

Delta Youth Soccer Association (DYSA)



U11 - U18 Coaches Guide 2006 - 2007

DYSA provides this guide to Coaches in age groups U11 through U18 to clarify questions and/or concerns. Copies are given to Club Representatives before the commencement of league play. It is the responsibility of the Clubs to distribute guides to Coaches. Failure of the Clubs to do so does not release the Coach from the responsibility of knowing the rules and operating under them. Should there be a question/concern that is not addressed in this Guide, contact your Club coordinator.

The guide may be downloaded from the DYSA website located at www.deltayouthsoccer.com

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DATES TO REMEMBER**2006 - 2007**

August 20	Deadline to get photos for ID cards for BCYSSL teams to Delta District Registrar.
August 25	Deadline for Risk Management forms for Select staff.
September 1	Risk Management Forms to your coordinator/director
September 9/10	League start-up for BCYSSL, 9-District (Gold/Silver), Bronze (U-11 - U-18).
September 9/10	ID cards are needed for all BCYSSL (league/cup play)
September 15	Deadlines to get photos for Gold, Silver, Bronze ID cards to Delta District Registrar.
October 1	ID cards are needed for all Bronze, Silver, Gold league/cup play.
October 7/8/9	Thanksgiving weekend - NO league play for Bronze, Silver and Gold (Selects play).
October 15	Deadline for Delta District Registrar to register teams with BC Soccer Association.
November 11/12	All leagues play.
December 9/10	Last weekend of league play in 2006.
January 6/7	Start up of 2007 (weather permitting). (Your club will advise you as to whether you play League, League make-ups, Delta Cup playoffs, Provincial Cup play-offs or exhibition games).
January 15	Deadline for transfers.
February	Selects coaching applications due
TBA	First, Second and Third rounds of Provincial B cup play downs (9 District)
March 3	Delta Cup Finals - hosted by Peace Arch Soccer Club (One day only).
March 3/4	District finals – hosted by Surrey
March 10 – 18	Spring Break.
April 24	Delta Youth Soccer Association's Annual General Meeting, 7:30 p.m. Town & Country Inn. (Please attend and express your opinions)

Welcome

Delta Youth Soccer Association (DYSA) oversees, administers and assists member clubs within the Delta District. The District board is the liaison between the Clubs and B.C. Soccer, the governing body of soccer within B.C.

The District board is responsible for scheduling U11-U14 bronze games and works with District boards throughout the lower mainland to schedule select, gold and silver games as well as 5 District bronze games. It also handles provincial registration and movement of players, provincial fees, risk management, player discipline, booking officials for Delta Cup and Provincial games, game statistics, tournament and team travel approvals, and coaching advice. The Board will also mediate any Club problems, when requested to do so.

DYSA member Clubs are: **Ladner Boys Soccer Club, North Delta Youth Soccer Club, Peace Arch Soccer Club and Tsawwassen Soccer Club.**

Please take the time to read the following pages as they are designed to help avoid confusion and prevent conflicts which may require the Delta District Board to mediate. DYSA often renders decisions relating to discipline and protests that could have been avoided with better information.

The DYSA reserves the right to make temporary rules governing specific cases not provided for in this guide, but which may be necessary to carry out the objectives of the Association. ***This Guide may be subject to revision during the course of the season. Please refer to the District website at www.deltayouthsoccer.com to ensure you have the latest version. Version dates are located on the bottom corner of each page.***

General Information

The DYSA operates under the constitution of BC Soccer Association (BCSA) which can be accessed at the Association's website www.bcsoccer.net. DYSA's general task is to co-ordinate and govern boys' youth soccer in Delta, South Surrey, and White Rock in accordance with the policies and guidelines of BCSA.

Failure to read this Guide does not constitute an excuse for not complying with the rules. Anyone circumventing the rules will be subject to disciplinary action.

Membership in an Association is a privilege, not a right. All members agree to abide by the rules.

The DYSA Board meets on a regular basis to deal with the operation of soccer within Delta District. The Club Presidents or their Club designates attend these meetings as guests in order to provide up-to-date information to their Clubs and Coaches.

From time to time, DYSA may appoint a Board member to attend Club meetings. The Board member is not a voting member at the Club's Executive meetings unless he/she is a member of that Executive. Clubs are to advise the DYSA Board of the Club meeting dates.

Conflict of Interest: Any Board Member associated with a team &/or age group, or is in some other form of conflict of interest, must excuse himself/herself from voting on any matters where this conflict exists. Clubs are to follow this same policy within their own Executive Meetings.

It is recommended that each team have someone trained to provide First Aid and that a First Aid kit be carried with the team equipment. Any player cut during a game will be sent off by the Referee and may return once the bleeding has stopped. Gloves should be worn when dealing with injury which involves bleeding.

Contact your Club with any questions.

RISK MANAGEMENT POLICY

VOLUNTEER DISCLOSURE STATEMENT

The BCSA thanks you for volunteering your time to assist the youth of BC in learning and playing the game of soccer. Due to the alarming number of incidents involving adults and youth under their direct supervision, the BCSA has devised a procedure under the risk management policy whereby all volunteers are required to complete the VOLUNTEER DISCLOSURE STATEMENT. The intent of this procedure is to ensure protection of our volunteers and our youth. Please be assured that maximum confidentiality will be maintained. Your cooperation is greatly appreciated.

Leagues

The DYSA Board enters teams into leagues. For Divisions U11 to U18 there are 4 levels of play: Bronze/Red, Silver, Gold and Select (formerly called Metro). These different levels operate in different leagues, which in turn are administered by different Boards. **Note: Each League has its own rules and guidelines. Please contact respective league representatives for a copy of the rules and regulations applicable to your team.**

The BCYSSL operates the Select League for Divisions U14 to U18. The 9 District Committee manages the Gold and Silver Leagues, U12 to U18. The Bronze/Red teams are managed by two different boards, the 5 District Board oversees play for Divisions U15 to U18 while the DYSA administers the U11 to U14 Divisions.

