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# SnVYSA League Policies

Last revision date: April 1, 2025

SnVYSA League policies define the administrative and operational rules and requirements for players, coaches, team staff, and referees to participate in recreational and competitive leagues which also include tournaments and cups. The league policies include rostering, team formation, division placement, playing time, player development, game day uniforms, scheduling, rules of competition, Match Day rosters, equipment, referee assignment, sideline conduct, post-game reports, and tournaments.

## 1. Rostering

A player, coach, or team staff member is not officially on a team until they are rostered to a team. Outlined below are the rules that define how players, coaches, and team staff members are rostered to teams by program during the team formation process.

### 1.1 Authority

The program contacts listed below are the only authorized personnel to add or remove players, coaches, or team staff to a roster and form teams for league play. All players, coaches, and team staff must be officially rostered to a team before participation in any league.

- a. Recreational programs: SnVYSA Registrar
- b. Cascade FC: Cascade FC Director of Operations

### 1.2 Age Group

Players must play on a team of their birth year and will be rostered to teams based on their birth year and birth sex. A Birth Year chart is updated each seasonal year and published on the SnVYSA and Cascade FC websites to indicate the appropriate age group of each birth year for rostering purposes.

[\[BirthYearChart\]](#)

### 1.3 Girls, Boys, and Co-Ed Teams

- a. Girls Team. A player will be rostered to a “girls” team if the birth sex indicated on their registration is female and their age group is between U8-U19.
- b. Boys Team. A player will be rostered to a “boys” team if the birth sex indicated on their registration is male and their age group is between U8-U19.
- c. Co-Ed Team. A player will be rostered to a “co-ed” team if the birth sex indicated on their registration is male or female and their age group is between U6-U7.

### 1.4 Play Up Rules

Play-up requests will be considered for players in a U7 or older age group to play up one (1) age group. Play-up authorizations for rostering purposes will follow the rules established for the program and league that a player is registered to participate in.

- a. Recreational League. If a player is registered for a Recreational program, their play level classification is recreational, and they must meet the Recreational program Play Up rules [section 2.4(i)] to be authorized to play up one (1) age group.
- b. Competitive League. If a player is registered for Cascade FC Tryouts, their play level classification is competitive, and they must try out in the older age group and must meet the Cascade FC Play Up rules [section 2.3(b)] to be authorized and selected. A player may play up only one (1) age group.

- c. Approval. Approval for a player to play up in a seasonal year for a recreational league or competitive league does not guarantee approval to play up for a subsequent season.

### 1.5 Play Downs

Play downs are not allowed unless there is a medical reason for the play down. SnVYSA complies with the policies and guidelines set forth by Washington Youth Soccer (WYS). Any player requesting to play down one (1) age group must have a medical reason for requesting the play down and email the request to the SnVYSA Registrar. The Registrar will coordinate with the parents or legal guardian to complete the required documentation and submit the documents for review and approval to Washington Youth Soccer.

### 1.6 Ineligible Players

All players must be registered and rostered to a team to participate. A team or coach is Not permitted to add players to their roster or play a player that is:

- a. not registered with SnVYSA,
- b. not rostered to the appropriate league and team,
- c. under disciplinary suspension,
- d. improperly entered on the team's roster by someone other than the SnVYSA Registrar or Cascade FC Director of Operations.

### 1.7 Dual Roster Restriction

- a. Washington Youth Soccer Interleague. A player may only be on one roster in the same league or Cup Tournament. Dual rostering is prohibited.
- b. SnVYSA In-house league. A player rostered to a team playing in an in-house recreational league may be borrowed by another team in the same league if approved.
  - i. Approval. A coach must request approval from the SnVYSA Registrar to borrow a player. The SnVYSA Registrar must initiate player contact and approve the request.
  - ii. Rules. The criteria below must be met for the request to be approved:
    - 1. The coach must be short players to play a league game.
    - 2. The coach making the request must not select the player.
    - 3. The player must be the same age group and birth sex of the team making the request.
    - 4. The player must be available to play and not have a conflict with their own scheduled game.
    - 5. The player must voluntarily agree to play.
    - 6. The coach of the player must be acceptable to the request.
    - 7. The player will only be approved for one (1) match.

### 1.8 Player Pass

- a. Application. A coach may utilize a Player Pass for a player with a play level classification as competitive and playing in a competitive league to facilitate player development without enacting a permanent transfer. The Player Pass moves a player within the same club and competitive league between teams.
- b. Approval/Request. There is no approval required to initiate a Player Pass. The coach of the team will request a specific player and initiate the request to the team manager. The team manager will add the player to the Match Day roster which will be indicated on the roster as a "Player Pass" for Regional Club League and "Sub" for North Puget Sound League.
- c. Rules. The use of a Player Pass for competitive players and leagues is also outlined in the Regional Club League and North Puget Sound League rules in section 4.6 of this document.

### 1.9 Club Pass

- a. Application. A Club Pass may be executed for a recreational player rostered to a team in a recreational league and not participating in a Cup tournament if the following rules are met:
  - i. The team the player is rostered to is not participating in the Cup tournament.
  - ii. The player must be the same age group and birth sex of the team participating in the Cup tournament.
  - iii. The coach of the team participating in the Cup tournament must not select the player.
  - iv. The coach of the player must be acceptable to the request.
  - v. The player must voluntarily agree to play.
  - vi. The player must be available to play and not have a conflict with their own scheduled league game.
- b. Approval. The SnVYSA Registrar must approve and process the player Club Pass for the player to be rostered to the Recreational Cup Match Day roster.

### 1.10 Rostering Coaches and Team Staff

- a. All coaches and team staff must have an “Approved” background screening per the “SnVYSA Personnel and Volunteer Participation Policies - section 2.5” before they will be rostered to a team participating in any league.
- b. Coaches and Team Staff will be notified by the program contacts listed in section 1.1[Authority] once they have been “Approved” and rostered to a team.

## 2 Team Formation

### 2.1 Authority

The program contacts listed in section 1.1[Authority] are the only authorized personnel to form teams. All questions related to team formation must be directed to the appropriate program contact.

### 2.2 Program Requirements

Team formation is specific to SnVYSA programs that participate in league play. Teams that play in a recreational league are formed differently from teams that play in a competitive league.

#### a. Recreational league teams:

The Recreational soccer program provides an opportunity for any player in the U6-U19 age group interested in playing soccer to register and participate without regard to ability, skill level, or tryout. Teams will be formed by age group utilizing the team formation rules for the applicable recreational leagues below:

- i. Micro In-house league: [U6-U8 age group]: This league is in-house for 5-7-year-olds who are just being introduced to soccer. Teams in this age group will play other teams within SnVYSA with limited travel. The team roster size objective is 8 players.
- ii. Mod In-house league: [U9-U10 age group]: This league is in-house for 7-9-year-olds who are continuing to develop their soccer skills and transitioning to grow and expand player knowledge. Teams will play other teams within the SnVYSA boundaries. The team roster size objective is 12 players.
- iii. Mod Interleague: [U11-U12 age group]: This league is for 9–11-year-olds who are growing and expanding their knowledge of the game and continuing to develop their skills. Teams will play other teams within SnVYSA as well as recreational teams within Eastside Youth Soccer Association (EYSA) located on the greater east side. The team roster size objective is 14 players.
- iv. League Washington: [U13-U19] age group: This league is for 11-18-year-olds where the instruction and emphasis will be on skills development, game strategy, and execution techniques. Teams will play other teams in Washington Youth Soccer - League Washington. League Washington teams are located within the greater Seattle metro area.

#### b. Competitive league teams:

Competitive league teams are formed based on player tryouts for age groups U8-U19. A player must be selected for a team, receive an invite, and accept registration to participate.

