eliminate duplicate requests to same player.

## 6. General

- (a) It is in the best interest of the All Star coach to notify their players of their selection to the All Star Team, preferably within one day of receiving player contact information provided by DM or post season coordinator.
- (b) While the overall All Star selection process is publicized and coaches are free to discuss at a high level, coaches must refrain from discussing any specifics of voting or comments about players made during the draft.
- (c) If a parent asks a coach why their child did not make the All Star team, the coach is encouraged to offer recommendations for improvement and to provide a possible path to post season play the following year.
- (d) Players may be asked by their coach to sign a letter of commitment as provided by the Region.



- (e) It is up to each coach to set expectations for attendance and time commitment.
- (f) If a player has significant conflicts with the All Star season, such as playing another soccer club or playing other sports, they coach may request approval from the DM or CA to rescind the invitation to the player.
- (g) Each player will be responsible for covering the cost of their uniform and any outside tournament fees (the Area 1D tournament has no fees).
- (h) Each team is expected to provide referees for any outside tournaments (the Region will provide refs for the Area 1D tournament).
- (i) All star teams must be self funding.
- (j) Scholarships for the All Star team will be considered on a case by case situation, but must be funded within the overall All Star budget.
- (k) Players are not required to purchase an All Star jacket.
- (l) Only one coach per team allowed at the draft. If a head coach cannot make it, an assistant coach may take the place of a head coach with the prior approval of the DC.



# **AYSO Region 34**

## **Guidelines for Select Team Formation**

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# AYSO R34 Guidelines for Select Team Formation

## 1. Definition

- (a) A team that is formed to play in tournaments such as Area Spring League or various AYSO tournaments hosted by other regions, where the players are selected by the coach, is considered a Select Team.
- (b) All Star teams that are formed to participate in the Area 1D All Star Tournament or teams participating in the Extra Program are not considered a Select Team.
- (c) Teams that continue on from the All Star and Extra Programs and whose rosters have been modified at the discretion of the coach by adding or removing players is considered a Select Team.

## 2. Team Creation

- (a) All coaches and other volunteers wishing to form a Select Team must make their request in writing via email to the Division Captain (DC), Coach Admin (CA), the Spring Coordinator (SC), and/or the Regional Commissioner (RC).
- (b) All teams must have an age-appropriate AYSO certified coach.
- (c) Any assistant coach must be AYSO certified for that age group. Any exceptions are at the discretion of the CA and RC.
- (d) If more than one coach requests a Select Team in a division, the CA and SC will attempt to get the coaches to work together to form a single team. If that is not possible, the Board or a subcommittee will either choose one coach or allow both coaches to form a team based on the creation criteria set below.
- (e) Approval for a Select Team creation will be at the discretion of the Regional Board and will be based on, but not limited to, certain factors such as coaching experience, years of volunteering, disciplinary history, adherence to the AYSO philosophies, and ability to form a competitive team.
  - a. A competitive team is not necessarily defined by wins and losses.
  - b. A team may be considered competitive if they have the general skills expected to make a good showing in various proposed tournaments of like-skilled teams.
  - c. The board may allow a less-competitive team to be formed if they feel there will be long term gains such as player development, player retention, or for any other reason they feel may benefit the players, families, and the region.
- (f) It is the duty of the Board to ensure that players and families have a positive experience with their Select Team and should only allow a formation of a Select Team where they believe there is a likeliness of a positive outcome for the players, families, and the region.



### **3. Team Formation**

- (a) Coaches must submit a list of all proposed players to the CA, SC, and DC before approaching any players or parents.
- (b) All proposed players for a Select Team must have been registered and played for the Fall AYSO Core, Extra, or United programs.
- (c) Any players deemed to have disciplinary or attendance issues from the fall may be declared ineligible for the Select program.
- (d) The CA and SC will create a calendar for Spring Select Team formation which will cover deadlines for requests to form teams, dates when coaches can talk to players, and any other important milestones.
- (e) Generally, the priority for forming Select Teams and approaching players/parents is as follows:
  - i. All Star teams continuing after the All Star season;
  - ii. Extra teams;
  - iii. Newly approved Select Teams;
- (f) Select Teams may be formed for a one-time tournament which may overlap with and borrow from other Region 34 programs.
- (g) A player who turns down an invitation to join a Select team is still eligible to play on another Select Team.
- (h) If a coach needs to approach players not previously submitted to the CA and DC, they need to discuss with the CA and DC prior to speaking with the player or parents.
- (i) If a Proposed Select Team ends up not forming, the coach needs to notify the CA and DC at the earliest opportunity and before speaking with the other Select Team coaches.
- (j) Coaches may approach players from other regions with the approval of the CA and/or RC.

