



U11 - U18 Coaches Guide 2009 - 2010

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

2009 - 2010

June 30	Basic BCYSSL (Select) team information required: team name, uniform colour(s) of jersey and shorts, names of team officials (coach, assistant coach, manager, etc.)
July 15	Deadline for team submission to District Representative
August 1	Deadline for BCYSSL (Select) team rosters
August 25	Deadline to get ID cards for BCYSSL teams to Delta District Registrar.
August 25	Deadline for Risk Management forms for BCYSSL (Select) team officials
September 1	Risk Management Forms to your coordinator/director
September 4	ID cards required for all BCYSSL games
September 12	League start-up for BCYSSL, 5 District (Gold/Silver), Bronze (U-11 - U-18).
September 12	ID cards are needed for all BCYSSL (league/cup play)
September 20	Deadline to get ID cards for Gold, Silver, Bronze to Delta District Registrar.
September 30	ID cards are needed for all Bronze, Silver, Gold league/cup play.
October 10	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.
October 17, 24, 31	First, Second and Third rounds of Conference Cup play downs
November 15	Deadline for submission of application to complete in Provincial (A or B Cup) playdowns
December 12/13	Last weekend of league play in 2009
December 19	Make up games (if required and if weather conditions permit)
January 1	Deadline for submission of team roster for Provincial (A or B Cup) playdowns
January 9/10	Start up of 2010 (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 transfer of players.
February 13, 20, 27	First, Second and Third rounds of Provincial B cup play downs (5 District)
February 28	BCYSSL (Select) team coaching applications due
TBA	Delta Cup Finals - hosted by Ladner Boys Soccer Club (one day only).
March 6-14	Spring Break. Typically no League games scheduled. Make up games can be scheduled. No 5 District league games to be played after this date.
April 20	Delta Youth Soccer Association's Annual General Meeting, 7:30 p.m. Town and Country Inn.
June 1	BCYSSL Team entry bond and team fee due
June 12	BC Soccer Annual General Meeting
July 8-11	BCSA Cup Provincial Championships (B Cup) Boys U13-U18, Aldergrove
July 10/11	Youth Provincial Cup Championships (A Cup), Kamloops

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 BC Soccer, the governing body of soccer within B.C.

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

Players from member Clubs are selected to form **District Select Teams** that compete against other teams in the **BC Youth Soccer Select League (BCYSSL)**.

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 Select team evaluations and coaching appointments. The Board will also mediate any Club problems, on an as-needed basis.

Please take the time to read the following pages as they are designed to help avoid confusion and prevent conflicts.

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.

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.

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.

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

The DYSA Board meets on a regular basis to deal with the operation of soccer within the Delta District. The Club Presidents and/or their Club designates attend these meetings as voting members and 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 and/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 Policies

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 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 also known as the RISK MANAGEMENT FORM. The intent of this procedure is to ensure protection of our volunteers and our youth. RISK MANAGEMENT FORMS can be completed online at www.deltayouthsoccer.com. 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 5 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 (which play within DYSA), 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.

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 of their scores no later than **7:00 p.m. each Sunday**. Club Statisticians report scores directly to BC Soccer Central (www.bcsoccercentral.com) for posting. Select Team scores are to be forwarded to the Chair of the BCYSSL. Failure to report scores 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 and early October. Please check the game dates carefully.

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 may be made in the interests of balancing league play.**

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 permitted to make their own arrangements with another coach to re-schedule a game or change fields or times. Doing so may 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 requires all games to be played in accordance with FIFA rules.

Player Registration

General Information

Each season, all club players for all club 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. Select Team players register with the District.

Note: All players must have played a minimum of one 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.** (Source: BCSA Constitution Rules and Regulations)

Players must play in their own age group as per BCSA's guidelines unless specific approval is granted by your Club.

U18 Born 1992
U17 Born 1993
U16 Born 1994
U15 Born 1995

U14 Born 1996
U13 Born 1997
U12 Born 1998
U11 Born 1999

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 to their Club 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?

In accordance with BCSA Rule 23, a maximum of 16 players may register for a U11 or U12 team. A maximum of 18 players can register with a team in U13 - U16 age categories. A maximum of 20 players can register with a team in U17 and U18 age categories. (A maximum of 3 players per team may reside outside the Delta District boundaries for ages U11 through U16. A maximum of 5 players per team may reside outside the Delta District boundaries at the U18 level.)