- i. Skill, Age, and Birth Sex. Teams are formed based on skill level by age group and birth sex. Some age groups may have more than one (1) team.
- ii. Number of Teams. If there is more than one (1) team for an age group and birth sex, the first team's name will be signified by the color Green, the second team name will be signified with the color White, and if there is a third team, the team color of Black.
- iii. League. Teams will play in, but not limited to, the Regional Club League (RCL) or North Puget Sound League (NPSL) depending on the skill level of the team. This will be decided by the Cascade FC Director of Coaching and Cascade FC Director of Operations.

### 2.3 Team Formation-Cascade FC

#### a. Player Evaluation and Selection

Team selection is based on the players' performance at the Cascade FC tryout sessions. A Cascade FC team coach for each age group will run the tryout sessions and will not participate in the evaluation. Independent coach evaluators watch and evaluate the players. At the conclusion of each tryout day, evaluators will determine a numerical ranking for the players. Team(s) are formed based on the tryout session performances and ranking.

- i. Age groups U14 and below. A minimum of two (2) independent and qualified evaluators will be used during the tryouts for any team U14 or below. The Director of Coaching will approve the evaluators prior to the tryout selection. The head coach of the age group trying out is not one of the evaluators. The head coach may weigh in, at the request of the evaluators, to break a tie between players. The independent evaluators will be responsible for identifying a minimum of eleven (11) players or 3/4s of the team, whichever is greater, when final selections are made on the last day of tryouts. The remaining selections may be made by the head coach from the list of eligible players produced through the tryout process.
  - ii. Age groups U15 and above. The head coach and a minimum of two (2) independent and qualified evaluators will be used during tryouts. In the event the head coach selects his/her evaluators, the evaluators must be approved by the Director of Coaching prior to the scheduled tryouts. The coach and evaluators will come to a consensus concerning the ranking of players 1 through 11. All other eligible players will be placed in a pool from which the head coach may select his/her remaining players.
  - iii. Restrictions. Coaches are prohibited from recruiting a specific player that is currently rostered to another team or colluding with players and/or parents to circumvent the tryout and team selection processes.
  - iv. Insufficient player numbers. If in the opinion of the evaluators and coaching staff, there is not enough qualified players available to make a competitive team for an age group and birth sex, the selection process for the team may be held open past the formal end of tryouts if approved by the Cascade FC Director of Coaching and Cascade FC Director of Operations.
  - v. Informal Tryout. If a player was unable to make the published tryout dates for their age group and birth sex, they may request to tryout for a team to be assessed by the coaching staff at an alternative date. There must be an open roster position available on a team. All requests must be sent to the Cascade FC Director of Operations for approval. If the request is approved, the player will attend and practice with teams of their same age group and birth sex. A minimum of three (3) practices is required to tryout. No player who is on a team will be cut or otherwise discouraged from playing on the team to make room for another player. The Cascade FC team's head coach will notify the player if they have been selected and invited to participate on a team.
  - vi. Final Team Status. The Cascade FC Director of Coaching and the Director of Operations have the final authority in deciding a team's status after the tryout selections have been finalized.
- b. Play Up Rules-Cascade FC.  
Any player registered for Cascade FC try outs and requesting to play up to an older age group other than the age group of their birth year must meet the criteria below to be selected to "play up" and rostered to the older age group.
- i. U8 through U12 age group - player must rank in the top 5 of "play up" age group.
  - ii. U13 through U14 teams - player must rank in the top half of "play up" age group of the total number of players taken on a team.
  - iii. U15 through U19 teams – decision is dependent on the individual team needs and is determined by the Coach of those age groups.

If other criteria are considered to address a specific circumstance not outlined in section 2.3b above, the Cascade FC Director of Coaching and Cascade FC Director of Operations will review for decision. Any exception that is considered and authorized to address a specific circumstance will not set a precedent for future "play up" selections.

- c. Roster Sizes.
- i. U13 and older teams will have a maximum of 22 players.
  - ii. U11 and U12 (play 9v9) teams will have a maximum roster of 14 players.
  - iii. U8, U9, and U10 (play 7v7) teams will have a maximum roster of 12 players.
  - iv. The Cascade FC Director of Coaching and the Cascade FC Director of Operations may approve the addition of players to team rosters above the maximum player numbers

indicated above by age group, if circumstances arise to support it, and after the steps in section 2a above have been completed.

- d. Player Invites and Acceptance.
  - i. Notification. Coaches will notify players within 1-3 days after the last scheduled tryout date to inform players if they have been invited and selected for a team.
  - ii. Accept/Decline. Players must officially decline or accept to secure their spot on a team once invited either verbally or electronically by email to the coach within 48 hours of the invitation. No spots will be held open after the deadline and the spot will be offered to the next player in the ranking.
  - iii. Players that are not receiving an offer will receive a phone call from the head coach of the team.
  - iv. Restrictions. Coaches, Directors, and team staff are prohibited from coercing and/or pressuring a player and family to accept an invitation to a team prior to the acceptance deadline.
  - v. Acceptance. Players register and pay the required registration fees before they will be approved and rostered to the team.
- e. Cascade FC Coach Qualifications and Team Assignments

The Cascade FC program endeavors to provide highly qualified coaches to train and develop its players. Coaches will possess the minimum coaching certification(s), or experience and be assigned to teams accordingly:

  - i. U9 through U12: USSF “E” License, Grassroots series completion, or 5 years Head Coach experience.
  - ii. U13 - U14: USSF “D” License, or 5 years Head Coach experience.
  - iii. U15 and older: USSF “C” License, or 5 years Head Coach experience.
- f. Team Rosters and Communications.
  - i. Team Name. Team Names will include the first initial of the Birth sex of team, the last 2 digits of the oldest players birth year of the team, and the color of the team. For example, a Boys 2007 Green team will be named “B07 Green”.
  - ii. Roster Announcement. Once players, coaches and team staff have been officially rostered to teams, the team rosters will be available in the Sports Engine Mobile App where all team rosters, schedules, and communications will be managed from.
  - iii. U16-U19 Players. Boys high school age groups U16-U19 players that participated in tryouts in February and made a team will break from March-May of the current season for high school soccer. Players will return to play for Cascade FC after the high school soccer season is over in June.
  - iv. Team Kick Off. Coaches and team managers will communicate with parents and players the date of the team kick off meeting in late May. The team kickoff meeting and team practices will occur in June for all Cascade FC teams.

## 2.4 Team Formation-Recreational league

- a. Team Formation General Rules

The team formation general rules outlined below apply to all age groups.

  - i. Players and parents do not choose a coach or team to play for. Every effort is made to place U9-U19 aged returning players from the prior seasonal year with their returning team and coach (if the coach is returning).
  - ii. Coaches may not pre-select or invite players to play on their team or make a promise or guarantee that a player will play on their team.
  - iii. Requests from parents to place players together for carpools will not be considered. It is unrealistic to accommodate the number of requests and adhere to the team formation rules.
  - iv. Required registration fees must be paid before a player is rostered to a team.
  - v. Players that register after the registration close date of May 31<sup>st</sup> will be waitlisted and will only be rostered to a team if there is available space.