With the exception of the DYSA U11 to U14 Divisions, travel to other areas of the Lower Mainland is required. Select level teams are also required to travel to Vancouver Island, as scheduled. The DYSA U11 to U14 teams travel just within our District's boundaries.

DYSA requires that ALL players MUST play a minimum of half a game in league, cup, exhibition and tournament play. Failure to comply could result in a protest with a loss of game points and/or discipline of the coach. The exception to this is if a player is under suspension by the League, District or Club.

Bronze Schedules

The Bronze schedules are prepared and distributed to the Clubs, at the latest in early September. Schedules may also be posted on the Internet, however, the Scheduler's copy will always be the Official Schedule. Along with the Schedule will be a contact list for the coaches and team officials. Please double check your contact information to ensure that your Club has provided the correct information.

The schedule is dated. That means that games missed due to weather, field closures, etc. should be passed over and these will, if necessary, be re-scheduled by the League. Individual games missed, if not due to default (pre-arranged through the District Scheduler [see below]), must be re-scheduled within 14 days. Teams failing to comply will be subject to forfeiture and fines of up to \$100 per game.

Coaches, both the winning and losing teams, are responsible for advising their Club Statistician and/or the District Statistician of their scores no later than **7:00 p.m. each Sunday**. Failure to do so may lead to exclusion of game results and no points being awarded.

U11 to U14 schedules usually include a number of mid-week games during September. **Please** check the game dates!

Each Club is expected to balance their teams in each bronze/red age group. The DYSA, working with the Clubs, endeavours to keep the Leagues balanced. In order to do so, **schedule changes will be made.**

Schedule changes are often made at the end of the first round of play (around Thanksgiving). The revised schedules will be provided to the Clubs as soon as possible.

When schedules are changed after the completed round, "Fall League" Champions will be declared and medals will be presented to these teams as soon as possible. Teams whose schedules do get revised will

then play for a "Winter League" championship, with medals presented after completion of that schedule. If there are no schedule changes, or if a round is not completed prior to a change, a "League Winner" will not be declared until the end of the full schedule. Medals for these League Champions will be presented as soon as possible after completion of these schedules.

Coaches are not allowed to make their own arrangements with another coach to re-schedule a game or change fields or times. Doing so will result in a double forfeit!

A Coach wishing to re-schedule a game MUST do so in writing to the District Scheduler or District Secretary NOT later than 48 hours before the game is scheduled to be played. For practical purposes this will mean Wednesday evening for a Saturday game. The request must include a team list (including phone numbers) and identifying any players unavailable to play. All requests will be considered, however, **not all requests will be granted.** FIFA rules require a minimum of seven players to play a game and DYSA may require games to be played in accordance with this decision.

PLAYER REGISTRATION

General Information

Each season, all players for all teams in all Districts must be registered with their home Club at least 1 day before a league game and 7 days prior to a cup game.

Note: All players must have played a minimum of 1 league game in order to be eligible to play in any cup game. ***No team entering the Provincial "A" Cup may register a player after March 31 of the current coastal season.*** (BCSA Constitution Rules and Regulations)

Players must play in their own age group as per BCSA's guidelines.

BCSA's U11 - U18 Guidelines:

U18 Born 1989	U14 Born 1993
U17 Born 1990	U13 Born 1994
U16 Born 1991	U12 Born 1995
U15 Born 1992	U11 Born 1996

Player Proof of Age

All players must be registered with DYSA in order to play. All new players to the District and players playing in U11 must submit proof of age at the time of registration. It is the coach's responsibility to ensure that a player is registered. It is the player's responsibility to provide proof of age.

Proof of age must be a copy (not the original) of the following:

Birth certificates, passports, baptismal certificates, landing documents or a sworn affidavit. Medical cards are not acceptable.

How Many Players Can I sign to a Team?

A maximum of 18 players can register with a team in U12 – U18 age categories (this includes a maximum of 3 players who may reside outside the Delta District boundaries.) A maximum of 16 players may register for a U11 team.

THE USE OF PLAYERS (IN LEAGUE, CUP, EXHIBITION, & PRACTICES) NOT REGISTERED WITH DYSA IS ABSOLUTELY PROHIBITED. THE USE OF PLAYERS NOT REGISTERED TO YOUR TEAM IS ABSOLUTELY PROHIBITED. THE USE OF PLAYERS NOT RELEASED FROM THEIR DISTRICT IS ABSOLUTELY PROHIBITED

Player Transfer

A special form must be used to transfer a player from one team to another. The deadline for a transfer is January 15th. There is a 1 day waiting period before the transferred player is eligible to play. Only 3 players can be transferred to any one team in any season. The transfer forms can be obtained from the District

Registrar. The Provincial Registrar will not authorize transfers until both the transfer form and the transfer fee are both received.

Any player moving from one club to another within Delta District must first get written approval from his Home Club Executive and written approval of acceptance from the Club that he is transferring to before participating with the new team. All players must play in the district that their legal guardian(s) resides in (as per BCSA Rule 23 - zoning).

Players who move from one team to another after the 1st league game are considered to have been transferred. A player may only transfer twice in any one season. A player cannot return to his original team within 30 days of the date of the 1st transfer.

INSURANCE

All players will be automatically covered once they are registered with their team under a blanket policy held by the BCSA. This coverage extends to the \$2 million liability insurance. Claim forms are available from the DYSA Secretary or Treasurer.

Please note: ***insurance policy only covers registered players when participating with teams registered with DYSA/BCSA teams.***

Please note that DYSA will not sanction any teams choosing to play any teams not affiliated with BCSA. Team officials will be held liable.

BCSA PHOTO ID CARDS

Player Identification

It is the responsibility of the manager or coach to have these cards on his/her person.

No player, coach, or manager can participate in any soccer game without a BCSA photo ID card, as per BCSA Constitution, Rules and Regulations.