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 prohibited.

Player Transfer

A special form must be used to transfer a player from one team to another for permanent play. 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 \$5 million liability insurance. Claim forms are available from the DYSA Secretary, DYSA Treasurer or from the BCSA website (www.bcsoccer.net).

Please note: insurance policy only covers registered players when participating with teams registered with DYSA/BCSA teams. Insurance does NOT cover Club academy training sessions that require additional fees above and beyond base Club registration fees.

DYSA will not sanction any teams choosing to play any teams not affiliated with BCSA unless approved by BCSA through travel forms or similar application. Team officials will be held liable.

BCSA Photo ID Cards (U12 to U18)

Player Identification

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

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 Gold and Silver and all U13 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 Gold/Silver and U13-U18) also require a BCSA photo ID card. These cards are to be given to the referee before the game starts. A game will not start if there is not a team official possessing team ID cards 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 and possible disqualification and/or suspension of the team from further play.

IMPORTANT NOTE - BCSA Photo ID Card Requirement

Member Clubs are responsible for the production of BC Soccer ID cards for their respective teams. Clubs are responsible for ensuring that each player and official requiring an ID Card submits a suitable digital photo for uploading to Club registration systems. Photos are to be in a ratio of 1 wide by 1.25 high and less than 100kb in file size. This information is to be passed onto each coach requiring ID cards for his team. Photos are required at U12 Gold/Silver and for U13 through U18 teams. Select Team ID cards are produced by the District.

Clubs are responsible for ensuring ID photos are printed out by the required deadlines.

A DYSA Registrars Guide is available upon request for those requiring further information regarding ID Card deadlines.

Transfers

Any players transferring to DYSA, or within DYSA club teams, will require a new BCSA photo ID card.

Lost Player ID Cards

Lost player ID cards for Club players must be replaced by the Club. Lost cards for Select Players will be replaced by the District. 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 Operations

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". Marginal playing conditions are further described in the section **Guidelines for the Assessment of Fields** on page 23.

Scores - League Standings

Coaches (or designated team official) are required to submit scores to your Club Statistician.

NOTE: Clubs are responsible for the accurate submission of scores to BC Soccer Central no later than 7:00pm Sunday. Scores can be submitted to your Club scorekeeper by email, fax, telephone or through such other methods as approved by your club. Club scorekeepers then forward the consolidated report to BC Soccer Central. Guidelines for score reporting can be found on the Score Reporting page at www.deltayouthsoccer.com. Failure to submit scores by 7:00pm Sunday may 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 coordinators should 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 and/or e-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 recommends 8 v 8 play on three quarter size fields at age groups U11 and U12. In 2007 DYSA adopted 8 v 8 play at the U11 and U12 levels. For further information visit the BC Soccer website at www.bcsoccer.net.

Game Points

Win	3 points
Tie	1 point
Loss	0 points

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

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

Size Of Game Ball

U18 to U13	Number 5 ball	U12 to U11	Number 4 ball
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Number of Players

A total of seven registered players are required to begin a game at the U13 through U18 levels. Less than seven players on the field at kick-off time will result in a default loss. Teams at U13 through U18 play with 11 players on each team (10 players out and one goalkeeper.) At the U11 and U12 age levels, teams play with 8 players aside (7 players out and one goalkeeper.) Under no conditions are teams to use unregistered players or play a boy who is registered to another team.

Field Sizes

At the U11 and U12 age groups games are played on a 3/4 size field (minimum size 42M wide x 60M long to a maximum size of 55M wide x 75M long.) Goal sizes are approximately 6' high x 12' to 18' long. Age groups U13 through U18 play on a full-size field. Field sizes at the U13 through U18 levels must adhere to FIFA minimum/maximum field dimensions.

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. A sample team list form is included in the guide on page 20. **DYSA Team List Forms are also available for download from the DYSA website.** 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. **Note that BCYSSL has specific team list templates.**

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 5-District League, the home Club will be required to provide Referee Assistants (lines persons) for all U16-U18 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.

As per FIFAS guidelines, players from opposing teams should 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.

