

Article 1. RECREATIONAL PROGRAM

- 1.1 The Recreational Program shall be managed by the Board of Directors. The Board of Directors shall follow the VYSO Bylaws and all applicable Standing Rules of the Organization and Board of Directors.
- 1.2 The Board of Directors shall follow STYSA Regulations when determining the following:
 - (a) Age groups that teams may be formed in
 - (b) Team roster sizes
 - (c) Roster modifications
 - (d) Team formation requirements
- 1.3 The Board of Directors shall have the authority to set recreational registration dates and deadlines, along with team roster deadlines. All deadlines shall be at least seven (7) days before any applicable STYSA deadline to allow the registrar adequate time to complete the registration and team activation processes.
 - (a) The Board of Directors shall have the authority to set late registration dates and appropriate late fees. The Board of Directors shall also have the authority to waive the late registration fee if needed by a member due to an actual emergency that caused the member not to be able to register on time.
 - (b) Scholarship program registration/application, Special Requests, and all other programs/requests are only accepted during on-time registration.
- 1.4 The Board of Directors shall have the authority to write standing rules for all aspects of the recreational program not covered in the organization Bylaws or Standing Rules. These standing rules shall be posted on the website and updated with any changes that occur.
- 1.5 Each adult to be assigned to a REC team (coach, assistant coach, manager, trainer, etc.) or that will be working with a REC team (practices, training, games, etc.) must be approved by the Board of Directors. The Board of Directors shall have the authority to deny any individual for any reason at any time.

Article 2. RECREATIONAL TEAM FORMATION & PLAYER ROSTERING

- 2.1 The Registrar shall supervise and assist the Board of Directors with REC Team Formation. The Registrar is responsible for REC Player Rostering.
- 2.2 REC Team Formation will be conducted by the Registrar and Board of Directors no later than seven (7) days following the on-time registration deadline. REC Team Formation will take place at a closed Board of Directors meeting.
- 2.3 The Registrar shall provide to the Board of Directors the number of registered players in each division and the number of parents/relatives that have volunteered to coach in each division. The Recreational Program Vice-President shall provide to the Board of Directors a list of additional persons that have volunteered to coach for the season. At the REC Team Formation, the Board of Directors shall determine the number of teams to form in each age division based on the number of registered players and available coaches.
- 2.4 When selecting the head coach for each division: First preference will be given to a parent who has a child playing in that division. Second preference shall be given to any person who has a relative playing in that division. If neither a parent nor relative is available, the Recreational Program Vice-President shall assign a coach to a division based on qualifications and availability.
- 2.5 Each coach shall have three (3) days after receiving his team roster to contact all players on his team to notify them of the first team practice and/or team meeting.
- 2.6 Each fall season, all players will be randomly assigned to teams. Teams will not be kept together from the previous spring season. Each spring season, returning players from the previous fall season will be kept on their fall team provided they register on time.
- 2.7 General Player Rostering Rules:
 - (a) Requests that are not allowed:
 - (1) No child may move down to a younger division.
 - (2) Requests to play for a specific coach or team will not be honored.
 - (3) Requests for a coach that speaks a specific language will not be honored.
 - (4) A boy cannot play on a girls' team.
 - (5) A coach cannot request to have a specific player on his team.
 - (6) A coach cannot request to have a player removed from his team.
 - (b) Special Requests that are allowed: Players may submit one of the following special requests per season:
 - (1) Siblings shall be allowed to play on the same team if they do not move up more than one age level.
 - (2) A girl shall be allowed to play on a boys' team.
 - (3) A player shall be allowed to be removed from his/her fall team and placed back in the random player rostering phase.
 - (4) Not play for one specific coach (must provide the coach's name)

- (5) Play up requests shall be allowed if the player will only move up one age level. A parent or family member must also be willing to serve as a coach or manager on the child's team. (Example: A U08 player can play in the U09 division but cannot play in the U10 division unless U09 and U10 are combined.) A U04 player cannot play up.
- (6) Buddy Request to play on the same team as **one** other player. Both players must request each other, or the request will be ignored. If more than one buddy's name is submitted, all will be ignored except for the first name submitted.
- (7) Surrounding Town Request to play on a team that will hold practice in a town other than Victoria. The surrounding town team will be allowed to form if:
 - a) A parent, or other individual, is willing to coach the team, and
 - b) The players live, or attend school, in the requested town (verification must be provided)
 - c) There are enough players of the same age/gender (coed is allowed) without violating play up rules, and
 - d) All players are registered on time by the deadline posted on the website, and
 - e) All players submit the special request form, and pay the fee, by the deadline posted on the website
- (c) REQUEST REQUIREMENTS: The allowable requests will be honored provided the following:
 - (1) The player registers on time by the date posted on the website. All registration requirements must be met, which include a properly filled out registration form (paper or online), payment, and verification of birth date.
 - (2) The player submits the Special Request form, and pays the fee, by the deadline posted on the website.
 - (3) There is an opening on the team the player's request applies to.
 - (4) No STYSA rules have been violated. (Example of STYSA rule: no recruitment based upon ability.)
 - (5) If there are not enough openings on the team's roster to accept all request players, then the players will be rostered according to registration date. If two (2) or more players registered on the same date a random draw will be used.
 - (6) There is a limit of two pairs of Buddy Request players per team. If a third, or more, pairs of Buddy Request players cannot be rostered due to the limit, the two pairs of Buddy Request players that registered first will be rostered together. If pairs of Buddy Request players register on the same date, a random draw will be used to determine the order of Buddy Request players. For this purpose, the registration date for the pair of Buddy Request players will be the date the second player in the pair registers.
 - (7) In the spring season, the limit of two pairs of Buddy Request players will carry over from the fall season. If both pairs of Buddy Request players return to the team in the spring season, the team cannot receive any more Buddy Request players.