On the required, deadline, if any team is not able to produce sufficient BCSA photo ID cards at a scheduled game, or if a player is unable to produce a BCSA photo ID card for a game, the referee must submit a report of the incident to the DYSA Discipline Chairman.

Appropriate consequences may be a forfeiture of the game.

A coach or team official will receive only ONE BCSA photo ID card. This card will be ID for any and all teams that you coach in that season.

At the first league, game players on all teams in BCYSSL (SELECT) require a BCSA photo ID card for all matches.

On October 1st all U12 to U18 Gold, Silver and Bronze players require a BCSA photo ID card for all matches.

All team officials listed on the BCSA registration form (U12 -U18) also require a BCSA photo ID card. These cards are the property of DYSA and are to be given to the referee before the game starts. A game will not start if there is not a team official holding an ID card in attendance.

Should a player or team official commit a "red card" (ejection) offence, that person's BCSA photo ID card will be retained by the referee and sent to the Discipline Committee with the referee's report.

The BCSA photo ID card will be retained by the DYSA Discipline Chairperson until the player/coach is eligible to participate, at which time it is the coach's responsibility to retrieve the ID card from that District official. Any attempt to forge BCSA photo ID cards, or to give false information, will result in serious disciplinary charges against team officials.

Getting Started on BCSA photo ID Cards

An informational sheet will be distributed to each Club. This information is to be passed onto each coach requiring ID cards for his team. New photos (1" x 1") are required at U12 & U16 and for any player newly registered to our District.

Get necessary material to the DYSA Registrar by deadline to guarantee ID cards by required deadline.

REMINDER that ALL BCSA photo ID cards are the property of Delta District and MUST be returned to the DYSA Registrar at the completion of your team's season.

Transfers

Such players will require a new BCSA photo ID card with the new team (unless transferring from a Team/Club within Delta District)

Lost Player ID Cards

Lost player ID cards will be replaced at the expense of the Club. Please make sure that you get your cards back from the referee at the end of each game. Remember that you are not entitled to the card of a player or team official who has been ejected from the game.

LEAGUE OPERATION**Bad Weather Directions**

Safety of the player is our number one priority, so use common sense where fields are questionable (i.e. frozen, badly pot-holed, etc.). Please remember that the referee is responsible for making the final decision as to the playability of the field, but as a coach or manager, you should suggest to your players that they play to protect themselves if conditions are "marginal".

Scores - League Standings

Coaches – get your score into your Club Co-ordinator.

NOTE: Clubs are responsible for the accurate submission of scores to the DYSA Statistician no later than 7:00pm Sunday. Scores may be submitted by telephone, email, fax, or through the online score reporting form located at www.deltayouthsoccer.com Failure to submit scores by 7:00pm Sunday will result in no points being awarded and no recording of the game in the standings.

Please note: Coaches/managers must also report the number of "red/yellow cards" given out in a game. It is not necessary to identify the person or team that received the card(s) just the number of cards in the game (i.e. 3-yellows, 1-red).

Clubs or Co-ordinators should also report to the DYSA Statistician any game which was cancelled due to field conditions, abandoned by the referee or where the opposition and/or the referee did not "show".

Games that are postponed must be rescheduled by the League Scheduler and played within 14 days. If this is not possible, these games may be rescheduled at the end of the season if they have any bearing on determining league winners.

The DYSA Scheduler may reschedule games, which are abandoned or cancelled by the referee, or they will be subject to a decision awarding the game on an appeal to the Protests and Appeals Committee. This process may award points to either team, or the game may be shown as a double forfeiture with no points awarded to either team. Teams will be informed of the results of protests and appeals by mail.

Winners will be declared following the completion of the last completed round.

In the event that a tie for first place occurs at the end of a completed schedule a sudden death playoff game shall be scheduled. In the event that this sudden death game be tied at the end of regulation play, overtime will be played (time allocation as per BCSA Rule 25 (k) – U11 the same as U12). Should the teams remain tied at the end of the overtime, penalty kicks (FIFA Rules) will be used to resolve the outcome.

RULES OF PLAY

General Rules

The DYSA plays under the guidelines established by the BCSA. *Any item in this guide is subject to the operating rules of that body.* Please note that BCSA is recommending 8 v 8 play on three quarter size fields at age groups U11 and U12. DYSA has adopted 8 v 8 play at the U11 level for the 2006-2007 season. Age group U12 will continue to play 11 aside for the season. For further information visit the BC Soccer website.

Game Points

Win	3 points
Tie	1 point
Loss	0 points

Duration of Game - No Overtime or shoot-outs in League Play.

U18, U17, U16	2 equal halves of 45 min.
U15, U14	2 equal halves of 40 min.
U13	2 equal halves of 35 min.
U12, U11	2 equal halves of 30 min.

Size Of Game Ball

U18 to U14	Number 5 ball	U13 to U11	Number 4 ball
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Number of Players

A total of seven registered players are required to begin a game. Less than seven players is a default. Under no conditions are teams to use unregistered players or play a boy who is registered to another team. Maximum number of players for U11 is 16. Maximum number of players for U12 – U18 is 18.

Team Lists

Teams shall furnish the Referee with a complete list of those eligible players available for play in the game for which the list is being submitted. Team lists of all eligible players are mandatory for all games. The list shall be completed in duplicate, both copies of which shall bear the name of the team, date of the game, the name of the opposing team and the name and jersey number of each player in alphabetic order. The team list shall not contain the name of players eligible to play but not in attendance at the game for which the list is to be submitted. A line drawn through the name of a player shall be deemed to conform to the rule that the team list not contain the names of ineligible or absent players. The referee shall initial the line crossing out a name before giving the opposing team its copy of the team list. A team official must sign the team list. It is the responsibility of a team to obtain a copy of the team list of the opponents from the referee. Team lists must be given to the referee prior to the commencement of a game.

HOME TEAM

The home team must phone the visiting team to verify the field, time and the location by Thursday evening. It is essential that a personal contact be made with the opposing team.

For teams playing in the 9-District League, the home club will be required to provide Referee Assistants for all U18-U16 games.