DYSA recommends that Club players play a minimum of half a game in league, cup, exhibition and tournament play. (The exception to this is if a player is under suspension by the League, District or Club.)

However, playing time is ultimately governed by Club policies. Please refer to your club policies and guidelines for clarification in this regard. As participation in the BCYSSL is highly competitive, Select Team playing time ultimately lies with the discretion of the coaching staff.

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 (unless authorized to do so by the official.)

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. Spectators are to be discouraged from standing behind the goal.

Club Team Colours

All players **MUST** wear proper strip, as approved by their Club. Teams **MUST** wear Club sanctioned colours for all league and cup games. Club colour shirts are:

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

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

Select Team Colours

All Select Team players **MUST** wear proper strip, as approved by the District Teams **MUST** wear District sanctioned colours for all league and cup games. DYSA kit colours are:

Home	Green top with blue stripe, black shorts, green socks
Away	White shirts, black shorts, white socks

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 persons on team's sideline, team officials must take affirmative action to comply with the referee's request. A team official could be reported for failing to use his or her best efforts in complying with this request. A coach may receive a red card for failing to control behavior on the team's sideline.

Certain fields have a second line. This area is designated for the Referee's Assistants only. All others must stand behind this line. Spectators are not to stand or sit behind the goal line or behind the net.

Shin Pads

All players **MUST** wear shin pads or they will be dismissed from the field of play by the referee. (It is recommended that team officials enforce the wearing of shin pads during practice sessions as well.)

No Referee for a Game

If the Referee has not shown 15 minutes after the designated starting time for the game the teams may mutually agree to play the game using one of the Referee's sanctioned Assistants (line persons.) Team officials need to sign and exchange team lists. The score will stand as if the Referee were present. **Note: no game played without a sanctioned BC Soccer referee officiating will be counted as official.**

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.

A game may be played at the regular scheduled game time and place between the two teams scheduled to play without an official referee presiding, but the game will be considered an exhibition game and the results will not affect league or cup standings.

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 a BC Soccer "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, or authorized designate, must sign the form.

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/her authority is total and should not be challenged. If coaches or managers wish to question a decision, they may do so by writing the DYSA Head Referee, advising of the circumstances and rationale for the question. Note that the Referee is under no obligation to explain his/her actions to any team official, parent or player during the course of a game (or immediately thereafter.)

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).

Some helpful guidelines ...

- If a Referee asks you to control your sideline - please do so immediately.
- If a team official or parent is asked to leave the playing field by a referee, they are to 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 by mail or e-mail 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

In addition to any actions imposed by a home Club related to matters of discipline, all players, coaches and managers taking part in 5-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. 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 deemed appropriate.

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. A 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. The Discipline Committee can suspend players and officials pursuant to guidelines established by the Canadian Soccer Association or the BC Soccer Association (said guidelines permit penalties 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 on grounds described below. All protests must be submitted in writing (oral protests are not considered), letter format or e-mail, to the DYSA Secretary. All protests must be signed (digital signature acceptable in e-mail format) by a team official or Club executive and submitted within 48 hours from the kick-off time of the match to which it relates.

A cheque payable to Delta Youth Soccer Association in the amount of \$100 must accompany protests. This payment must accompany the protest at the time the protest is sent. If the protest is lodged via e-mail, the cheque number must be referenced in the e-mail and confirmation of the cheque being forwarded must be clearly stated. 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 or e-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 or Club executive 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*

E-mail notifications should be sent out by DYSA Clubs 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. Notification of the Scholarship will also be posted on the DYSA website with a downloadable Application Form.

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.

Delta Cup Rules - Playdowns & Finals

Revised Sept 1, 2009

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

Ladner	2009-10 season
Tsawwassen	2010-11 season
Peace Arch	2011-12 season
North Delta	2012-13 season

1. All games must be played as scheduled (both where and when). Games cannot 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 may appoint a BCSA sanctioned referee for the first half of the game and the Visiting team may supply a BCSA sanctioned referees the second half, unless it is agreed that one person holding a valid BC Soccer referee's certificate 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 (U13 - U14) MUST be presented at all Cup games.
4. All games will be of regulation duration 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 or penalty kick tie breakers during round-robin play. A tie is a tie, with points being awarded as outlined below.