- vi. Players that register and pay the registration fee prior to June 1 of the seasonal year will be placed on a team if there is a team for their age group, birth sex, and city.
  - vii. Every effort will be made to place players on a team in the city of their primary residence. If there is no team for the age group and birth sex of the player's primary city, the player will be asked by the SnVYSA Registrar if they will play on a team in a neighboring city that has available space on a team.
  - viii. Every effort will be made to place players with other players that go to the same school, as player registration numbers permit.
  - ix. Teams will be balanced to meet the minimum and maximum roster size, as player registration numbers permit.
  - x. The player registration date will be used to place new players on teams when teams are reaching maximum roster size and there is limited space available on a team.
  - xi. No player roster moves will be made after the roster publish dates.
  - xii. Players and parents will be notified by the SnVYSA Registrar to confirm acceptance of any placement decisions where a player cannot be placed in the age group, birth sex, or city of their primary residence.
  - xiii. The Recreational refund policy will be followed for any player registration cancellations or withdrawals after the open date of player registration.
- b. Minimum Roster Size
- i. The minimum roster size is established to provide at a minimum 2-3 substitute players over the number of players required to play a game for the assigned age group. All efforts are made to form teams that meet the roster minimum.
  - ii. The SnVYSA Registrar will notify coaches of returning U9-U19 teams with low roster numbers before the registration close date of May 31<sup>st</sup> to inquire if returning players are planning to register for the current seasonal year.
  - iii. The SnVYSA Registrar will notify parents of prior seasonal year players in a U9-U19 age group with low roster numbers before the registration close date of May 31<sup>st</sup> to inquire if the player is planning to register for the current seasonal year.
  - iv. The SnVYSA Registrar makes every effort to avoid a team from disbanding while still working within the parameters of the team formations rules.
  - v. A coach may only contact the SnVYSA Registrar about a player to fill an available roster spot on their team if the team is below the roster minimum number of players after the registration close date of May 31<sup>st</sup> and there are no other players for that age group and birth sex to be rostered or on the waitlist.
- c. Maximum Roster Size
- Every effort is made to avoid roster sizes from exceeding the maximum roster size by age group. The roster size may go over the maximum roster size for a particular age group, birth sex, and city when the following criteria are met:
- i. A player registers prior to June 1 of the current seasonal year and all teams are full for the age group, birth sex, and city of the player.
  - ii. There are not enough players or a coach to form a new team.
  - iii. The player does not want to play in a neighboring city where there is room on a team.
  - iv. The player does not meet the play-up requirement to play up one (1) age group where there is room on a team.
  - v. The player meets the play up requirements to play up, however, the parent does not authorize the play up and wants the player to play with their own age group.

**Roster Size Chart**

Age Group	Game	Roster Min	Roster Max
U6-U8	4v4	6	8
U9-U10	7v7	10	12
U11-U12	9v9	12	14
U13-U19	11v11	12	22

d. Volunteer Coach assignment.

A team is not viable until a head coach is assigned to the team roster. The Recreational program relies on volunteer coaches. Every year it is critical that parents, guardians, and community members volunteer to coach so that players can play, and no team is without a coach.

- i. One (1) head coach is required for a team to be viable. There can only be one head coach per team.
- ii. If more than one volunteer registers to be a head coach for a team, the registration date will be used to determine priority.
- iii. To prevent team stacking, only one assistant coach for a new team that has registered to assist a head coach in the team formation stage will be assigned to the team. The registration date will be used to determine priority if there is more than one assistant coach registered.
- iv. Other assistant coaches must be drawn from the Parents/Guardians or other family members of the players rostered to the team after teams are published.
- v. Coaches will be rostered to the team of the age group, birth sex, city, and child (if applicable) they indicated in their coach registration.
- vi. If the head coach or assistant coach is under eighteen (18) years of age, there must be one adult on the team staff and rostered to the team that will be in regular attendance at all practices and games.

e. U6-U7 Team formation

- a. Players in these age groups will be rostered to a Co-Ed team.
- b. Teams will include both male and female players.
- c. Players will be rostered by their birth year, city, and school.
- d. One (1) friend request may be considered after all team formation rules and requirements have been met. Friend requests must be mutual and requested by both parties.

f. U8 Team formation

- i. Players in this age group will be rostered to an all "Girls" or all "Boys" team based on the birth sex indicated in the player registration.
- ii. Players will be rostered by their birth year, city, and school.
- iii. One (1) friend request may be considered after all team formation rules and requirements have been met. Friend requests must be mutual and requested by both parties.

g. U9-U19 Team formation

For purposes of this section, a "Returning Player" is defined as a player who played for a recreational team in the prior seasonal year. A "New Player" is defined as a player who is new to SnVYSA or who did not play on a recreational team in the prior seasonal year.

- i. Beginning with the U9 age group, returning players are rostered to a returning team and coach, when possible. SnVYSA makes every effort to keep returning teams together at the older age groups for consistency and continued player development.
- ii. Returning players that register prior to June 1 have priority for placement on a returning team over new player registrations.
- iii. New players that register prior to June 1 will be placed on returning teams if there is space available on the team after placing all returning players who registered prior to June 1.
- iv. A returning player who registers after June 1 will be waitlisted and will only be placed on the returning team if there is available space after placing new players who registered prior to June 1.
- v. A new player who registers prior to June 1 will have priority over a waitlisted returning player based on their player registration date.
- vi. If there are not enough players registered for a birth year within an age group, players with a birth year of the younger age group that are in the same grade as the older age group may be combined to form a viable team.
- vii. If there are not enough returning players and new players to form a team for an age group, birth sex, and city, players may be combined from multiple cities to form a viable team.

h. Waitlisted Players.

- i. Any player that registers after May 31<sup>st</sup> of the seasonal year will be charged a \$50 late fee and will be waitlisted.
- ii. Waitlisted players will be rostered to a team if there is space available on a team for the age group, birth sex, and city of the player in the order of registration date.

i. Play Up Rules -Recreational

A player may request to play up one (1) age group in their registration and must meet the criteria below for the play up request to be authorized and the player to be rostered to an older age group.

- i. There must be room in the older age group for the player to play up. A player with a birth year of the older age group will not be removed or denied placement on a team to make room for a player requesting to play up to the older age group.
- ii. Allowing the player to play up to the older age group must not jeopardize the viability of the team of the players' own birth year age group.

j. Team Roster Publication.

- i. Team rosters will be published and communicated to coaches and parents no later than July 15<sup>th</sup> of the seasonal year.
- ii. Teams will be published with the following naming convention for consistency; "Name of City, the first initial of the birth sex or "C" if Co-ed, the last 2 digits of the oldest players Birth Year, and the Last Name of Coach". For example, a team in Fall City that is Boys with a birth year of 2007 and Coach last name of Smith will be named "Fall City B07 Smith."
- iii. Team rosters will be published and communicated to coaches and parents in the Sports Engine Mobile App where all team rosters, schedules and communications will be managed from.
- iv. If a parent does not see their players' team in the Sports Engine App on the publish date, this means either there is no coach that has volunteered to coach the team, or a coach has volunteered but they have not been approved to be rostered to the team. The team will show up in the Sports Engine App when a volunteer coach registers and is approved and rostered to the team.
- v. Coaches must communicate with parents and players with team information and practice details following the SnVYSA Coaches meeting in late July and no later than the first week of August.

### 3. Player Development

The SnVYSA Player Pathway is designed to assist all players with a pathway to continue to develop their soccer skills and increase their level of competition over the years. The level that a player should play at to participate in one of SnVYSA's soccer programs depends on a combination of their age and the players' skill and competition level.

#### 3.1 Recreational Program

The goal of recreational soccer is to provide players with an avenue to stay physically fit, improve mental health, develop skills, and learn good sportsmanship all while having fun playing the game of soccer. Volunteer coaches are encouraged to set team goals, attend SnVYSA organized training, take advantage of license certification opportunities, and utilize the Coach training manual. All the SnVYSA provided resources help coaches to plan and manage practices that focus on the appropriate skills by age group to develop players. Other strategies that are used to develop recreational players are listed below.