### **4. Team Expectations**

- (a) All Select Team coaches, players, and parents are expected to adhere to the AYSO philosophies and rules. Furthermore, as they are representing the region, they are to conduct themselves in a manner befitting the strong reputation of Region 34.
- (b) Any report of misconduct will result a disciplinary review and possible suspension of the player, parent, or volunteer.
- (c) All Select Teams must provide referees to cover any tournaments they plan to enter.
- (d) Region 34 Select Teams are not allowed to 'opt out' of their referee responsibilities, even if tournament rules allow it. Any exceptions are at the discretion of the CA and RC.
- (e) All Select Teams must be self funding.



- (f) Select Team uniforms must conform to AYSO Rules and need to be approved by the region. The region will provide uniforms or will assist with the process as needed.
- (g) Players are not required to purchase team gear such as jackets, hoodies, or backpacks.
- (h) It is up to each coach to set expectations for attendance and time commitment.



# **AYSO Region 34**

## **Extra Program**

## **Guidelines**

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# **AYSO R34 Extra Program Guidelines**

## **1. General**

- A. AYSO EXTRA is a program that provides the opportunity for highly skilled players to play soccer at a more challenging level.
- B. Each year, AYSO regions lose players and volunteers (coaches and refs) to club organizations because their children want to play soccer at the highest possible level of competition.
- C. EXTRA allows players to play against the best teams from nearby regions and areas to experience a higher level of competition while keeping costs reasonable and travel commitments light.

## **2. Organization**

- A. AYSO Area 1D Beach Cities, which is comprised of AYSO regions from South Redondo (34), North Redondo (17), El Segundo (92), Westchester (7), Hawthorne (21) and Manhattan Beach (18), elected to participate in the AYSO EXTRA program in the Fall of 2015.
- B. Each region is allowed to enter a team or teams in the U9, U10, U11, U12, U13 and U14 divisions. Multiple teams within one division will be required to be balanced. Area teams will compete against other teams in Section 1, as well as neighboring Sections as needed to fill the schedule.
- C. AYSO Region 34's Board has voted to participate and will form teams in any division where an adequate number of qualified players tryout and qualified coach candidates identified
- D. In the event there are enough players in any two-year division, we will consider forming multiple single-year division teams. Members of all Extra teams will NOT be placed on regular season teams – they will have their own practice times, coaches and schedules set by Section 1
- E. Please Note: Divisions will be formed as player interest and talent allows. Region 34 reserves the right to amend the divisions, as needed, to maintain the best experience for the players and for proper player development.

## **3. Schedules and Expectations**

- A. Extra season tryouts are conducted to assist in the formation of teams for the coming year. There will be two tryouts per division with a third tryout possible depending on the number of players trying out in a specific division.



- B. Players are encouraged to participate in all tryout sessions available to them. An evaluation team, comprised of coaches and Board members who are not affiliated with a specific division, will evaluate the players and then will meet with the Board-approved head coach to select a team based upon the results of the tryouts and previous player performance.
- C. Extra teams play a regular season of 10-14 games against teams from Section 1 through early December. In February, Extra teams will play in a postseason tournament to determine a "Champion"



who will move on to play in the Section Extra Tournament (in March in Riverside). Winners at Section move on to the Western States Championships.

- D. All our EXTRA teams will be encouraged to participate in tournaments in the December-January time frame to improve skills and to get a chance to travel and compete against teams from other Areas.

#### **4. Eligibility**

- A. All players must be registered with AYSO and must have participated in an evaluation process as determined by the Region.
- B. A non-AYSO player may participate in tryouts (a one day registration may be required for liability). If selected, those players would then need to register and also pay the EXTRA fee.
- B. Players are encouraged to register early to take advantage of early registration discounts. Players will be subject to the fees in place at the time they register to play in Region 34
- D. Any players not chosen will be notified and will be placed on regular fall season teams during the player drafts held in late July/early August.
- E. Extra players are not eligible for the All Stars.