In the event of a game being abandoned, no points will be awarded to either team (regardless of the score at the time of abandonment.)

POINTS WILL BE AWARDED IN THE FOLLOWING MANNER:

- 0 points for a loss
- 1 point for a tie
- 3 points to the winner

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 goals against
 - b. Overall goal difference
 - c. Overall goals for
 - d. Name to be drawn from a hat - the first name chosen will go through
 - e. 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 8e (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 goals against
 - c. Overall goal difference
 - d. Overall goals for
 - 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.
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
SEMIAMMOO 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 PINWOOD 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 if 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: DYSA's rules differ from my clubs, whose do I follow?
 A: It is recommended that you follow the DYSA rules. If there is a discrepancy between this guide and your Club's policies, please bring it to the attention of both your Club and the District Communications director.
- Q: DYSA's rules differ from BC Soccer's rules, whose do I follow?
 A: In the event that there is a conflict between DYSA and BC Soccer rules, it is advised that you follow BC Soccer rules. Please bring any discrepancies between this guide and BC Soccer policies to the attention of the District.
- Q: Can I pick up my younger son or a friend to play in League or Cup play without having to register?
 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 should not come from a higher calibre league. (I.e., Gold to Silver or Gold/Silver to Bronze)
- Q: The other coach and I don't want to play today. We agree so can we cancel and reschedule?
 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 Club uniforms. Can we wear our own uniforms?
 A: No. Only uniforms authorized by your Club may be worn.
- Q: The referee is late. Can I refuse to play?
 A: Refer to the "No Referee for a Game" section in the Coaches Guide. You can start by having the assistant referees check your teams' cleats and ID cards.
- Q: The referee was poor. I would like to tell him/her what rules he/she misinterpreted.
 A: No. Please consider that It is possible that the referee is in the early stages of his/her career, and degrading comments only serve to discourage young referees from continuing. Contact your Club head referee to discuss your concerns. If you are pleased with the officiating feel free to contact 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 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 can I do if I don't like these rules?
 A: Attend your local Club Annual General Meeting (AGM) or the DYSA AGM and voice your concerns.
- Q: Can I use the fields when they are closed due to inclement weather etc?
 A: No. Unauthorized use of closed fields may result in fines and/or disciplinary action.
- Q: Can player's friends or brothers participate in my practices?
 A: No. Only players registered to your team may train with a team.
- Q: It is after October 1 and 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.

Guidelines for Assessment of Fields

Please use the following guidelines for assessing the condition of field for play before the start of warm up for a game, practice, during play or previous day.

The field may appear in good condition at the beginning but may deteriorate quickly after the match is started and therefore must be abandoned.

Walking on the field with walking shoes can give you a false assessment, look for water being squeezed out from underneath, forcing you to walk lightly.

The guidelines are as follows and by all means are not complete, there may be other conditions not mentioned for closing the field.

Before Play

- Standing water or large puddles
- Ground does not feel solid
- Ground is mushy
- Soft to the touch
- Cleats sink in when running
- Water is squeezed out from underneath, forcing you to walk lightly
- Have a player run quickly, before warming up, for a few steps. Are they leaving mushy footmarks? The water and mud will easily show.
- The field may look great, totally green with tall grass, but it will still feel mushy and soft underneath and will go down very quickly. You will not know without walking or running on it.

Cold Weather - This is more dangerous to the players as there is no grip. Cuts and bruises will occur easily when sliding as well as other injuries by falling on a very hard surface. Look for:

- Ground is frozen and solid
- Frost or snow has not melted
- Field markings are covered with snow

During Play, Abandon the Match, if:

- Players are sliding easily
- Mud is being thrown in the air by their cleats
- Tracks and deep grooves are starting to form on the field
- Ground is becoming uneven with muddy mounds
- Player's uniform are becoming muddy

Also cold weather, with strong winds and rain, will lead to HYPOTHERMIA, where players will just stand or walk; they may or may not shiver. If this occurs, the match **MUST** be abandoned immediately.

Finally, after closing a field, Club executive members must be contacted so the coaches, players and referees can be contacted for any future games. **If the field is badly damaged, inform the field allocator of the condition so the field can be rested for recovery.**

Referees are to immediately inform their appropriate Club Referee Allocators when closing a field.