All teams in the Select League (BCYSSL) require Assistant Referees. Failure to provide the necessary Referee Assistants for BCYSSL league games will result in a fine being levied. Clubs are encouraged to provide Referee Assistants at all age levels when possible.

Players from opposing teams to stand on opposite sides of the field, where possible. Home team has first choice.

Substitutions

Unlimited substitutions are permitted in all League and Cup games.

REMINDER: DYSA requires that all players must play a minimum of half a game in league, cup, exhibition and tournament play. Failure to comply could result in protest resulting in loss of game points and/or discipline of coach. Exception: when a player is under suspension.

Game Times

Games are to start promptly at the scheduled time, subject only to the discretion of the Referee. Should the opposing team not be at the field by the scheduled time, the Referee will wait for a 15-minute grace period. If the team does not show by that time, the game will be called, and the Referee must submit a report to the District.

Injuries

Team officials are not to enter the field until the referee motions them to do so. When permission has been given, only one team official will enter the pitch.

Coaching from the Sideline

Coaching is not allowed at the goal end of the field. Players should not warm up in this area, and playing gear should not be left in the area of the goal posts.

Team Colours

All players **MUST** wear proper Club strip.

Teams **MUST** wear your Club colours for all league and cup games. Club colour shirts are:

Ladner	Green
North Delta	Red
Peace Arch	White with Royal Blue
Tsawwassen	Light Blue

In the event of a colour clash the home team must change.

Fan Behaviour

Team officials are responsible for the behaviour of their own fans. If requested by the Referee to control the behaviour of a sideline, a team official could be reported for failing to use his or her best efforts towards complying with this request.

Some clubs now have a second line. This area is designated for the Referee's Assistants only. All others must stand behind this line. Spectators should not be behind the goal net.

Shin Pads

All players **MUST** wear shin pads, or they will be dismissed from the field of play by the referee. (Practices included)

No Referee for a Game

If the Referee has not shown 15 minutes after the designated starting time for the game, and both teams agree to play the game, the home team will referee the first half and the visiting team will referee the second half, unless it is agreed that one person will referee the whole game. (This person could be one of the Referee's Assistants). Sign and exchange team lists. The score will stand as if the Referee were present.

If the teams do not agree to play the game, the game will be rescheduled at the end of the season only if it affects the determination of first place in a league.

Any game played at the regular scheduled game time and place between the two teams scheduled to play will be declared the scheduled league game.

Tournaments

Any Club wishing to host a tournament must receive approval from DYSA and BCSA at least 60 days prior to the proposed date. The appropriate form can be obtained from the DYSA Secretary. A registration fee (payable to BC Youth Soccer Association) **MUST** accompany submission.

Any team wishing to participate in tournaments within BC must request permission in writing from its Club. Teams **MUST** give priority to their cup and league games.

All-star Tournament

BCSA may host a tournament(s), typically during Fall and Spring, to select players to attend a training camp for the Provincial Teams (U12 to U18). All players are welcome to attend the District try-outs. Players participating in the tournament(s) will be assessed a fee to cover the tournament(s) entry fee(s). The fee must be collected by the coach/manager and paid to the DYSA Treasurer before the tournament(s).

Travel

Any team wishing to travel out of the province **MUST** complete an "Application to Travel" form. The form is available from the DYSA and BC Soccer websites. A team roster must accompany the "Application to Travel" form. The DYSA Chairperson must sign the form. It is not the responsibility of the DYSA to approve travel permits for Soccer Schools/Academies.

If the team is traveling within Canada or the USA the form must be submitted for approval to the DYSA at least 30 days prior to the team's scheduled departure.

If the team is traveling to a destination outside of Canada or the USA the form should be submitted for approval to the DYSA 6 months in advance, but in all cases, no later than 90 days prior to the Team's scheduled departure. A fee of \$100.00 payable to the Canadian Soccer Association (CSA) must be submitted with the form.

Delta District and Club teams should not consider entering invitational tournaments that are not sanctioned by the provincial, state or regional association under whose jurisdiction the organizing group falls. Also, BCSA member teams should **NOT** play against teams who are not properly affiliated with their respective governing body.

Note: see Insurance.

REFEREES

The Referee is in charge of the game. His authority is total and should not be challenged. If coaches or managers wish to question a decision, do it quietly and politely at the end of a game. Note that the Referee is under no obligation to explain his actions.

Note that the DYSA has adopted a policy of "Zero Tolerance" for verbal and/or physical abuse of officials (i.e. Referees and Referee Assistants).

A Not so Gentle Caution...

Discipline Committees take a very dim view of individuals who feel they have the right to threaten or harass game officials. Please refer to examples below.

What Should I Do If...

If a Referee asks you to control your sideline, do so -- immediately! If a team official is asked to leave the playing field, do so immediately. "Red-carded" players are also to leave the field immediately, and should be sent to a car or directly home. They are not to take part in the post-game handshake.

Referee Behaviour

Should Coaches or Managers have a complaint regarding the conduct of a Referee, the complaint should be directed to the DYSA Head Referee, in writing.

Club Referees and Assistant Referees

All Referees and Referee's Assistants must officiate a game dressed in proper uniforms.

Red and Yellow Cards

All red card reports, including league and cup games, must be forwarded to the DYSA Discipline Chairperson within 48 hours.

When players, coaches or managers are cautioned or ejected from a game for misconduct, these incidents must be explained in a referee report. Referees must not indicate what penalty they think should be levied. Make a separate report for each player. Please submit these reports to the DYSA Discipline Chairman within 48 hours.

DISCIPLINE PROCEDURES**General**

All players, coaches and managers taking part in 9-District and Bronze leagues are subject to the decisions of the DYSA Discipline Committee. All players, coaches and managers taking part in the BCYSSL league are subject to the decisions of the BCYSSL Discipline Committee. (Exception: All Provincial Cup games are subject to the decisions of the BCSA Discipline Committee.)