- a. Player goals. Recreational players are encouraged to set individual goals each year to develop their soccer skills and knowledge of the game. Goal setting teaches players to stay focused, have purpose, and provide motivation and take ownership and action by working towards their goals.
- b. Camps and Clinics. SnVYSA provides all players with year-round camp and clinic options to continue developing their skills. Experienced and licensed Cascade FC coaches run the training sessions using Cascade FC training methodology. Recreational players are encouraged to attend the camps and clinics to continue developing their skills during the seasonal year.
- c. Jr. Academy/Jr. RCL. SnVYSA offers a Jr. Academy program (age groups U7-U11) and Jr. RCL program (age groups U8-U9) that provide a training ground for players to experience what it is like to play competitive soccer. The training sessions are designed to develop specific player techniques and game tactics. Jr. Academy is a transitional training ground from recreational soccer to a Cascade FC club soccer experience and a great option for younger players.
- d. Cascade FC Tryouts. Volunteer recreational coaches are encouraged to promote and assist any recreational player that is advanced in skill and desires to play more soccer competitively to consider Cascade FC tryouts in the spring. This is a great option for U8 and older players to further their soccer skills and help them attain individual soccer goals.
- e. Registration and payment are required to participate in camps, clinics, Jr. Academy, Jr. RCL, and Cascade FC tryouts.

#### 3.2 Cascade FC Program

The goal of the Cascade FC program is to develop every player to their full potential and to support individual soccer goals by providing players with knowledge, guidance, and confidence to perform at their greatest. The professional and trained Cascade FC coaching staff work closely with players to apply the Cascade FC playing philosophy and playing principles to team training and games. Other strategies that are used to develop Cascade FC players are listed below.

- a. Player Movement. Coaches do their best where there are two or more teams formed in an age group and birth sex to provide players with development opportunities to move between teams during pre-season, league season, or post-season as permitted by the rules of league play and the governing bodies under which the team operates.
- b. Player goals and evaluations. Cascade FC team coaches collaborate with players to set team goals and individual goals each seasonal year. Individual goals are reviewed with players each year at the players' evaluation. All coaches are required to provide each player with a written critique of the player's performance at least once during the season. This critique will cover both positive aspects and areas where further growth and development may be necessary. Player evaluations will include recommendations for improvement. All Cascade FC coaches will provide

players with their evaluation in writing by the due date established by the Cascade FC Director of Coaching.

- c. Focus and Commitment. For the coaches to develop players to the best of their ability, players are expected to be focused, pay attention, and apply full effort in every practice and game. Players are expected to listen to coach instruction, apply coach feedback in practices and games, and trust the coach and club playing philosophy.

### 3.3 Private Training

Affiliated coaches, both employed and volunteer, as well as staff associated with SnVYSA may independently offer private soccer training sessions. SnVYSA is neither involved in nor associated with these private training sessions and will not assume any financial liability for any costs, damages, or obligations arising therefrom. All arrangements and financial transactions related to private training are solely between the participant and the host.

## 4. League Rules for Game Day Matches

The policies below outline division placement, game scheduling, practice scheduling, and the requirements of players, coaches, and referees on game day for match competition.

### 4.1 Division Placement

The purpose of division placement is to ensure fair and healthy competition. Outlined below are the rules and procedures for division placement by league. This process occurs each seasonal year.

- a. Recreational leagues.
  - i. Micro In-house league [U6-U8]. Teams are not placed in divisions. Each age group will play teams within their own age group and the U8 age group will play teams within their own birth sex. To minimize travel, Carnation, Duvall, and Fall City teams will play each other, and Snoqualmie and North Bend teams will play teams within their own cities. There may be exceptions made in a given seasonal year when the number of teams for one age group, birth sex, and city are too small to play locally.
  - ii. Mod In-house league [U9-U10]. Teams are not placed in divisions and play other teams within SnVYSA. Each age group will play teams within their own age group and birth sex. Teams will play other teams in Snoqualmie, North Bend, Fall City, Carnation, and Duvall.
  - iii. Mod Interleague [U11-U12]. Teams may be placed in a different division depending on the number of teams for a given age group and birth sex. Each age group will play teams within their own age group and birth sex. SnVYSA teams will play other SnVYSA teams and other Eastside Youth Soccer Association teams. The following rules and procedures will be followed for division placement.
    1. The Eastside Youth Soccer Association (EYSA) Scheduler will request teams from the Registrar/Schedulers by age group and birth sex.
    2. The EYSA Scheduler will notify the Registrars/Schedulers if there will be multiple divisions by age group and birth sex based on the number of teams and request a ranking based on a set of established criteria.
    3. The Registrars/Schedulers will rank the teams based on team make up, team history, and team standings. Every effort is made to rank teams fairly.
    4. EYSA management staff will review the rankings provided by the Registrar/Schedulers and place teams in divisions based on those rankings.
    5. Registrars and Schedulers will confirm final division placements for teams prior to the EYSA game schedule creation phase.
  - iv. League WA U13-U19. Teams may be placed in a different division depending on the number of teams for a given age group and birth sex. The following rules and procedures will be followed for division placement.
    1. The League Washington scheduler will provide the association Registrars/Schedulers with a set of standard criteria to rank teams based on

- team make up, team history, and team standings. Every effort is made to rank teams fairly.
  - 2. League Washington will review the team rankings provided by the association Registrars/Schedulers and place them in divisions if there is more than one division for an age group and birth sex based on the number of teams.
  - 3. League Washington will hold a division placement meeting to review the preliminary division placements by age group and birth sex. Any requests for movements of teams will be reviewed in the meeting.
  - 4. Registrars and Schedulers will confirm final division placements for teams prior to the League Washington game schedule creation phase.
- b. Cascade FC competitive leagues.  
 Cascade FC teams are placed in a league based on the age group, skill, and competition level of the team. Cascade FC teams play in, but are not limited to, the Regional Club League (U8-U19) or the North Puget Sound League (U9-U19).
  - i. The Cascade FC Director of Coaching determines league and divisional placement for every Cascade FC team.
  - ii. The Cascade FC Director of Coaching provides a list of league and divisional placements for every team to the Cascade FC Director of Operations for league registration.
  - iii. A division placement meeting is held before each seasonal year by the leagues. Preliminary placements are reviewed based on an established set of criteria.
  - iv. The Cascade FC Director of Coaching or Cascade FC Director of Operations attend the placement meetings and may make requests for movements of teams that were not made by the league during the preliminary phase.
  - v. Team placements will be determined from the results of the meeting and confirmed before the game schedules are posted.

#### **4.2 Player Uniforms – Practices and Games**

Players are expected to have and wear the required equipment outlined in the SnVYSA Player Participation Policies - section 3 (Equipment) to all practices and games and understand and abide by the Prohibited Equipment outlined in those same policies when participating in league competitions.

Each player on a team must wear the required uniform. The requirements vary by league and age group. Outlined below are the requirements by league and age group.

- a. Recreational league- Micro and Mod (U6-U10). Each player on the team must wear the reversible jersey supplied by SnVYSA to each game.
  - i. There are no jersey numbers for these age groups required.
  - ii. Game day color will be determined by Home or Away game. The Home color is Green and Away color is White.
- b. Recreational league – Mod and League WA (U11-U19). Each player must purchase a customized uniform kit as outlined in the SnVYSA Player Participation Policies-section 4.3 (Customized Uniform Kits).
  - i. The jersey must include a jersey number that is unique to the player. No two players on a team may have the same jersey number, there can be no duplicates for league play.
  - ii. The uniform kit must be worn to all games.
  - iii. Game day color will be determined by Home or Away game. The Home color is Green, and the Away color is Black.
  - iv. The Home team will change color in the event of a conflict in color.
  - v. Players are required to bring the alternate jersey color to all games.
- c. Cascade FC – (U8-U19). Each player must purchase a customized uniform kit as outlined in the SnVYSA Player Participation Policies-section 4.3(Customized Uniform Kit).
  - i. The jersey must include a jersey number that is unique to the player. No two players on a team may have the same jersey number, there can be no duplicates for league play.