2.8 PLAYER ROSTERING FOR EACH DIVISION WILL TAKE PLACE IN THE FOLLOWING MANNER:

(a) INITIAL PLAYER ROSTERING PHASE

- (1) All players that registered on time will be rostered to a team during the Initial Player Rostering Phase. In the Spring Season, returning fall players will remain on their team.
- (2) All players will be rostered to a team in the following order:
 - a) Upper age group of the division
 - b) Lower age group of the division
 - c) Players that are playing up a division
- (3) Teams will be randomly drawn to determine the order in which teams will receive players.
 - a) In the Spring Season, the team with the fewest players will receive the first player(s) until that team is equal to the next team with the least number of players.
 - i) These two teams will take turns, in sequence order, until each team is equal to the third team with the fewest players.
 - ii) This manner of rostering will continue until all teams have the same number of players.
 - iii) The remaining players will then be rostered in the team sequence order.
- (4) After all players in a division have been rostered to a team, the Registrar will make the appropriate player movements for head coaches' children as follows:
 - a) Head coaches with children playing will be assigned to the team in which his/her child was rostered to. If more than one child of a head coach is rostered to the same team, the head coach whose child was rostered first will receive that team. All other head coaches' children on that team will be switched with the player rostered in the same round, or the following round(s), on the next team in sequence order until each head coaches' child is on a different team.
 - b) Head coaches with relatives playing will be assigned in the same manner as above.
 - c) All remaining head coaches will be assigned by a random draw of the team names.
- (5) After the appropriate player movements for head coaches, the Register will make all other player movements as is necessary in each division in the following order:
 - a) Siblings
 - b) Buddy Requests
 - c) Not playing for a specific coach
- (6) During the Initial Player Rostering Phase, no team shall be allowed to have more than one additional player on the team than any other team in the division.

(b) LATE PLAYER ROSTERING PHASE

- (1) The following players will be rostered to a team during the Late Player Rostering Phase:
 - a) Players that registered late
 - b) Players that registered on-time but did not complete registration on-time due to one or more of the following:
 - i) Did not send in verification of the player's date of birth.
 - ii) Did not pay the registration fee.
 - iii) Did not sign the player registration form on paper or during online registration.
 - iv) Other reason as notified by the Registrar.
 - (2) Starting the day after the Initial Player Rostering Phase is complete, the Registrar shall roster players to teams in order of registration completion date. Registration completion includes the following:
 - a) Signed paper registration form or online registration.
 - b) Payment in full of all amounts currently owed to VYSO.
 - c) Verification of player's date of birth
 - d) Other items as required and notified by the Registrar.
 - (3) The Registrar shall strive to maintain balance among the teams in each division when rostering players during the Late Player Rostering Phase.
- (c) WAITING LIST:** After all teams in a division are full, players will be placed on a waiting list and will be contacted if an opening occurs.
- a) Players will be assigned to the waiting list in order of registration. These players will only be placed on the waiting list if the following has been received by the Registrar:
 - i) Signed paper registration form or online registration.
 - ii) Verification of player's date of birth
 - iii) Other items as required and notified by the Registrar.
 - b) Payment need not be made for the player to be placed on the waiting list. The Registrar will collect payment when an opening occurs. Payment must be received before a player is rostered to a team.