The DYSA Discipline Committee holds Discipline Hearings as required.

The Discipline Committee may make recommendations to the Protests and Appeals Committee on such protests and/or appeals as it sees fit.

Informing Other Teams

When a Discipline matter, such as the suspension of a player or team official has been ruled on by the Discipline Committee, the decision may be communicated to the League as a policing method. Teams playing League or Cup games against the suspended player or coach will be informed of the suspension through the Discipline representative.

Automatic One Game Suspension

All red cards carry an automatic one game suspension. This one game is served automatically by sitting out the next League or Cup game (whichever comes first) after the game in which the red card was received. There are no exceptions to this world-wide FIFA procedure. Any player, coach or manager who has been ejected from a game must attend a discipline hearing.

Any coach/team official asked to leave the field by the Referee has been "red carded". A Referee does NOT have to show a coach/team official a "red card". If asked by the Referee to leave, do so immediately. Discipline rule follows as in above paragraph.

Yellow cards have automatic game suspension provision. Please refer to the examples below. Offenders may have to attend a discipline hearing.

The Discipline Process

All red cards require attendance at a discipline hearing. Failure to attend when called to a hearing may result in an indefinite suspension. The DYSA Discipline Committee member will call you as soon as the Referee's report has been received to let you know the date you are to attend discipline. One team official/adult is expected to attend with players.

The Discipline Committee at the hearing decides which additional penalty, if any will be imposed on the person who was given the red card by the Referee. This group can suspend within guidelines established by the Canadian Soccer Association or the BC Soccer Association; their guidelines permit penalties of from a warning to a lifetime ban. Please refer to the examples below.

Appeals of Discipline Decision

A decision made by the DYSA Discipline Committee can be appealed to BCSA. However, note that an appeal **MUST** be filed within 4 days of the notification of the original decision and accompanied with a fee.

Serving Your Discipline

Any player or team official under suspension may not participate in any soccer activity. A suspended player may attend games but must not wear his uniform. Suspended team officials must arrange for someone else to fill their position, and inform their league co-ordinator of that person's name and telephone number. The suspended team official may go to the field, but he must stay well back from the sideline. He must not coach verbally, by cell phone, or by hand signals. The players must be told not to approach him before, during or after the game. In most cases, the best solution is for the suspended person to stay away from games.

Examples from the BCSA Discipline Policy and Procedure Guide

Offences occurring during games requiring the Referee to show a Red or Yellow card should not be taken lightly. The following are some examples taken from the BCSA Discipline Policy and Procedure Guide:

Yellow cards accumulated during a season:

3 Yellow cards – automatic 1 game suspension

5 Yellow cards (3 above plus 2 more) – automatic 1 game suspension (in addition to one already served)

6 Yellow cards (5 above plus one more) – automatic 2 game suspension (in addition to ones already served)

7 yellow cards (6 above plus one more) – automatic 5 game suspension (in addition to ones already served)

Abusive, insulting or offensive language or behaviour, directed at another player, team official or spectator and loud enough to be heard by the Referee:

1st offence – automatic 1 game, optional 1 additional game

2nd offence – automatic 1 game, optional up to 4 additional games

Subsequent offences – automatic one game, mandatory additional 8 games.

Spitting, at an opponent or any other person:

1st offence – automatic 8 games

2nd offence – automatic 12 months

Subsequent offences – automatic 24 months.

Abusive, insulting or offensive language or behaviour, directed toward a game official:

1st offence – one month suspension or 5 games

2nd offence – two month suspension or 10 games

Subsequent offences – automatic 6 month and up to 12 month suspension.

Persistent protests against decisions by the Referee and Referee's Assistants:

1st offence – automatic 1 game, minimum 2 additional games

2nd offence – automatic 1 game, minimum 4 additional games

Subsequent offences – automatic 90 day suspension.

PROTESTS AND APPEALS OF GAMES

Submitting a Protest

A team may protest any scheduled game. All protests must be submitted in writing (oral protests are not even considered) to the DYSA Secretary. All protests must be signed and submitted within 48 hours from the time of the match to which it relates.

A cheque payable to Delta Youth Soccer Association in the amount of \$100.00 must accompany protests. This payment must accompany the protest at the time the protest is sent. If the protest is upheld, this fee is returned; if the protest is denied, the District retains the fee.

If you are going to protest a game, read what follows carefully. Failure to follow applicable Protest Guidelines may result in forfeiture of the \$100 protest fee.

The "Grounds" for Protest

A protest will only be considered on the grounds of:

- (a) Interpretation of the FIFA Laws of the Game
- (b) The eligibility of players or
- (c) Breaches of Competition Rules and Regulations

Any protest relating to the ground, goal posts, or any other appurtenances (like nets, soccer balls, corner flags, etc.) shall not be considered unless notice has been given to the Referee before the game starts. If the problem cannot be solved without delaying the game, a protest must still be made in writing, and be properly submitted, to be considered. No protest will be considered if, in the opinion of the Referee, the objection lodged did not seriously affect the outcome of the game.

Protest Consideration

If a protest is considered a copy of the protest will be mailed to the other team involved (within 48 hours of receiving the protest). The Referee will also supply a written report to the committee. The Protest Committee's decision will be conveyed in writing to both teams.

Appeals of Decisions

All appeals of the DYSA Protest Committee ruling must be made to the BCSA Appeals Committee within 4 day of the rendering of the decision. The format of the appeal (written, signed, etc.) is the same as a protest, except that you are appealing the decision itself and must include a copy of the decision from the DYSA Committee. The DYSA will forward all information they used directly to the BCSA. A cheque payable to the BC Soccer Association must accompany the appeal if it is to be properly filed.

- A team official must sign the appeal.
- This fee will be returned if your appeal is upheld, and forfeited if your appeal is denied. Further appeal is possible; ask BCSA to provide details if you wish to appeal their decision.