- ii. The practice kit must be worn to all practices and the game kit to all games.
  - iii. Game day color will be determined by Home or Away game and communicated to players by team managers in the Sports Engine App.
  - iv. The Home team will change color in the event of a conflict in color.
  - v. Players are required to bring the alternate kit to all games.
- d. Goalkeepers.
- i. Apply to U9-U19 age groups only. There are no goalkeepers for the U6-U8 age groups.
  - ii. Goalkeepers are not required to use gloves. Gloves are not supplied by SnVYSA and must be purchased by the player if the goalkeeper desires to use gloves for games.
  - iii. Goalkeepers must wear a color that is distinctly different from both their own team and the opposing team, as well as the match officials, to be easily identifiable and stand out on the field. Pinnies may be used in the event there is a conflict in color.
- e. Restrictions. No player names are allowed on jerseys.

### 4.3 Practice Schedules

Practice schedules are created and managed by SnVYSA personnel for all recreational and competitive league teams. Fields must be rented and secured, lined, set up for the appropriate age groups, and the appropriate size goals must be available before teams can practice and play games.

- a. Recreational League Practices.  
Practice day and times vary by age group. Below are the rules and requirements for practices.
- i. Start Date. Practices will begin no earlier than August 1<sup>st</sup> of each seasonal year.
  - ii. Location. Practice field location will be established based on the city of the team, age group, and field availability. A list of field locations by city and age group may be found on the SnVYSA website at **FIELDS**.
  - iii. Micro (U6-U7). The U6 and U7 Co-Ed teams will practice on Tuesday and Thursdays. SnVYSA will communicate a schedule to coaches and parents with the practice kick off dates and the number of practices for the season on the SnVYSA website no later than August 1<sup>st</sup>. The head coach of each team will select a practice time from the available time slots provided by the local SnVYSA Club Representative.
  - iv. Micro (U8). The U8 teams will practice on Monday and Wednesdays. SnVYSA will communicate a schedule to coaches and parents with the practice kick off dates and the number of practices for the season on the SnVYSA website no later than August 1<sup>st</sup>. The head coach will select a practice time from a list of available time slots provided by the local SnVYSA Club Representative.
  - v. Mod and League WA (U9-U19). The U9-U19 teams will practice 2 days a week. The head coach of each team will select a practice day and time from a list of available practice slots provided by the local SnVYSA Club Representative.
  - vi. Practice Schedule Management. Each local SnVYSA Club Rep is responsible for creating and managing the ongoing practice schedule for the seasonal year for their assigned city. The Club Rep will communicate with the head coaches in their assigned city to provide a list of available practice slots. Head coaches will select an available practice slot from the schedule provided by the local Club Rep. Coaches are encouraged to adhere to the published practice schedules or make arrangements ahead of time to switch with another coach.
  - vii. Sports Engine App. The head coach or team manager of each team will enter the practice day and times in the Sports Engine App and communicate to players and parents.
- b. Cascade FC practices.
- i. Practices and Location. Cascade FC teams for all age groups practice three two (2) or three (3) times a week, as determined by age group, in different cities as field

space permits. The practice field locations may be Snoqualmie, North Bend, Fall City, Carnation, or Duvall.

- ii. Schedule Management. The Cascade FC Director of Operations manages the practices schedules for all Cascade FC teams.
- iii. Distribution. Practice schedules will be communicated to the Cascade FC head coaches and team managers once they are finalized.
- iv. Sports Engine. Team managers will enter the practice schedules in the Sports Engine App and communicate to parents and players.

#### 4.4 Game Schedules

Game schedules are managed by SnVYSA personnel for in-house leagues and Home games. Fields must be rented and secured, lined, and set up for the appropriate age groups, and the appropriate size goals must be available before teams can play games.

##### a. Recreational League Games.

- i. Micro (U6-U7). The U6 and U7 Co-Ed teams will play games on Tuesday and Thursdays. Games will kick off no later than 5:30pm. A Friday game may be added during scheduling to ensure all teams get 10 games for the season.
- ii. Micro (U8). The U8 teams will play games on Monday and Wednesday. Games will kick off no later than 5:30pm. A Friday game may be added during scheduling to ensure all teams get 10 games for the season.
- iii. Mod and League WA (U9-U12). The U9-U12 teams will play games on Saturdays. Game times will begin no earlier than 9am and end no later than 4pm.
- iv. League WA (U13-U19). The U13-U19 teams will play games on Saturdays or Sundays depending on the age group and birth sex. The weekend day the age group and birth sex will play can be located on the SnVYSA at **LEAGUEWA**. Game times will vary as the schedules are managed by many association Registrars and Schedulers and are based on field availability. They may begin no earlier than 8am and end no later than 6pm.
- v. Game season kick off. The game season kicks off after the Labor Day holiday each seasonal year. Micro teams will kick off the season on Tuesday(U6/U7) or Wednesday(U8) following the holiday and Mod and League Washington teams will kick off the season on Saturday or Sunday following the holiday.
- vi. Number of games. All teams will play ten (10) games for the season. The U9 and U10 teams will play eight (8) regular season games and play the last two (2) games of the season at the U9/U10 end of season tournament [see section 5.1-U9/U10 Tournament].
- vii. Game schedules.
  1. U6-U10 age groups. The SnVYSA Registrar/Scheduler creates the game schedules using a round robin format. Every team will get 10 games.
  2. U11-U12 age groups. The Eastside Youth Soccer Association (EYSA) Scheduler creates game schedules after division placement [per section 4.1(iii)]. The SnVYSA Registrar/Scheduler will assign a home field and time for each SnVYSA game. Every team will get 10 games.
  3. U13-U19 age groups. The League Washington Scheduler creates the game schedules after division placement [per section 4.1(iv)]. The SnVYSA Registrar will assign a home field and time to all home games, update the schedules in the appropriate league and referee systems, and communicate to the head coaches and referees when the schedules are finalized. Every team will get 10 games.
- viii. Schedule Management. The SnVYSA Registrar/Scheduler manages all updates and changes to the game schedules in the league and referee systems for all recreational age groups.
- ix. Sports Engine App. The Sports Engine App is used by SnVYSA for both practice and game schedules for all league play.
  1. U6-U12 age groups. The SnVYSA Registrar/Scheduler will upload the game schedules to Sports Engine and Arbiter for Referee Assignment for the U6-U12 age groups no later than the end of August and communicate to coaches, parents, and referees when available.

2. U13-U19 age groups. The head coach, assistant coach, or team manager must add the games to Sports Engine and manage any updates during the season.
- b. Cascade FC game schedules.
- i. Game Schedules. The game schedules are created by the leagues the Cascade FC teams play in after division placement [per section 4.1(b)]. The Cascade FC Director of Operations will assign a home field and time to all home games and update the schedules in the appropriate league and referee systems.
  - ii. Schedule Management. The Cascade FC Director of Operations manages any updates and changes to the game schedules for all Cascade FC teams.
  - iii. Distribution. Game schedules will be communicated to the Cascade FC head coaches and team managers once they are finalized.
  - iv. Sports Engine. Team managers will enter the game schedules in the Sports Engine App and communicate with parents and players.