Article 3. SELECT PROGRAM

- 3.1 The Select Program shall be managed by the Board of Directors. The Board of Directors shall follow the VYSO Bylaws and all applicable Standing Rules of the Organization and Board of Directors.
- 3.2 The Board of Directors shall follow STYSA Regulations when determining the following:
 - (a) Age groups that teams may be formed in
 - (b) Team roster sizes
 - (c) Roster modifications
 - (d) Team formation requirements
- 3.3 The Board of Directors shall have the authority to set select team roster deadlines, including freezing the rosters. All deadlines shall be at least three (3) days before any applicable STYSA, WDDOA, Western District or other organization deadlines to allow the registrar adequate time to complete the registration and team activation processes.
- 3.4 Each select team's head coach and trainer shall hold an "E" coaching license or a U.S. Soccer Grassroots In-Person or Online License for the format he will be coaching (i.e., 9v9 or 11v11)
- 3.5 Each adult to be assigned to a select team (coach, assistant coach, manager, trainer, etc.) or that will be working with a select team (practices, training, games, etc.) must be approved by the Board of Directors. The Board of Directors shall have the authority to deny any individual for any reason at any time.
- 3.6 All select teams shall have a Team Manager in addition to the Head Coach. All teams shall have a team official (assistant coach or manager) that is not the spouse of, or live in the same household as, the head coach. The purpose of this is to give each team two independent representatives of the team that will have access to the team information.
- 3.7 The Board of Directors shall coordinate and conduct all select player tryouts and evaluations. Players must be properly registered before being allowed to try out.
 - (a) All players in the appropriate age group are eligible to participate.
 - (b) It is recommended that a player play in his own age division; however, a player may play up in an older division, provided he does not move up to a division more than three years older than him, without board approval. The Board of Directors cannot give this approval unless the player has been evaluated at select tryouts or at a team practice.
- 3.8 The Board of Directors shall have the authority to write standing rules for all aspects of the select program not covered in the organization Bylaws or Standing Rules. These standing rules shall be posted on the website and updated with any changes that occur.

Article 4. SELECT TEAM COACH AND PLAYER SELECTION

- 4.1 TEAMS: Teams are formed by the Board of Directors according to STYSA and VYSO regulations. Teams are formed for a period of one year.
- 4.2 COACHES:
- (a) The Board of Directors shall post a notice each spring detailing the deadline by which to apply to coach a team. The application shall be posted on the website.
 - (b) Applications to coach a select team must be submitted online by the deadline posted in the notice.
 - (c) The Board of Directors will approve a coach for each select team. Coaches are approved for a period of one year.
 - (d) Vacancies in coaching will be filled by the Board of Directors, if possible.
- 4.3 PLAYER TRYOUTS:
- (a) Tryout dates, times, and locations are set by the Board of Directors, including weather-related alternate tryout dates. The Select Program Vice-President is responsible for coordinating and supervising the tryouts.
 - (1) The dates, times, and locations of the tryouts will be posted on the website.
 - (2) Coaches will be informed, by the Select Program Vice-President, of the dates, times, and locations of the tryouts as well as the player select process.
 - (3) The Board of Directors shall send an email including all details about the tryouts and the commitments involved in select teams to all age-eligible registered players.
 - (4) The Select Program Vice-President is responsible for ensuring that all players attending tryouts are registered. The registrar will provide the Select Program Vice-President with a list of all players that have registered to try out for each team. Any players not on that list will not be allowed to try out.
 - (b) All adults must have completed all risk management requirements and hold a valid Adult Participation Pass (KidSafe card) to participate in the tryout process.
 - (c) Players will be provided with a numbered jersey to wear during tryouts. This is how the player will be identified throughout the tryout process.
 - (d) Once tryouts begin, coaches, team officials, trainers, and evaluators may not initiate contact regarding tryouts or team formation/selection with any players or parents until rosters are released. Any previously scheduled current season team activities should be discussed with the Select Program Vice-President prior to tryouts beginning.
- 4.4 CONFLICT OF INTEREST: Throughout the coach approval, player tryout, and team formation processes, if the Select Program Vice-President has a conflict of interest, the President or highest-ranking board member present shall fulfill the role of the Select Program Vice-President.
- 4.5 PLAYER EVALUATIONS:
- (1) A four (4) member evaluation committee shall evaluate players.
 - (2) The evaluation committee for each team shall be comprised of the team's coach and three people appointed by the Select Program Vice-President.
 - (3) The Board of Directors shall approve all evaluation committee members.
 - (4) Paid team officials shall not participate on the evaluation committee for any team he is currently training or planning to train in the next year unless he is the head coach of the team.
 - (5) Trainers shall not participate on the evaluation committee for any team.
 - (6)
- 4.6 PLAYER SELECTION AND TEAM FORMATION SESSIONS:
- (a) The Select Program Vice-President and Executive Director shall conduct/supervise the player selection and team formation sessions.
 - (b) The player selection and team formation process shall be conducted at the VYSO office within fourteen (14) days of the last tryout session. All boys teams will be formed in one session; all girls teams will be formed in a separate session.
 - (c) The head coach of each team to be formed shall be present at the appropriate player selection/team formation session (boys or girls team).
 - (d) The head coach of each team to be formed, along with the Select Program Vice-President and Executive Director, shall constitute the Select Team Formation Committees (one for boys teams session; one for girls teams session).
 - (e) Each member of the Select Team Formation Committees shall be provided a list of players with their tryout number, age, previous team name and evaluation rankings. If available, photos of the players can be shown on the computer/TV during the team formation sessions.
 - (f) The oldest team in each session shall be formed first, and progress down to the youngest team.
 - (g) Players will only be selected for one team.
 - (h) If the committee is tied in a decision, the Select Program Vice-President shall cast the deciding vote if he is present and was not a member of that team's evaluation committee.
 - a) If the Select Program Vice-President is not present, or cannot cast the deciding vote, the highest-ranking board member present, that was not a member of that team's evaluation committee, shall cast the deciding vote.
 - b) If no one is available, or qualified, to cast the deciding vote, the Board of Directors shall cast the deciding vote at the next board meeting.
 - (i) Minimum number of players:
 - (1) The minimum number of players required to form a select team are below.