Provincial Cup Games

All protests regarding out-of-district Provincial Cup games at both the "A" and "B" levels are to be submitted directly to the BCSA Protest Committee. In no case will decisions be made by any other body. A fee must accompany the protest. An appeal of the BCSA decision is possible, and the BCSA office will advise you of the proper procedure.

SCHOLARSHIPS

Evelyn Hartmann Memorial Scholarship Fund

A letter will be mailed out in March to all players registered with DYSA who are proceeding from Grade 12 and have played with any team affiliated with DYSA for a minimum period of 3 years.

Application forms will be available from Club Presidents and the DYSA Secretary. All applications must be received by the DYSA Secretary on or before April 1st of the current year.

Payment and Assignment of Referees - Delta Cup and Provincial Cup

		Assignment	Payment
Provincial A Cup playdowns	Referees Assistants	BC Soccer DYSA	BC Soccer DYSA
Provincial B Cup – inside District	Referees Assistants	DYSA Clubs	DYSA Clubs
Provincial B Cup – outside District	Referees Assistants	BC Soccer DYSA	BC Soccer DYSA
Delta Cup play downs	Referees Assistants	Clubs Clubs	Clubs Clubs
Delta Cup finals	Referees Assistants	DYSA DYSA	DYSA DYSA

Note The DYSA Treasurer will determine the appropriate payment amount.

FUNDRAISING AND TRAVEL

DYSA Secretary must be advised, in writing by the Home Club, of any approved team fundraising activities.

Any group wishing to fundraise must be a team registered with DYSA, and consist of at least 11 players **and one official** from the registered team. Additional players may be added to bring the team total to a maximum of 18 players, unless a lesser number is specified by the Home Club. These additional players must be registered with DYSA.

All monies fundraised by any team for any reason must be spent, and travel taken, by September 1st of the year in which the current season ends. For example:

The Coastal soccer season runs from August 1 to July 31. Therefore any fundraising started in August 2006 must be completed with money spent and travel taken by September 1, 2007.

Any surplus funds must revert to the Home Club to be added to General Revenue.

FUNDRAISING RULES

Any team must, prior to commencing any fundraising activities:

- 1) request permission to fundraise, in writing, from its home Club
- 2) present a Budget stating the purpose of fundraising and giving a breakdown of expenses
- 3) open a bank account in the team's name. Set up the account to require any 2 of 3 signatories, none of whom should be related.
- 4) Teams involved in long term fundraising (over 3 months) must submit updates to their home Club every 3 months.
- 5) Youth players cannot participate in any fundraisers associated with alcohol or tobacco.
- 6) A final accounting must be given to the home Club **within 30 days after** the money is spent and the travel taken.

BUDGET GUIDELINES

Acceptable Expenses

- 1) Travel to and from point of arrival by plane, train, bus
- 2) Vehicle rentals for travel to venue to a maximum of 3 – **based on a team of 18 players and 3/4 team officials**
- 3) Entry fees to tournament
- 4) Team tracksuits and bags
- 5) Accommodation for players and a maximum of 4 team officials, based on 4 players or 2 team officials per room
- 6) Any additional medical or travel insurance for players or team officials as per B.C. Soccer guidelines

Unacceptable Expenses

- 1) Meals
- 2) Team uniforms (home Club will supply)
- 3) Equipment (home Club will supply)
- 4) Entertainment including windup parties, trophies, medals, etc.

Casino nights – all money earned from a Casino is the property of the Home Club, not individual teams.

TRAVEL RULES

Any player who is registered with another team will not be released to travel to an event which conflicts with his own team commitments (i.e. League, Provincial Cup, tournaments, etc.)

A team will not be released to travel to an event which conflicts with its own League or Provincial Cup commitments.

DELTA CUP RULES - PLAY DOWNS & FINALS

Revised 8/06

The Delta Cup Finals will be hosted by the member clubs in a four-year cycle according to the following rotation:

Peace Arch	2006-07 season
North Delta	2007-08 season
Ladner	2008-09 season
Tsawwassen	2009-10 season

1. All games must be played as scheduled (both where and when). Games must NOT be cancelled by mutual consent of coaches. If done, both teams WILL forfeit the points. ONLY THE DYSA SCHEDULER OR THE GAME REFEREE WILL HAVE THE AUTHORITY TO CANCEL GAMES. Failure to play scheduled or re-scheduled games on all-weather (gravel fields) will be considered a forfeit - in the case of two teams failing to show up, a double forfeit will be declared.

The Home Club of any team withdrawing from Delta Cup after the schedule has been drawn up will be fined \$100.00.

2. If a referee has failed to show after fifteen (15) minutes from the scheduled start time, the Home team referees the first half of the game and the Visiting team referees the second half, unless it is agreed that one person will referee the whole game. One of the Referee's Assistants may officiate the game. EVERY EFFORT MUST BE MADE TO GET THE GAME PLAYED.
3. Team lists (all ages) and BCSA photo ID cards (U12 - U14) MUST be presented at all Cup games.
4. All games will be of regulation length as per BCSA guidelines.
5. All rules will apply as per League play (including uniforms, player eligibility, referees/assistant referees etc.)

6. **ROUND ROBIN PLAY**

The results of the League play are used to tier the teams into small groups (usually 3 or 4 teams), which compete in a round-robin playdown with the top two teams advancing to the Delta Cup finals.

Due to timing issues, some leagues may not have been completed prior to the tiering. Therefore, some teams may appear to be placed in incorrect groupings based on the final standings.

There will be no overtime during the round-robin play. However for the purposes of awarding points, penalty kicks will be held at the end of regulation time in all tied matches. Penalty kicks alone will not constitute a match. FIFA rules apply. (Note: FIFA has amended their rules such that if one team finishes the game with less players than the other team, then the team with more players will reduce the number of players on the field to match their opposition.)

If regulation time is not completed no points will be awarded to either team, no matter what the score was at the time of abandonment.