#### 4.5 Cancellations and Reschedules

SnVYSA makes every effort to limit practice and game interruption during the season. However, unforeseen circumstances may arise that interfere with practices and games and require cancellation or rescheduling. The following policies and guidelines will be followed in these situations:

- a. Pre-Approved Reasons for SnVYSA Practice and Game Cancellations.
- i. Weather and Safety. SnVYSA will follow the SnVYSA weather policies and procedures posted on the SnVYSA Website - **WEATHER** when making decisions to cancel practices and/or games due to weather and safety.
  - ii. Unavailable Home Field. When a SnVYSA rented field is unavailable due to a maintenance or safety issue, scheduling conflict, or other unforeseen reason, the practices and/or home games scheduled on that field will be cancelled if there is no other field available for that same day and timeslots. Every effort will be made to reschedule any home games to a later date if possible.
- b. Practice Reschedules. Practice reschedules for any reason will be managed by the following SnVYSA personnel:
- i. Recreational teams. The local club rep will manage all practice rescheduling for their assigned city.
    1. Change initiated by SnVYSA. The club rep will inform the head coaches of impacted teams when there is a conflict with a practice field, day, or time and collaborate directly with them to resolve the issue.
    2. Change Initiated by a Coach. Coaches are encouraged to adhere to the published practice schedules or plan ahead of time to switch with another coach. If that is not possible, a head coach may contact their local club rep to request a change from the original practice time slot. Change requests may be accommodated if a slot is available and does not have an impact on another coach's time slot.
    3. Sports Engine. The head coach, assistant coach, or team manager is responsible for updating the Sports Engine App with the new practice day, time, and location and communicating the change to players and parents.
  - ii. Cascade FC. The Cascade FC Director of Operations will inform head coaches, assistant coaches, and team managers of the impacted teams when there is a conflict with a practice field, day, or time, and collaborate directly with them to resolve the issue.
    1. Sports Engine. Team managers are responsible for updating the Sports Engine app with the new practice day, time, and location and communicating the change to players and parents.
- c. Game Reschedules. SnVYSA makes every effort to limit game interruption and play home games once scheduled. Fields are limited, hard to secure, and once they are rented it is

important to keep the games on schedule. The following rules will be followed for game rescheduling by program:

- i. Authority. Game reschedules will be managed by the following SnVYSA Personnel by program.
  1. Recreational. SnVYSA Registrar/Scheduler
  2. Cascade FC. Cascade FC Director of Operations
- ii. Recreational. Every effort is made to build the game schedules around known home field closure dates for all age groups and curriculum dates for U6-U8 age groups, to limit rescheduling issues. In the event of an unforeseen scheduling issue, the game reschedules will be managed as follows:
  1. Change issued by SnVYSA Registrar/Scheduler. The Registrar/Scheduler will inform the head coach of the game conflict and collaborate with the coach to resolve the issue to try and reschedule the game to a new day, time, and location as required. The re-scheduled game will be updated in the appropriate scheduling and referee systems once confirmed.
  2. Change initiated by head coach. Coaches are encouraged to adhere to the published game schedules and plan ahead if they have a conflict with a game by enlisting an assistant coach to cover the game. If all efforts have been made and there is still a conflict, the head coach must contact the Registrar/Scheduler to try and reschedule the game. If the game is re-scheduled for the new day, time, and location will be updated in the appropriate scheduling and referee systems once confirmed.
  3. Updates to Sports Engine and Referee Systems (U6-U12). The SnVYSA Registrar/Scheduler will make all updates to game schedules for the U6-U12 age groups in Sports Engine and the Arbiter referee system with the new day, time, and location. Referees will be notified and reassigned as required.
  4. Updates to Sports Engine and Referee Systems (U13-U19). The head coach is responsible for updating the Sports Engine App with the new game day, time, and location for this age group. The SnVYSA Registrar will update the Referee systems with the new day, time and location and Referees will be notified accordingly.
  5. Referees. The SnVYSA Registrar/Scheduler will update the referee systems with the new game day, time, and field location for all home games. Referees will be notified and/or reassigned as required.
  6. Communication. The SnVYSA head coach, assistant coach, or team manager is responsible for communicating the new game day, time and location of the rescheduled game to players and parents.
  7. Restrictions.
    - a. Curriculum nights. Games will not be rescheduled for school curriculum nights. The SnVYSA Registrar/Scheduler makes every effort to accommodate curriculum nights when building the game schedules for the U6-U8 age groups. If there is a conflict between the game schedule and curriculum night, SnVYSA advises one parent to attend the game.
    - b. No Referee. Games will not be rescheduled for a lack of referee. The home team is responsible for securing the referee if no referee is assigned to the game.
- i. Cascade FC teams. The Cascade FC Director of Operations, Cascade FC head coach and/or the team manager will initiate the discussion for Cascade FC home game reschedules and collaborate to figure out a new day and time that will work.
  1. All changes to home game schedules are managed and completed by the Cascade FC Director of Operations to ensure the home field is available and the referee system is updated.

2. For opposing team reschedules, the Cascade FC team manager will work directly with the Cascade FC head coach and opposing team manager to reschedule the game.
3. The Cascade FC team manager is responsible for updating Sports Engine with the new game day, time, and location and communicate the game reschedule to players and parents when finalized.

#### 4.6 Rules of Competition

- a. The rules of competition vary by league and age group and outline how the game will be played and officiated. Every player, coach, and referee must understand and abide by the rules of competition for the league they are playing in or are officiating in. Outlined below is a link to the league rules by age group that must be adhered to by all participants in games.
- b. Players, coaches, and referees in violation of the rules of competition will be subject to disciplinary action by the league the team is playing in and/or the SnVYSA Disciplinary Committee.
  - Recreational league- Micro (U6-U8) [[SnVYSA Rules](#)]
  - Recreational league-Mod (U9-U10) [[SnVYSA Rules](#)]
  - Recreational league – Mod (U11-U12)- [[EYSA Rules](#)]
  - Recreational league – League WA (U13-U19)- [[LeagueWa Rules](#)]
  - Competitive league – Regional Club League (U9-U19) – [[RCL Rules](#)]
  - Competitive league – North Puget Sound League (U8-U19) [[NPSL Rules](#)]
- c. In addition to the rules outlined above for league competition by age group, all participants should be familiar with The International Football Association Board Laws of the Game ([IFAB Laws](#)).

#### 4.7 Play Time

- a. Recreational  
Every player on a recreational team that is regularly attending practice should get at least 50% playing time during a game unless the roster size is over the maximum.
  - i. SnVYSA makes every effort to not exceed the maximum roster size by age group when forming teams.
  - ii. If a head coach has a team over maximum roster size, the coach must make sure players RSVP before each game in the Sports Engine App and rotate players on a schedule as needed.
  - iii. It is the responsibility of the coach to manage playing time.
- b. Cascade FC  
Play time in games for competitive players is determined by age group and best practices, alongside the expectations of:
  - i. Attitude
  - ii. Work Ethic
  - iii. Ability
  - iv. Practice Attendance
  - v. What is required in the game, determined by the coach.
  - vi. Individual play time, game strategy, and coaching philosophy are at the discretion of the coach and the parameters of the program.