- a) For U11—U12 teams: minimum number of players is nine (9).
 - b) For U13—U19 teams: minimum number of players is eleven (11).
 - (2) This minimum number of players must be reached using players that were not selected for another select team.
 - (j) If a team must maintain a core number of players to keep a pre-qualified spot for the following season, the following sequence will be followed:
 - (1) The coach will notify the evaluation committee of his desired roster size and the minimum number of players needed to maintain core.
 - (2) The committee shall fill the required number of players to meet core with returning players. Returning players are those that played in VYSO on any team, REC or Select, during the spring season.
 - (3) The remaining players to be rostered shall come from the remaining returning players and the new players that attended tryouts.
- 4.7 CONTACTING PLAYERS AFTER TRYOUTS**
- (a) The Registrar will give the head coach of all formed teams a list of players, with contact information, within four days of the Team Formation Session.
 - (b) The coach must notify all selected players, by phone, within seventy-two (72) hours of receiving the list of players from the registrar. The coach must notify all selected players before contacting players that were not selected.
 - (c) The Registrar will give the coach of each tryout team a list of all players that were not selected for a team. The coach shall notify each player that was not selected for a team within seventy-two (72) hours of receiving the list from the Registrar.
 - (d) If the coach has not been able to make contact by phone, the coach can then send an email to the parents informing them their child was selected or not selected. The Select Program Vice-President must be included in these emails.
- 4.8 ADDING OR REPLACING PLAYERS:** A coach may add players to the team, with approval from the Board of Directors, throughout the year, up to the maximum roster number allowed by VYSO, STYSA, and/or playing league rules. The coach must submit all required documentation to the registrar prior to any applicable deadline including, but not limited to, roster freeze, transfers, and/or additional deadlines.

Article 5. RECREATIONAL LEAGUE RULES

- 5.1** The Recreational League shall be managed by the Executive Director and Board of Directors. The Executive Director and Board of Directors shall follow the applicable STYSA General Rules of Play; any exceptions or restrictions shall be detailed below.
- 5.2 PLAYER'S UNIFORM AND EQUIPMENT:**
- (a) Uniform: The standard uniform of a player shall be the jersey, shorts, and socks issued by the organization. The application of numbers, lettering, or logos is not allowed without prior approval of the Executive Director or Board of Directors.
 - (b) Shin Guards: Players must wear shin guards at all practices and games. Players must wear socks pulled up over the shin guards during all games.
 - (c) Cleats or Sneakers: Players must wear sneakers or non-metallic cleats for all practices and games.
 - (d) A player will not be allowed to wear anything which could be dangerous to himself or others. Examples of dangerous items include, but are not limited to, sunglasses, sunshades, jewelry, braces (that contain exposed metal or hard plastics and are not wrapped according to STYSA rules) hard casts (padded or otherwise) or any other item deemed dangerous by the game's center referee and/or board member or administrator on duty at the time of the game.
 - (e) The goalkeeper shall wear a shirt of a different color to distinguish him from the other players and referees.
- 5.3 TEAM ROSTERS**
- (a) Team Roster Sizes -- Players
 - (1) U13—U19: minimum of seven (7) players, maximum of fourteen (14) players
 - (2) U11—U12: minimum of nine (9) players, maximum of sixteen (16) players
 - (3) U09—U10: minimum of seven (7) players, maximum of twelve (12) players
 - (4) U04—U08: minimum of four (4) players, maximum of eight (8) players
 - (b) Team Roster Sizes – Team Officials
 - (1) A maximum of four (4) people may be rostered to a recreational team as team officials. This includes coaches, assistant coaches, managers, and assistants. These four (4) officials are the only individuals allowed to coach or instruct players in practices or games. During practices, all other adults must remain away from the practice area. During games, a maximum of two (2) team officials may be on the player's side of the field, all other adults must remain in the designated spectator area.
 - (c) Roster Freeze Deadline: shall be seven (7) days prior to the first scheduled game day of the season.
- 5.4 COACHES AND SPECTATORS**
- (a) All coaches, assistant coaches and players shall remain on the side of the field assigned to them. All fans and spectators shall remain on the opposite side of the field, directly across from their team, and must stay behind the restraining line. If there is no restraining line painted, fans and spectators shall remain at least six (6) feet off the field. It will be the head coach's responsibility to control the behavior of his assistant coaches and his team's fans in this and all other aspects. The referee has the power to halt play if the coach does not comply.
 - (1) Children on the team sideline that are not rostered to the team playing:

- a) Children aged 12-17: To be on the team sideline, he/she must complete all applicable team official registration steps and wear his/her KidSafe card. This individual's team official registration will count towards the maximum number of team officials allowed per team.
- b) Children aged eleven (11) and younger can only be on the sideline if there is no other responsible adult present to watch the child during the game.
- (2) Fans and spectators are not allowed to enter the team side of the field during the game, including halftime or other game breaks, except to drop off drinks to the players. If a parent is needed on the team sideline, for player injury or any other reason, the coach or referee will ask for the parent to go to the team's side of the field.
- (b) A maximum of two (2) rostered team officials may be on the player's side of the field at any given time during REC games.
- (c) No one is allowed to be at the ends of fields or behind the goals. This is a distraction to the goalie and players. There are only three exceptions to this:
 - (1) One person shall be allowed to be at the ends of each field/goal area to retrieve soccer balls for the players. The person must stay at least ten (10) yards behind the goal line and must be silent throughout the game.
 - (2) People parked in the parking lot behind the goals may sit in their cars. These people must also stay silent throughout the game.
 - (3) Spectators at U04—U06 games may sit at the ends of the field, at least ten (10) feet from the field, when there is no available space on the spectator side of the field. These spectators must not cause a distraction to the players.

5.5 DURATION OF GAMES

- (a) U11—U19: 30-minute halves
- (b) U09—U10: 25-minute halves
- (c) U07—U08: 10-minute quarters with a 2-minute break between 1st and 2nd quarter and between 3rd and 4th quarter.
- (d) U04—U06: 8-minute quarters with a 2-minute break between 1st and 2nd quarter and between 3rd and 4th quarter.
- (e) Half-time intervals shall not exceed five minutes.
- (f) There will not be any added time.

5.6 START OF PLAY AND GAME FORFEITS

- (a) Maximum number of players on the field per team:
 - (1) U13—U19: seven (7) players
 - (2) U11—U12: nine (9) players
 - (3) U09—U10: seven (7) players
 - (4) U04—U08: four (4) players
- (b) Minimum number of players on the field per team to avoid a forfeit:
 - (1) U13—U19: five (5) players
 - (2) U11—U12: six (6) players
 - (3) U09—U10: five (5) players
 - (4) U04—U08: three (3) players
- (c) Any team which fails to field the required number of players within ten (10) minutes after the scheduled start time, will forfeit the game. Should neither team have the required number of players, a double forfeit will be declared.
- (d) If one, or both, teams do not have the minimum number of players to play, the referee shall notify the board member or administrator on duty to determine how to proceed. The board member or administrator on duty shall determine if the game can be altered, such as one team borrowing players from the other team so that the kids can play a scrimmage. The coaches and referee cannot make this decision.
- (e) Any U09 or older team that forfeits a game will be assessed a \$50 forfeit fee.

5.7 ADDITIONAL MODIFICATIONS

- (a) CLUB PLAYER PASS SYSTEM: will not be allowed in recreational league play.
- (b) FIELD SIZE FOR U13—U19: games shall be played on the U11—U12 size fields.
- (c) BUILD OUT LINES FOR U09—U10: will not be used.
- (d) U08 AND UNDER GOAL KICK RULE: On a goal kick, the defending team must be on their own half of the field until the ball is put into play. Once the first pass has been made the defending team may enter the opposition's half to begin play.

5.8 GAME CANCELLATIONS AND RESCHEDULES

- (a) If games are cancelled due to the weather or another unforeseen circumstance, make-up games will be scheduled as follows:
 - (1) Partial day of games cancelled: the games will be rescheduled.
 - (2) Entire day of games:
 - a) First occurrence during the season: the games will be rescheduled.
 - b) Second occurrence during the season: all U09 and older games will be rescheduled. U08 and younger games will NOT be rescheduled.
 - c) Third (or more) occurrence during the season: games will NOT be rescheduled for any age group. Standings will be adjusted in U09 and older divisions.
 - (3) Make-up games may be scheduled on any of the following:

- a) On a Saturday (team may end up playing more than one game that day)
 - b) On a Sunday afternoon
 - c) On a weeknight
- (4) All make-up games must be played as scheduled or will be considered a forfeit.
- (b) RESCHEDULE REQUESTS FROM COACHES/TEAMS
 - (1) Reschedule requests will only be accepted through 12:00 PM on the Monday prior to the game. Requests received after this deadline will be automatically denied.
 - (2) The coach/team requesting the reschedule must fill out the REC Game Reschedule Form on the website and pay the \$50 game reschedule fee.
 - (3) If the reschedule request is approved, and the team that requested the reschedule forfeits the game, the team will be assessed a \$100 forfeit fee.
- 5.9 GAME PROTESTS
 - (a) No protests will be accepted unless they are made known to the referee and opposing coach immediately after the game. The referee and opposing coach must be advised at this time as to the alleged basis for the protest. The coaches of both teams involved must remain on the site until the board member or administrator on duty is notified of the protest. Within thirty (30) minutes, the protesting coach must provide the board member or administrator on duty with a written report stating the basis for the protest. The required protest fee will be \$100 payable in cash, check, or money order. The protest fee shall be refunded if the protest is successful.
 - (b) The protest will only be accepted from the rostered team official present at the game being protested.
 - (c) Protests based on the judgment call of a referee will not be accepted.
- 5.10 TEAM PRACTICES: No recreational team shall meet more than three (3) times per week between the time the first regular season game is played and the time the last regular season is played. The three (3) team meetings shall include all practices, scrimmages, or games. Team social events or soccer clinics shall be exempt from this provision.
- 5.11 LEAGUE STANDINGS AND FORMAT
 - (a) Standings are kept for U09 and older divisions only. Game scores are not recorded for U08 and younger divisions.
 - (b) All standings will be determined by the three (3) point system:
 - (1) Win=3 points
 - (2) Tie=1 point
 - (3) Loss=0 points
 - (c) A win by forfeit results in three (3) points for the winning team with the game scored at 3-0.
 - (d) TIE BREAKERS—ROUND ROBIN FORMAT
 - (1) Winner in head-to-head competition (if all teams have played each other); then, if teams are still tied,
 - (2) Highest goal difference (goals for minus goals against) with a maximum of three (3) goals per counted; then, if teams are still tied,
 - (3) Total goals allowed (team with fewest total goals allowed advances); then, if teams are still tied,
 - (4) Kicks from the Penalty Mark (follow STYSA Rules and Procedures).
 - (e) TIE BREAKERS – SEMI-FINAL AND FINAL GAMES
 - (1) No overtime periods.
 - (2) Kicks from the Penalty Mark (follow STYSA Rules and Procedures).
 - (f) LEAGUE FORMAT
 - (1) The Board of Directors and/or the Executive Director shall determine the format used for each division each season based on the number of teams in the division.
 - (2) Round Robin Format: Each team plays all the other teams in the division a set number of times. The standings and division winners are determined solely by the point system.
 - (3) Tournament Style Format: Each team plays a set number of games. Then additional games are played based on the point standings after those games. There could be semi-final and final games with this format.
- 5.12 PROGRESSIVE DISCIPLINE SYSTEM: To discourage misconduct, this organization has adopted the Progressive Discipline System as outlined in the STYSA Discipline, Protest, Grievance, and Appeal Procedures.
 - (a) The Board of Directors shall review all misconduct by players, team officials, and spectators.
 - (b) The Board of Directors shall issue sanctions based on reports from referees, board members, administrators, and other competition/league officials.

Article 6. RECREATIONAL ACADEMY PROGRAM

- 6.1 The Recreational Academy Program shall be managed by the Board of Directors. The Board of Directors shall have the authority to appoint, hire, or contract with one individual to serve as the Academy Director.
- 6.2 The Board of Directors and/or the Academy Director shall follow the VYSO Bylaws and all applicable Standing Rules of the Organization and Board of Directors.
- 6.3 The Academy Director shall have the authority to operate the program within the rules and guidelines of STYSA and VYSO.

- He shall work closely with the Executive Director. He shall report to the Board of Directors.
- 6.4 The Board of Directors shall have the authority to determine the name of the Academy Program as well as the logo, uniform, and colors that will be used.
- 6.5 The Board of Directors shall have the authority to set registration dates and deadlines. All deadlines shall be at least seven (7) days before any applicable STYSA deadline to allow the registrar adequate time to complete the registration process.
- 6.6 The Board of Directors shall have the authority to determine if late registrations will be accepted and to determine the late registration dates and appropriate late fees.
- 6.7 The Academy Director shall have the authority to write standing rules for all aspects of the Academy Program not covered in the rules and guidelines of STYSA and VYSO. These standing rules shall be posted on the website and updated with any changes that occur.

