

Expectations for CAYSA leagues with inter-club play

Preseason

Preseason Timeline

Three weeks before the season starts:

Expect league VPs to release schedules on the Friday 3 weeks before the first weekend of play.

Teams start negotiation of dates and times according to published process (below).

Priority is scheduling the games for the first 2 weeks of play, but you need all games scheduled prior to 10 days before the season starts in order to avoid a scheduling meeting to resolve the unscheduled matches.

About 2 weeks before the season starts:

Possible meetings for 11U team managers.

Ten days before the season starts:

Possible scheduling meeting for all teams with unscheduled games; get them scheduled!

Confirm accurate team info in GotSoccer (see below).

One week before the season starts:

This may happen sooner or later, depending on the club, but 1 week prior is a good target. For leagues with Club Pass, when the club Registrar has created the registration rosters for the team, they can then create the league roster, allowing teams with CP players to appear properly on game cards. If a new player is added to the team after this has been done, the league roster will need to be created again in order to include them.

First weekend of season

Clubs should already have all player and coach cards distributed and they should be laminated and present at all games (including the first one).

Kids have fun and all the parents and coaches are positive!

Accurate info in GotSoccer

Ten days prior to the start of league play, all team info should be correct and verified in GotSoccer, including player and coach names and player jersey numbers. Any changes to this info after this point require acceptance of the change(s) by the league VP or the CAYSA office, so they should be notified if changes are needed after this point.

Scheduling

For both scheduling in the pre-season and rescheduling of matches, CAYSA recommends the following steps.

1. Home team arranges field (ideally on date preset by VP, or on the same weekend, but with the consideration of the other team's schedule). We strongly encourage that when hosting a team that has to travel, they take that into account and do not arrange a game at either extreme of the day (try to set it up between 10am and 4pm).
2. Home team sends email to away team listing date, time, and location, asking for confirmation that it will work for them. If it does not work for them, would they please respond with the reason and 3 alternate date/times that would work for them. If any of those 3 can work for the home team, arrange it and send a confirmation to the away team. If none of the 3 proposed work for the home team, explain why and start round 2 of the same process with new dates/times.
3. A coach not being able to attend the game is **not** grounds for refusal of a time. Refusals should be due to inability to field a team according to CAYSA rules. If you can field a team at that time, even if it's not your ideal team, you should accept the date and time.
4. If two rounds of negotiation (home time>3 away alternatives>home time>3 away alternatives) do not result in a scheduled match, let the league VP know and a date and time will be assigned for the game without regard to either team's preferences. They can either play when assigned or reschedule that by the above procedure. If they cannot come to an agreement on their own, the date and time assigned by the VP will be the game.

Schedules are expected to be published three weeks before the start of play. The first priority should be scheduling games for the first two weeks, then the games after that. By ten days before the season starts, teams should already have their games negotiated and on the schedule. Starting 10 days before the start of the season, CAYSA will be having scheduling meetings for all teams with unscheduled games.

Games Start!

Game Card requirements

Sometimes game card team information is not complete on the first week of games; our goal is for all info to be on those cards on the first week of play. If a player does need to be written in on the first week, the information added should be easily legible and include their full name, a jersey number, and **their player ID#**. After the first week of games, all rosters should have the player information correct, so having full player names and jersey numbers on game cards should not be an issue. If you have updated everything in your team account and your club

Registrar or Admin is having trouble getting that updated information to show on game cards, please ask them to contact the CAYSA office for instructions.

In the event of cards that must be reported more quickly than the usual method, those notifications should go to the league VP and include the CAYSA office.

All CAYSA-league game cards need to be sent to CAYSA according to the instructions printed in the Notes/Instructions section on the lower right of each card. Failure to do so could result in the game being forfeited by the team responsible for sending in the card.

Player Uniforms

While CAYSA rules state that the “home team shall change uniforms if the colors of both teams are so close as to create confusion” sometimes questions come up about whether a team’s uniforms need to be identical or which team should wear light or dark.

In general, the home team should wear the darker uniform and the away team the lighter. We encourage the home team to send a note the week of the match letting the away team know what color they plan on wearing and asking what color the away team plans on using. This can help avoid conflicts on match day.

Regarding the uniformity of the uniforms, some teams may not replace their uniforms as often as others, so there may be some fading of colors or even a slight change in the style of uniforms purchased in different seasons. As long as the general color and look is not confusing to the referee, some variation should be acceptable. Ultimately this is a decision for the referee.

Missed Games & Forfeits

Sometimes a team must miss a game. If this is known ahead of time and cannot be avoided (something happens the day before the match and it’s too late to change the game time), certain things must still happen. If the teams can agree to reschedule the match, they should communicate with the League VP; for late cancellations, the cancelling team may need to pay the referee and/or field fees for the game they cancelled.

To make a case for a forfeit:

For DII and above leagues, the other team must still show up for the match and be prepared to play. The referee will then note the missing and present teams on the game card and give the game card to the coach of the present team. That card should be sent in as would any other game card, but an email to the VP noting the game number and missing team would be appreciated. The VP will then assess the situation to determine whether a reschedule or declaration of forfeit is appropriate.

For DIII and Academy, if both teams know ahead of time (and especially if there’s lengthy travel involved), an email chain including both teams in which one clearly states “[Team name] cannot make it to game #[XXXX]” can be forwarded to the CAYSA league VP along with a request for a reschedule or declaration of a forfeit. The team should then send in the game

card with “No-show by [team name]; see email dated [MM/DD/YY] for details” written in the notes section.

Coaches (& other adults) talking to players of opposing teams

To help avoid conflict, let’s make it clear that no one should ever be saying anything negative to players of opposing teams. Spectators, Coaches, Referees and Players are expected to be respectful to each other, and any sarcasm, abusive or intimidating behavior towards Referees or Players will not be tolerated. Any of these behaviors can be referred to the CAYSA Discipline & Protest (D&P) Committee for review.

If you have something positive to say to an opposing player, please either yell it out (“Great save, Keeper” “Nice tackle #24”) or only say it to the player in the immediate presence of his/her coach. This helps avoid any perception of recruiting during or immediately before or after a match. Compliments which are derogatory to the player’s team are not acceptable (“Terrific shot! You’re too good for your team!”) and could be interpreted as recruiting outside the recruiting window.

Club Pass

All Clubs, Coaches, and Managers need to understand that Club Pass is only for players registered on Academy, D-III, and D-II and above teams. Any games where a team plays an ineligible player will be forfeited by that team.

When using Club Pass, if a player is rostered to a team above their natural age (eg. an 11U playing on a 12U team), for Club Pass purposes, they **are** eligible to play in their natural age (STYSA rule change in Feb 2019). That 11U player on a 12U team **is** eligible to club pass to an 11U team.

Clubs have the option of allowing teams to do their own assignment of club pass players or not. If your club has that disabled, someone at your club (Registrar or other person with access rights) will need to create your club pass pool and activate/deactivate players for games. Some clubs do not allow teams to do those because errors can result in forfeits of multiple games (for the team assigning the player and for the player’s primary team) at a \$100 per game forfeit fine.