POINTS WILL BE AWARDED IN THE FOLLOWING MANNER:

- 0 points for a loss
- 1 point to each team tied at the end of regulation play
- 1 additional point to the team who wins the shoot-out
- 3 points to the winner after regulation play

7. **TO DETERMINE FINALISTS**

Determination of which teams advance to the Delta Cup finals will be based upon the points earned in completed rounds of play. For the purposes of Delta Cup, a completed round means a round where all teams in a group play each other once, not a home and away series. Only the results of completed rounds will be used. Where teams are unable to complete at least one round during the

Playdowns, the Delta Cup Committee will determine, if necessary, if games will be played/re-scheduled.

8. **TO DETERMINE THE FIRST PLACE TEAM IN THE EVENT OF A TIE**

If 3 or more teams are tied for first place, one round involving the tied teams will be played if schedule or conditions permit. If NOT, OR IF STILL TIED AFTER TIE BREAKING ROUND THE FIRST FINALIST WILL BE DETERMINED BY USING THE FOLLOWING CRITERIA AS DETERMINED BY THE LAST COMPLETED ROUND ROBIN: (Please note that if "a." can determine a finalist we will NOT proceed to "b." and/or the next stage and so on.)

- a. Records against each other
- b. Overall goal difference
- c. Overall goals for
- d. Overall goals against
- e. Name to be drawn from a hat - the first name chosen will go through
- f. After the first finalist is declared the remaining teams (from the group that was originally tied will refer to rule 9 to determine the second finalist.

9. **TO DETERMINE THE SECOND FINALIST IN THE EVENT OF A TIE FOR SECOND PLACE**

or to resolve 8f (above) one round involving the tied teams will be played, if the schedule or conditions permit. If still tied, the second finalist will be determined by using the following criteria as determined by THE LAST COMPLETED ROUND ROBIN AND IN THE SAME MANNER AS THE CRITERIA WAS EMPLOYED IN ARTICLE 8:

- a. Records against each other
- b. Overall goal difference
- c. Overall goals for
- d. Overall goals against
- e. Names will be drawn out of a hat - first name picked will be declared finalist

10. The finalists will meet in the DELTA CUP finals as scheduled.

11. Scores are to be reported to the DYSA statistician in the usual manner as per league play. Please ensure that you advise if the game was a tie and that Penalty Kicks were taken.

12. A Red card is an automatic one game suspension. Any player or team official MUST sit out the next Cup or League game.

Two yellow cards in one game = one red card.

Three yellow cards in Delta Cup Playdowns = one red card.

Club head referees MUST contact the DYSA head referee as soon as possible after a game if cards are issued.

Any coach/team official asked to leave the field by the Referee has been red carded. A Referee does NOT have to show a coach/team official a red card. If asked to leave by the Referee, DO SO IMMEDIATELY.

13. **DELTA CUP FINALS**

A winner WILL be declared. If the two finalists are tied after regulation play a penalty shoot-out will be held as per FIFA rules in order to declare a winner.

14. In the event of a Protest at a Delta Cup final game the protest must be submitted in writing with an accompanying cheque for \$100.00 made payable to DYSA. The coaches from both teams and the referee of the game must report to Delta Cup headquarters immediately following the game.

15. **DELTA DISTRICT RESERVES THE RIGHT TO AMEND THESE RULES AND CHANGE THE FORMAT OF PLAYDOWNS.**

Fields and Addresses

LADNER

ASSOCIATION PARK	45TH AVE & 60B ST
BELL PARK	49TH AVE & 58B ST
CROMIE PARK	49B ST off 44TH AVE DELTA
MANOR ELEMENTARY	4750 57TH ST
DELTA SR SECONDARY	4615 51ST ST
HOLLY ELEMENTARY	4630 61ST ST
LADNER ELEMENTARY	5016 44TH AVE
MAPLE PARK	MAPLE CRES & 53 AVE
PORT GUICHON ELEMENTARY	4381 46A ST

PEACE ARCH

BAKERSVIEW PARK	154TH ST & 18TH AVE
CRESCENT PARK	2440 132ND ST
CENTENNIAL PARK	14600 NORTH BLUFF RD
H.T. THRIFT ELEMENTARY	1739 148TH ST
JESSIE LEE ELEMENTARY	2064 154TH ST
MORGAN CREEK PARK	3302 -156A ST
RAY SHEPHERD ELEMENTARY	1650 136TH ST
SEMAHMOO PARK	8TH AVE & KEIL ST
SOUTH MERIDIAN SCHOOL	16244 13TH AVE (#1 NORTH/SOUTH #2 EAST/WEST)
SOUTH SURREY PARK	148TH ST & 20 AVE
	(#1 APPROX. 14750 20TH AVE SOUTH SIDE
	#4 APPROX. 14600 20TH AVE SOUTH OF SOFTBALL CITY)
SUNNYSIDE PARK	26TH AVE WEST OF KING GEO HWY

TSAWWASSEN

BEACH GROVE ELEMENTARY	5955 17A AVE
BOUNDARY BAY ELEMENTARY	1100 56TH ST BOUNDARY
BEACH ELEMENTARY	6570 1A AVE
BRANDRITH PARK	APPROX. 5000 BLOCK 12TH AVE
PEBBLE HILL ELEMENTARY	246 52A ST
PEBBLE HILL PARK	5100 4TH AVE
SOUTH DELTA SR SEC	750 53RD ST
SOUTH PARK ELEMENTARY	735 GILCHRIST DR
TSAWWASSEN JR SECONDARY	5325 6TH AVE
WINSKILL PARK	56TH ST & 9TH AVE