Article 7. RECREATIONAL ACADEMY PROGRAM – PLAYER POOLS & ROSTERING

- 7.1 The Academy Program is open to all U07—U10 players.
- 7.2 Players are rostered to Player Pools. Each Player Pool will be divided into teams each week for games. The Academy Director shall assign players to teams each week for games. The team rosters each week could vary.
- 7.3 ACADEMY PLAYER POOL FORMATION
- (a) Academy Player Pool Formation will be conducted by the Registrar, Academy Director, and Board of Directors no later than fourteen (14) days following the on-time registration deadline.
 - (b) Academy Player Pools will be formed at the same closed Board of Directors meeting as the Recreational Team Formation meeting each season.
 - (c) The Registrar shall provide to the Academy Director and Board of Directors the number of registered players in each age group eligible for Academy participation.
 - (d) The Academy Director shall provide to the Board of Directors the list of adults that will be participating in the program.
 - (e) The Academy Director shall provide to the Board of Directors the list of Player Pools that should form based on the number of registered players.
 - (1) Player Pools will be formed based on age and gender. Player Pools can also be formed based on the skill level of players if the Academy Director holds player evaluations.
 - (2) Age groups can be combined, based on registration numbers. For example, U07 and U08 can be combined and U09 and U10 can be combined.
 - (3) Boys and girls can be combined to form a coed Player Pool.
 - (f) The Registrar shall supervise and assist the Academy Director with assigning players to Player Pools.
 - (g) UNABLE TO ROSTER PLAYERS -- If a player is unable to be rostered, due to a reason below, the player will have the opportunity to participate in the Recreational Program for that season. The player will not be charged a late fee. In the spring season, returning fall Recreational Program players will be allowed to return to their fall team.
 - (1) Too Few Players -- Player Pools will not form if there is not a sufficient number of registered players.
 - (2) Too Many Players -- if there are not enough spaces available on a Player Pool for the number of registered players, the players will be rostered to the Player Pool by registration date.
 - (h) WITHDRAWN PLAYERS -- If a player is withdrawn from the Academy Program, and moves to the Recreational Program for that season, all applicable registration and late fees for the Recreational Program must be paid.
 - (i) No special requests will be accepted. This includes requests for a coach, buddy request, sibling request, play up, etc.
 - (j) Late registrations and waitlist registrations will not be accepted.
- 7.4 ADULTS INVOLVED IN THE ACADEMY PROGRAM
- (a) Each adult that will be involved in the Academy Program, as a director, coach, trainer, manager, administrator, or other role, must be approved by the Board of Directors and the Academy Director. The Board of Directors and/or the Academy Director shall have the authority to deny any individual for any reason at any time.
 - (b) A maximum of four (4) people may be rostered to a Player Pool. This includes trainers, coaches, assistant coaches/trainers, managers, and assistant managers.
 - (c) The Academy Director shall assign approved adults as trainers of the Player Pools.
 - (1) Each trainer shall be assigned to a maximum of two (2) Player Pools.
 - (2) Each trainer shall hold an “E” coaching license or a U.S. Soccer Grassroots In-Person or Online License for the format he will be training (i.e., 4v4 or 7v7). The Academy Director can waive this requirement based on the trainer’s experience.
 - (3) The Academy Director shall have the authority to assign himself as a trainer on a maximum of two (2) Player Pools.
 - (d) Vacancies in Player Pool trainers will be filled by the Academy Director, if possible. If a replacement cannot be found, the Academy Director shall have the authority to serve as that Player Pool’s trainer even if he is already training two other

Player Pools.

- (e) Managers of Player Pools: it is preferable to have a volunteer serve as the Manager of each Player Pool. The Academy Director has the authority to appoint managers to Player Pools.
 - (1) The Player Pool Manager cannot be the spouse of, or live in the same household as, the Player Pool Trainer. The purpose of this is to give each Player Pool two independent representatives of the Player Pool that will have access to the Player Pool information.
 - (2) Each Player Pool can also have an Assistant Manager.

7.5 PLAYER EVALUATIONS

- (a) The Academy Director has the authority to conduct player evaluations to help determine which Player Pool to roster players to. After evaluating a player, the Academy Director has the authority to allow the player to play up into an older age group Player Pool.
- (b) The Academy Director has the authority to set dates, times, and locations for Player Evaluations and is responsible for coordinating and supervising the Player Evaluations.
- (c) The Academy Director shall notify all registered players and approved adults about Player Evaluations, including the commitment involved in the Academy Program

Article 8. RECREATIONAL ACADEMY LEAGUE RULES

- 8.1 The Recreational Academy League shall be managed by the Academy Director. The Academy Director shall follow the rules and guidelines of STYSA and VYSO; any exceptions or restrictions shall be detailed below.

8.2 PLAYER'S UNIFORM AND EQUIPMENT

- (a) Uniform: The standard uniform of a player shall be the jersey(s), shorts, and socks issued by the organization. The application of numbers, lettering, or logos is not allowed without prior approval of the Board of Directors.
- (b) Shin Guards: Players must wear socks pulled up over the shin guards during all games.
- (c) Cleats: Players must wear non-metallic cleats for all practices and games.
- (d) A player will not be allowed to wear anything which could be dangerous to himself or others. Examples of dangerous items include, but are not limited to, sunglasses, sunshades, jewelry, braces (that contain exposed metal or hard plastics and are not wrapped according to STYSA rules), hard casts (padded or otherwise), or any other item deemed dangerous by the game's referee and/or board member, director, or administrator on duty at the time of the game.
- (e) The goalkeeper shall wear a shirt of a different color to distinguish him from the other players and referees.

8.3 GAME DAY PLAYER POOL TEAM ROSTERS

- (a) U09—U10: minimum of seven (7) players; maximum of twelve (12) players
- (b) U07—U08: minimum of four (4) players; maximum of eight (8) players
- (c) The Academy Director shall have the authority to adjust the minimum number of players weekly, as needed, so that the kids can play.