## 4.8 Match Day Rosters

- a. Application.
  - i. Recreational League. U13-U19 teams playing in League Washington are required to have a Match Day roster. U6-U12 age group teams playing in other recreational leagues are not required to have a Match Day roster.
  - ii. Competitive League. U8-U19 teams playing in the Regional Club League and North Puget Sound League are required to have a Match Day Roster.
- b. Match Day Roster. A Match Day roster is a list of players for a specific game. The Match Day roster should match the league roster unless a Player Pass or Club Pass [as defined in section 1.8 and 1.9 -Player Pass, Club Pass] is being used. If used, it will be designated on the Match Day roster. Players may NOT be handwritten on the Match Day roster.
- c. Photos. Match Day rosters require every player on a team to have a player photo.
- d. Member Pass Cards. Competitive league players must bring a valid photo membership pass card to each game to be eligible to play.
- e. Roster Copies. Coaches must bring three (3) copies of the Match Day roster to each game. One (1) for the referee and one (1) for each coach.
- f. Roster Check by Referee. Before the start of each game, the referee will obtain the Match Day roster from the coaches as well as membership passes (if competitive league players).
  - i. A player that is not on the Match Day roster is not eligible to play in the game.
  - ii. No player name may be handwritten on the roster.
  - iii. The referee will indicate the game score and any misconduct that occurred during the game on the Match Day roster after the match.
  - iv. The Referee will return one (1) copy of the Match Day roster to each team head coach.
  - v. The Referee will file an incident report for any misconduct in the game to the League Disciplinary Committee.
- g. Ineligible players. Any team playing an ineligible player as defined in section 1.6 [Ineligible Players] on their Match Day roster will forfeit the game(s) in which that player played and will face disciplinary consequences by the SnVYSA Disciplinary Committee unless a sanction has already been applied by another Washington Youth Soccer disciplinary authority for the league the player is participating in.
- h. Roster Max – Game Day. The maximum roster size for Match Day for the U13-U15 age group is 18 players and for the U16-U19 age group 22 players.
  - i. U13-U15 teams with more than 18 players on their league roster may only have 18 players suited up for game day.
  - ii. The coach must clearly identify the players who will not be participating on the Match Day roster. This may be done by crossing out the player's name and writing "not playing" beside them.

## 4.9 Game Day Preparations

- a. Opposing team check in.
  - i. Coaches are encouraged to contact the opposing team head coach and assistant coaches prior to each game to confirm date, time, and location of the game.
  - ii. Coaches should also confirm jersey color ahead of time so teams come prepared to wear a color that will not conflict with the opposing team. If a conflict arises, the Home team must change jersey color.
- b. Home Field Check and Set up.
  - i. The home team coach is responsible for field set up if the field is not marked and lined for the age group. Coaches must bring cones to every practice and game.

- ii. For teams practicing and playing on grass, please use all green space around the park, rotate goals around green space. The grass needs to last all season.
  - iii. Recreational league games will be played on home fields that are lined and have goals sized for the age group. Fields will be numbered if there is more than one field at a location.
  - iv. Goals must be checked to ensure they are properly anchored and have nets that are properly secured with no openings.
  - v. Issues with field access, field lines, field maintenance, or goals and nets that interfere with team practices or games must be reported by the head coach to their Club Representative, Club Director, or the SnVYSA Facilities Manager.
- c. Equipment
- i. Coaches will confirm with their players that they have the required equipment and uniform to play the game and are not wearing any prohibited equipment. The required equipment and prohibited equipment requirements are outlined in the SnVYSA Player Participation Policies -section 3 (Equipment).
  - ii. All coaches for a U6-U8 age group playing in a recreational league must bring a PUGG goal to each game.
  - iii. Coaches will bring properly inflated game balls and cones to every game. It is the responsibility of the home coach to provide the game balls.
  - iv. Issues with equipment supplied by or owned by SnVYSA must be reported by the head coach to their Club Representative, Club Director, or the SnVYSA Equipment Manager.
- d. Medical forms
- i. Every player is required to fill out a medical form at the time of registration.
  - ii. Coaches must request medical forms from each player and ask parents if any player has a medical condition that they should be aware of at their first team meeting or practice.
  - iii. Medical forms can be printed by parents from Sports Engine and provided to coaches.
- e. Referee confirmation
- i. Coaches must check the referee system prior to their game day and time to confirm if they have a referee assigned to their Home games.
  - ii. Recreational Leagues.
    - 1. The Home team will provide the referee for the game if there is no referee assigned to the game.
    - 2. Coaches are encouraged to recruit a parent volunteer at the start of the season to be a backup referee when there is not a referee assigned to a game. Volunteers must pre-register with SnVYSA.
    - 3. If the coach has not recruited a volunteer, and there is no referee assigned to the game, a volunteer may be enlisted to referee the game at the field. In this one-off situation, no volunteer registration is required.
  - iii. Competitive Leagues. Failure of a center referee to show up for the scheduled game time will constitute grounds for a rematch. A substitute official may be chosen upon agreement by both coaches and the substitute's decisions will be final. [Please see North Puget Sound League Rules(NPSL) and Regional Club League Rules(RCL) for official rules and timing.]

#### 4.10 Sideline Conduct

Parents, guardians, and spectators have a powerful impact on players, coaches, and referees and the overall atmosphere at youth sporting events. SnVYSA desires that all participants have a positive experience and demonstrate respect and good sportsmanship. The following rules must be adhered to at all SnVYSA supervised and organized league games, tournaments, and other organized competitions.

a. Parents/Guardians/Spectators

- i. Remain on the opposite side of field from the team and stand two (2) yards behind the sideline/touchline but not within eighteen (18) yards of the goal line, and not anywhere behind the goal or goal line.
- ii. Refrain from coaching and giving players instruction on the sidelines. Players must think for themselves, make their own decisions, and listen to their coaches.
- iii. Trust and support the efforts of coaches, acknowledging their dedication to the players' development.
- iv. No parent, guardian or spectator may address the referee at any time to dispute a call or give advice. The only allowable exceptions are:
  1. To respond to a question initiated by the referee.
  2. To point out a safety issue (if the referee or coach does not see it).
  3. To thank the referee at the end of the match.
- v. Positively support players and applaud and cheer for both teams.

b. Coaches, Players, and Team Staff

- i. The coach will set the tone for the team and the spectators. The coach is responsible and accountable for the conduct of spectators for their team.
- ii. The coach will direct their team to set up on one side of the field with spectators on the other side of the field.
- iii. Each team will have a "technical" area at every game that must be two (2) yards behind the touch line and not within eighteen (18) yards of the goal line.
- iv. Coaches and players will remain within their "technical area" during the game, unless permitted to enter the field of play by the referee.
- v. Only coaches, players, and team staff that are registered with SnVYSA for the current seasonal year may be present in the technical area.
- vi. Coaches must not use mechanical or electronic devices to give instruction to players.
- vii. Coaches will not offer dissent to any call made by the referee at any time.
- viii. Coaches are not to address the Referee during the match except to:
  1. Respond to a Referee who has initiated a conversation.
  2. Point out emergencies or safety issues.
  3. Make substitutions.
  4. Ask the Referee, "What is the type of restart (direction and Indirect Free Kick or Direct Free Kick)?"
  5. Ask for the time remaining in the half.
- ix. Coaches are allowed to ask a referee after a match or during halftime, in a polite and constructive way, to explain a law or foul, but may not question any decisions or judgment calls made during the game. The coach must be polite and friendly.
- x. Coaches or team personnel should not engage in conversation with the referee once the match has been concluded apart from thanking the referee.
- xi. The coach will direct their team in post-game formalities between teams (e.g. handshake lines) which are encouraged and expected.

c. All participants

- i. Are prohibited and may not be within the 18 yd line down to the end line (or corner flag) or near the end line/goal line from corner to corner during games.
- ii. Respect the referees and their decisions.
- iii. Avoid confrontation and engagement in any kind of disruptive behavior.
- iv. Do not use profanity or make derogatory remarks or gestures to the players, referees, coaches, or spectators.
- v. Are prohibited from use or possession of illegal drugs, alcohol, tobacco, marijuana, or vaping while participating in a SnVYSA organized and supervised practice, game, tournament, team event, camp, clinic, or another field event.