NORTH DELTA

ANNIEVILLE ELEMENTARY	9240 112TH ST BEHIND SCHOOL W
BOYS CLUB (ND COMMUNITY PARK)	11300 BLOCK 84TH AVE
BROOKE ELEMENTARY	8718 DELWOOD
BURNSVIEW JR SECONDARY	7568 112TH ST
CHALMERS ELEMENTARY	11315 75 AVE
CHALMERS PARK	112TH ST & 76 AVE
COUGAR CANYON ELEM.	11664 LYON ROAD
DELVIEW JR SECONDARY	9111 116TH ST
DELVIEW PARK	11600 BLOCK 92ND AVE
GIBSON ELEMENTARY	11451 90TH AVE
GRAY ELEMENTARY	10855 80TH AVE
GUNDERSON PARK	7500 BLOCK 117TH ST
HEATH ELEMENTARY	11364 72ND AVE
HELLINGS ELEMENTARY	11655 86TH AVE
HELLINGS PARK	BEHIND HELLINGS ELEMENTARY
JARVIS ELEMENTARY	7670 118TH ST
MACKIE PARK	10800 BLOCK 82ND AVE
NORTH DELTA SR SEC.	8270 114TH ST
PINEWOOD ELEMENTARY	11777 PINEWOOD ST
RICHARDSON ELEMENTARY	11330 84TH AVE
SANDS JR SECONDARY	10840 82ND AVE
SANDS PARK	BEHIND SANDS JR SEC S.
SEAQUAM SECONDARY	11584 LYON ROAD
SUNBURY PARK	DUNLOP AT CENTRE ST
SUNSHINE HILLS	11285 BOND BLVD
WADE ROAD PARK	6500 BLOCK WADE ROAD
WESTVIEW PARK	6500 BLOCK WESTVIEW

PENALTY KICKS (SHOOT OUTS) – included here for information only

Only the eligible players (players who are on the field at the end of the match, which includes extra time where appropriate) and match officials are permitted to remain on the field of play when penalty kicks are taken in a shoot out..

When a team finishes the match with a greater number of players than their opponents, the team shall reduce their number to equate with that of their opponents and inform the referee of the name and number of each player excluded. The team captain has the responsibility of informing the referee.

Before the start of kicks from the penalty mark the referee shall ensure that only an equal number of players from each team remain within the centre circle and they shall take the kicks.

The referee chooses the goal at which the kicks will be taken.

The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.

All players, except the player taking the kick and the 2 goalkeepers, must remain in the centre circle.

Each kick is taken by a different player. All eligible players must take a kick before any player can take a second kick.

The referee keeps a record of kicks being taken, and the jersey numbers of the players who take the kicks.

The kicks are taken alternately by the teams.

If, before both teams have taken five kicks, one team has scored more goals than the other could score, even it were to complete its five kicks, no more kicks are taken.

If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.

A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute (one who is not on the field of play.)

An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.

The goalkeeper who is the teammate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.

QUESTIONS MOST FREQUENTLY ASKED

- Q: I didn't read any of these rules so can I do what I want?
A: No. Failure to make yourself aware of them does not exonerate you.
- Q: Can I pick up my younger son or a friend to play in League or Cup play?
A: No. Only players registered to your team may play on your team.
- Q: Can I pick up a player for a tournament?
A: This depends on the rules of the tournament. If they agree you must pick up from within your club and **YOU MUST HAVE THE PERMISSION OF THE COACH THAT THE PLAYER PLAYS FOR BEFORE YOU TALK TO THE PLAYER.** Failure to do so may result in a discipline hearing. The player cannot come from a higher calibre league. (I.e., Gold to Silver or Gold/Silver to Bronze)
- Q: Our fields are better. Can I have the other team come here?
A: No. Games must be played as scheduled.
- Q: I don't like gravel fields. Can I refuse to play?
A: No. Games must be played as scheduled.
- Q: The other coach and I don't want to play today. We agree so can we cancel?
A: No. The only people who can cancel a game are the league scheduler, the referee and the field co-ordinator.
- Q: I don't like our uniforms. Can we wear what I want?
A: No. Only uniforms authorized by your club may be worn.
- Q: The referee is late. Can I refuse to play?
A: Read the rules on what to do. (No Referee for a Game) You can start by having the assistant referees check your teams' cleats and ID cards.
- Q: The referee was awful. I really need to tell him what rules he/she broke.
A: Absolutely not. Referees are too hard to get for just that reason. Call your head referee and discuss it. If you are **THRILLED** with the referee call the head referee and tell him.

DELTA DISTRICT HAS ADOPTED A ZERO TOLERANCE OF ABUSE OF REFEREES.

- Q: The referee tells me to leave the park. What option do I have?
A: **NONE.** Leave the park immediately. You **MUST** sit out the next league or cup game and wait to be called to discipline.

(What Should I Do If . . .?)

- Q: If I am ejected from a game can I choose which game I sit out?
A: No. You **MUST** sit out the very next league or cup game whichever one comes first. (The same rule applies to your players.)
- Q: Can I sit out one of my players or limit his play because I don't think he is talented enough?
A: No. All players in Delta District are guaranteed a minimum of one half a game unless it is for discipline reasons. (If a team official sits out a player for discipline reasons your director or co-ordinator should be informed of such an action.)
- Q: Can I schedule an exhibition game so that a player under suspension can use up his games because we have a big league or cup game coming up?
A: No. Games served **MUST** only be **LEAGUE** or **CUP** games.

Q: What do I do if I don't like these rules?

A: Come to the AGM and try to change them or get involved on a Soccer Board.

Q: Can I use the fields when they are closed due to inclement weather etc?

A: No. This could result in a 'fine' charged to you personally.

Q: Can player's friends or brothers participate in my practices?

A: No. Only players registered to your team.

Q: What does it mean if a referee asks a coach or member of the coaching staff to leave the field without the referee showing a "red card"?

A: A referee does NOT have to show a "red card" to a coach. If asked to leave the field, leave – you have been "red carded".

Q: The opposing team is missing some or all of its ID cards. Can I protest the game?

A: Yes, and unless the cards are missing through no fault of the team, the protest will be upheld.

Q: What do I do if a player is seriously injured and requires medical or dental assistance which may lead to out-of-pocket expenses being incurred?

A: Report all such injuries to your Club and the DYSA Secretary who will provide an Injury Report to be completed and forwarded to BCSA's Insurance Agent. All reports should be made within 30 days of sustaining the injury.