8.4 COACHES AND SPECTATORS

- (a) The Academy Director shall assign coaches weekly for each team within each Player Pool. This person must be an approved adult but does not have to be the Player Pool's trainer.
- (b) All trainers, coaches, managers, and players shall remain on the side of the field assigned to them. All fans and spectators shall remain on the opposite side of the field, directly across from their team, and must stay behind the restraining line. If there is no restraining line painted, fans and spectators shall remain at least six (6) feet off the field. It will be the responsibility of the trainers, coaches, and managers to control the behavior of the team's fans in this and all other aspects.
 - (1) Children on the team sideline that are not rostered to the team playing:
 - a) Children aged 12-17: To be on the team sideline, he/she must complete all applicable team official registration steps and wear his/her KidSafe card. This individual's team official registration will count towards the maximum number of team officials allowed per team.
 - b) Children aged eleven (11) and younger can only be on the sideline if there is no other responsible adult present to watch the child during the game.
 - (2) Fans and spectators are not allowed to enter the team side of the field during the game, including halftime or other game breaks, except to drop off drinks to the players. If a parent is needed on the team sideline, for player injury or any other reason, the trainer, coach, or referee will ask for the parent to go to the team's side of the field.
- (c) A maximum of two (2) rostered team officials (trainer, coach, manager, etc.) may be on the player's side of the field at any given time during REC games.
- (d) No one is allowed to be at the ends of fields or behind the goals. This is a distraction to the goalie and players. There are only two exceptions to this:
 - (1) One person shall be allowed to be at the ends of each field/goal area to retrieve soccer balls for the players. The person must stay at least ten (10) yards behind the goal line and must be silent throughout the game.

- (2) People parked in the parking lot behind the goals may sit in their cars. These people must also stay silent throughout the game.

8.5 DURATION OF GAMES

- (a) U09—U10: 25-minute halves
- (b) U07—U08: 10-minute quarters with a 2-minute break between 1st and 2nd quarter and between 3rd and 4th quarter.
- (c) Half-time intervals shall not exceed five minutes.
- (d) There will not be any added time.

8.6 STANDINGS, FORFEITS, PROTESTS, AND NUMBER OF PLAYERS FOR GAMES

- (a) Game scores and standings will not be kept for any age group.
- (b) Forfeits will not occur.
- (c) Game protests will not be allowed.
- (d) Maximum number of players on the field per team:
 - (1) U09—U10: seven (7) players
 - (2) U07—U08: four (4) players
- (e) Minimum number of players on the field per team:
 - (1) U09—U10: five (5) players
 - (2) U07—U08: three (3) players
 - (3) The Academy Director shall have the authority to adjust the minimum number of players weekly, as needed, so that the kids can play.

8.7 ADDITIONAL MODIFICATIONS

- (a) BUILD OUT LINES FOR U09—U10: will not be used.
- (b) U07—U08 GOAL KICK RULE: On a goal kick, the defending team must be on their own half of the field until the ball is put into play. Once the first pass has been made, the defending team may enter the opposition's half to begin play.
- (c) U07—U08 will use kick-ins instead of throw-ins.
- (d) U07—U08 will use the "new ball" method where coaches/trainers introduce a new ball every time the ball goes out of bounds.

8.8 GAME CANCELLATIONS AND RESCHEDULES

- (a) If games are cancelled due to the weather or another unforeseen circumstance, make-up games will be scheduled as follows:
 - (1) First and second occurrence during the season: the games will be rescheduled.
 - (2) Third occurrence during the season: the games will not be rescheduled.
- (b) All make-up games must be played as scheduled.
- (c) Requests for game reschedules will not be accepted.

8.9 PROGRESSIVE DISCIPLINE SYSTEM: To discourage misconduct, this organization has adopted the Progressive Discipline System as outlined in the STYSA Discipline, Protest, Grievance, and Appeal Procedures.

- (a) The Board of Directors shall review all misconduct by players, team officials, and spectators.
- (b) The Board of Directors shall issue sanctions based on reports from referees, board members, administrators, and other competition/league officials.

Article 9. ADDITIONAL STANDING RULES

- 6.1 NON-VYSO OWNED EQUIPMENT USE POLICY:** Equipment not owned by VYSO may not be used on the fields or facilities that VYSO uses without prior approval of the Board of Directors. The organization is not responsible for theft, loss, damage, or repair of equipment not owned by the organization. Exceptions to this rule must be approved by the Board of Directors prior to the use of the equipment on fields or facilities that VYSO uses.
- 6.2 MISCONDUCT BY SPECTATORS:** Any spectator that is sent away from a game, practice, or from any area at the game/practice location, by a board member, administrator, or other competition/league official, shall receive an immediate two (2) week suspension and may not be present at any VYSO activity including, but not limited to, games, practices, tournaments, clinics, training sessions, or other events.

Article 7. AMENDMENTS TO THE STANDING RULES

- 7.1** The VYSO Standing Rules may be amended by the general membership at any properly called general meeting or by the Board of Directors at any properly called meeting of the Board of Directors in the following manner:
- (a) By a two-thirds (2/3) vote or,
 - (b) By a majority vote when notice of intent to make the motion, stating the complete substance of the proposed change, has been given at the previous meeting or in the call of the present meeting or,
 - (c) By a vote of a majority of the entire membership