



## **Tournaments, Club Travel & Match Play**

### **Tournaments**

- Teams within the Club wanting to participate in a tournament outside of the list of approved tournaments provided at the beginning of each season, must get the approval from the Director of Club Operations.
- Club Players participating within the Competitive Stream (League) and Skill Centre Academy program are eligible to travel to tournaments and other Club events.
- Players in the Active for Life Stream (League) may travel to attend tournaments or other Club events by submitting a request for evaluation, or through invitation by the Club Director or a Member of the Club Technical Team.
- Teams planning to travel outside of the province or country must obtain permission from the Director of Club Operations in conjunction with the approval of the Northern Interior Youth Soccer Association and/or BC Soccer. This should be planned a minimum of 3 months prior to a departure.
- Coaches should have completed a set of medical consent forms prior to any departure to competition.
- Players, officials, parents, and coaches should be aware that they are wearing the Club badge when away at competition. Therefore, they must behave accordingly and be good ambassadors of PGYSA.

### **Matches**

- PGYSA teams and parents are expected to cooperate with each other and with other clubs and game officials in assuring that appropriate standards of behaviour and conduct are followed at all times.
- Club members are encouraged to check our website [www.pgysa.bc.ca](http://www.pgysa.bc.ca) in order to see their match/training schedules.
- Club representative responsibility during matches:
  - Supply Game Balls and ensure nets and corner flags are properly fitted.
  - Ensure benches are safe for teams to utilize.
  - Pay the referees according to level of match they are officiating.
  - Ensure that coaches have or are aware of the location of the First Aid Kit.
  - Ensure coaches have familiarity with an Emergency Action Plan in case of Medical Emergency.