- vi. Are responsible for keeping the fields clean and take away water bottles, clothes, bags, and garbage with them after practices and games.
- d. Disciplinary Actions
  - i. Incident reports filed by a referee or coach of any violations to this policy will be reviewed by the SnVYSA Disciplinary Committee for decision and disciplinary actions.
  - ii. Sideline conduct violations reported by the referee or coach to the league that sanctioned the match may result in additional consequences associated with the misconduct in accordance with their documented policies.

#### 4.11 Match Day Reports-Post Game

- a. Game Score.
  - i. Recreational. Scores must be reported for all U11-U19 games. Scores are not required for U6-U10 age groups. The head coach and opposing team head coach must report the score of the game in the league systems. If a game was not played for any reason, the information must be reported by the head coach to the league and to the SnVYSA Registrar/Scheduler for game rescheduling, as required.
  - ii. Competitive. Scores must be reported by the Cascade FC team managers for all age groups. If a game was not played for any reason, the information must be reported by the head coach to the league and to the Cascade FC Director of Operations for game rescheduling, as required.
  - iii. Scores must be reported within the time frame indicated by the league that the team is playing in.
- b. Referee Evaluations. Coaches are encouraged to evaluate the referees after their games. The evaluators' feedback provides useful information for the referee to learn and improve from each game and is also useful for the leagues and the association to determine areas for improvement.
- c. Incidents. Coaches and referees must report any incidents of abuse or misconduct at games with a player, a spectator, a coach, or referee to the league Disciplinary Committee and the SnVYSA Disciplinary Committee for review and decision within 48 hours after completion of the game.

#### 4.12 Zero tolerance Policy for Referee Abuse

SnVYSA complies with U.S. Soccer's policy 531-9 expressly prohibiting the abuse and assault of referees. This policy extends to all members participating in any SnVYSA sanctioned programs, events, activities, and competitions. SnVYSA takes all incident reports of misconduct, abuse, or assault, against a referee seriously and will respond with the appropriate disciplinary measures according to policy.

- a. Reporting. All cases of alleged abuse or assault of a referee must be reported to the Referee Assignor, the Washington State Referee Committee, and the SnVYSA Disciplinary Committee within 48 hours of conclusion of the match.
- b. Investigation. The SnVYSA Disciplinary Committee will conduct a verification and investigation of the complaint and subsequent actions as required by applicable sections of USSF policy in effect at the time of the incident.
- c. Abandoned Game. If it has been determined that a game is abandoned by the referee due to actions of the coach, players, spectators, or any combination thereof, NO REPLAY OF THE MATCH WILL BE GRANTED.
- d. Minor Referees. Referees who are minors deserve special mention in this policy. Minor aged referees are trained game officials, and many are also experienced players. All minor participants are entitled to the same protections extended to minor athletes in the SnVYSA Safety and Prohibited Conduct Policies and the U.S. Center for SafeSport.

## 5 Tournaments

### 5.1 U9/U10 Recreational Tournament

The U9/U10 tournament is a recreational tournament hosted by the SnVYSA Board at the end of each seasonal year for the U9/U10 teams to play their last two (2) games of the 10-game season. It is a fun way for these age groups to participate in a tournament style environment ending on a positive note for the season. Tournament details will be posted on the SnVYSA website each seasonal year.

- a. Eligibility. Recreational league boy and girl players in the U9 and U10 age groups actively registered and rostered for the current seasonal year. No guest players allowed.
- b. Registration. No registration is required. All SnVYSA in-house recreational U9 and U10 Boys and Girls teams will automatically be enrolled in the tournament by the SnVYSA Registrar.
- c. League. In-house recreational league.
- d. Tournament Format. The tournament is a “round robin” tournament. The highest number of points accumulated during the round robin play will determine who plays in the championship games.
- e. Brackets. Brackets are created by blind draw by the number of teams in an age group and birth sex. Each team will play two (2) games in their age group and birth sex bracket. The winner of each bracket for the Boys and Girls age groups will play in the final Championship round.
- f. Game Schedules. Game schedules will be created by the SnVYSA Registrar/Scheduler and published to coaches and parents no later than 2 weeks prior to the tournament start date. The schedules and brackets will also be posted to the SnVYSA Website-Tournaments.
- g. Timeframe. The tournament is held on the second Saturday of November each seasonal year.
- h. Rules of Competition. The Rules of Competition are like the Rules of Competition for regular season league play with a few minor changes to accommodate the tournament format. The Rules of Competition are located on the SnVYSA Website – Tournaments.
- i. Fees. There is no fee to enter the tournament. Fees are covered by SnVYSA.
- j. Awards. The Champions and Finalists for both the Boys and Girls age groups will be presented with medals by the SnVYSA Board immediately following the final games of the tournament. Winners will be published on the SnVYSA website and social media, and an email will go out to the SnVYSA membership.

### 5.2 Recreational Cup

The Washington Youth Soccer Recreational Cup is a statewide tournament for recreational soccer teams in Washington State managed and hosted by Washington Youth Soccer. Tournament details will be posted on the SnVYSA website each seasonal year.

- a. Eligibility. Recreational boys and girl’s teams in the U11-U19 age groups with players actively registered and rostered for the current seasonal year.
  - i. No Guest players allowed
  - ii. A Club Pass as defined in section 1.9 (Club Pass) may be used for up to 5 players.
- b. Registration. Registration opens in late September to early October. Registration is required each seasonal year by the teams that wish to participate in.
- c. League. Eastside Youth Soccer Association recreational interleague(U11-U12) and League Washington recreational interleague (U13-U19).
- d. Tournament Format. Established by Washington Youth Soccer.
- e. Brackets. Established by Washington Youth Soccer.
- f. Game Schedules. Game schedules will be created by Washington Youth Soccer for all teams participating. The SnVYSA Registrar is responsible for scheduling home games for all SnVYSA teams participating.

- g. Timeframe. The tournament is held between mid-October and mid-December of each seasonal year. Teams will play on Sundays if their regular season games are on Saturday.
- h. Rules of Competition. The Rules of Competition are established by Washington Youth Soccer and will be published on the Washington Youth Soccer website when available.
- i. Fees. Fees are set by Washington Youth Soccer each seasonal year. Teams that wish to participate must pay the required registration fees to participate.
- j. Awards. Medals are provided by Washington Youth Soccer for winners of the Group play round and the Champion and Finalist of the final state round for both the Boys and Girls age groups. Winners will be published on the SnVYSA website and social media, and an email will go out to the SnVYSA membership.

### 5.3 **Cascade FC Cup Tournament**

Cascade FC Cup is a competitive Washington Youth Soccer sanctioned tournament hosted by Cascade FC for both Select and Premier club teams. Tournament details will be published on the Cascade FC Website-Cascade Cup when available.

- a. Eligibility. Youth Soccer Select and Premier teams for Boys and Girls age groups U8-U12 and U13-U19.
- b. Application. Application is required by the deadline posted on the Cascade FC Website.
- c. Sanctioning. Sanctioned through Washington Youth Soccer.
- d. Tournament Format. The tournament is a “round robin” tournament with three (3) games guaranteed.
- e. Brackets. Established by Cascade FC based on number of teams participating by age group and birth sex.
- f. Game Schedules. Created by Cascade FC and will be posted to the Cascade FC Website-Cascade Cup when available.
- g. Timeline. Mid-July each seasonal year. The tournament will run for two consecutive weekends beginning with the U8-U12 age group and ending with the U13-U15 age group.
- h. Rules of Competition. Posted on the Cascade FC Website-Cascade Cup when available.
- i. Fees. Fees vary by age groups (U8-U12) and (U13-U15) and are posted on the Cascade FC Website each seasonal year.
- j. Awards. Tournament Pins are provided for every registered player. Medals for the Finalists and Medals and Trophies for the Champions.