#### **5. Finances**

- A. EXTRA programs are primary programs, and therefore, Region funds may be used to support EXTRA activities, but only to the extent that they are consistent with the funds expended for the standard primary program.
- B. Each player will register and pay the appropriate fee for the regular fall AYSO season. If selected for the EXTRA team, the player will need to make a choice to accept that commitment and will be responsible to pay an additional fee.
- C. Fees for 2016 are expected to be in the \$400 range. These fees will cover the costs for a second uniform, practice t-shirts, advanced trainers, and entry fees (including referee fees) for two tournaments.
- D. Please note that additional items like backpacks, sweat suits, additional tournaments, etc. would be at an additional cost to each player. It will be up to each team to decide on these items. Scholarships may be available for families in need.

#### **6. Coach Application and Eligibility**

- A. Coaches are selected by the Region 34 Extra Program committee and are approved by the Board, based on experience and demonstrated adherence to the AYSO six philosophies.



- B. Anyone interested in coaching an Extra team is required complete and submit the Extra Application
- C. Coaches must be age appropriate certified, and in most cases will be required to have the next higher level of coaching for their age group.

## **7. Commitment and Conduct**

- A. AYSO EXTRA is a special program. Players and families who participate must realize that this is a big commitment. We ask that this be the child's primary activity as it will involve significant practice time and some travel time to away games.
- B. Players who play on other club teams or travel teams are eligible to play with the approval of the Region 34 Regional Commissioner or Extra Program Coordinator. Activities and participation in other sports should be limited or discouraged and the commitment to the EXTRA team should always take priority.
- C. Player and parent sideline behavior must be in accordance with AYSO guidelines. The kids are playing a game to have fun. While being competitive is a goal, oftentimes winning or losing is taken way too seriously.
- D. Developing the whole player – both in skills and in their ability to deal with adversity and challenges is the ultimate goal in youth sports.
- E. Players, coaches, and parent must remember that they will be playing AYSO regions in other cities, and it's important that you represent well not only yourself and family, but AYSO Region 34 and Redondo Beach as well.
- F. Players may be removed from the team if the code of conduct is not followed.

## **8. Team Formation**

- A. Teams will be formed according to the approved AYSO selection procedures.
- B. In accordance with AYSO Rules & Regulations I.H, it is strongly recommended that EXTRA teams in U-10 and U-12 divisions be formed in accordance with AYSO's Short Sided Games recommendations and roster sizes. For U10, play will be 7v7 with the maximum of 10 on a roster, U12 will be 9v9 with max of 12 on a roster and U14 will be 11v11 with a max of 15 on a roster.
- C. Teams must undergo new selections each membership year. There are no guaranteed roster positions for any player from one membership year to the next.
- D. Tryouts will be scheduled in the months of March and April, and schedules will be posted on the Region web site 4 weeks in advance.
- E. For returning coaches where it is likely their child will make the team, evaluators may choose to solicit input from the coach during the evaluation process.
- F. Evaluators may choose to consider a practice or game of an existing team, such as a Select Team, as an evaluation.
- G. The Extra Director along with the Evaluators may choose to let the coach decide on the last couple of spots on the roster.



## **9. Team Fulfilment of Obligations and Continuation**

- A. The Region may choose to put forth certain requirements and obligations for a team to be allowed to participate in the post season Extra tournament and/or continue the following year. These may comprise the following:
- i. Teams adhere to principles and Philosophies of AYSO, especially Good Sportsmanship.
  - ii. Teams meet any requirements set upon them for volunteer participation.
  - iii. Teams display a healthy level of competitiveness and show promise for improvement the following year.
  - iv. The coach(es) display skills that are in line with an Extra level of competency and indicate likely improvement the following year.
- B. If the Region, feels an Extra team is not fulfilling its obligations as set out above, the Region may choose to not allow an Extra team to participate in the post season tournament and may choose to not allow that team or a subsequent team in that age division to form the following year.