

AYSO REGION 232 REGIONAL POLICIES

The purpose of these policy statements is to supplement and clarify Region 232 Regional Guidelines. In the case of conflict, Regional Guidelines and National Rules and Regulations will prevail.

Regional Bank Checking Account:

Region shall maintain a minimum balance of \$8,000.

Registration:

Registration shall start in April or May each year, on specific dates as agreed by the Regional Board. Board will set fees each year. Town Commissioners have the option of waiving all or part of the fees as per Regional Guidelines.

Refunds:

All refunds shall be requested in writing and shall include a stamped, self-addressed envelope. Refund requests shall be presented to the Treasurer by Town Commissioners in a timely manner. All refunds are subject to approval of the Treasurer; amounts to be determined based on proof that fees were paid and the return of any and all uniforms in good condition. No refund requests will be filled after the completion of the second game.

Cancellation of Games:

Games may be cancelled at any time without notice due to the closure of facilities by the owner (City, Town, School etc.).

Town Commissioners may cancel games in their community in the case of severely adverse weather conditions, flooding, or the imminent likelihood of either or both. In either case it is the duty of the Town Commissioner to spread that information as quickly and effectively as possible to avoid the obvious inconvenience to traveling teams.

In the case of inclement weather, any decision to cancel a game is the responsibility of the Referee assigned to that game or that field. Coaches, parents and players should always assume that the game will be played unless informed otherwise.

In the case that a coach becomes aware that he/she will not have sufficient players available to field a minimum team and wishes to cancel or postpone a game, that coach is

obligated to inform their Town Commissioner, their opponents Town Commissioner, the Referee Administrator and their opposing coach of the situation before they release the remainder of their team from the activity. Playing is of the utmost importance and the option of borrowing players or simply choosing up sides should not be overlooked. No team should ever go to their game and not find an opponent. No Referee should ever go to a field where they have been scheduled and not find a game.

Postponement of Games:

If a game is to be postponed it is the duty of the two coaches involved to arrange for it to be re-scheduled. The Town Commissioner of the town that the game will be played in must have five (5) days notice to ensure that there are no scheduling conflicts on the field. Likewise, the Referee Administrator requires five (5) days notice to arrange for a Referee if the two teams cannot accommodate themselves.

If a game is to be re-scheduled it is essential that the two coaches inform their TCs, and that the Referee Administrator be informed. No Referee should ever go to a field where they have been scheduled and not find a game.

Adhering to the Schedule

Teams and coaches should always make every effort to adhere to the schedule. Field Referees have the option of shortening games if the schedule is at risk. Every effort should be made to have as much meaningful activity as possible in any given situation, including starting before every potential player arrives, with borrowed players or short-sided.

Uniforms and Equipment

All players shall wear shinguards completely covered by socks at all games and practices. Cleated shoes are recommended, not required. No "toe-cleats" will be allowed.

Gloves may be worn in cold weather, as may extra clothing for warmth. However, neither will be permitted if they have hard plastic or metal zippers or attachments. All extra clothing will be worn UNDER the regular uniform.

No casts or splints of any kind will be permitted. A player who is known to have removed a cast or splint will not be permitted to play.

Fields and Games:

Each Town Commissioner is responsible for having the fields properly marked and a net and flag policy in place.

Competing teams should be on opposite sides of the field whenever possible.

Spectators actively supporting a team must be on that team's side of the field, whenever possible.

A field is playable if:

- 1) It is properly marked and nets are secured to the goals. However, the Referee may allow play even if neither condition is met.
- 2) The Referee can see one goal while standing in the other.
- 3) The ball will bounce when dropped from the shoulder.
- 4) Wet spots are few in number and cover a small percentage of the field.

The Referee's authority begins when he enters the field of play, and carries through till he has left the field at the game's end.

Practice Policies:

Practice starts two (2) weeks prior to the first game. One extra practice is allowed during this period to compensate for the lack of a Saturday game. An initial parent/team meeting may occur as part of a practice, or it may occur separately and not be counted as a practice if no field work is done.

The following are maximum practice limits allowed per week:

U14: two (2) sessions of ninety (90) minutes each.

U12: two(2) sessions of ninety (90) minutes each.

U10: two sessions of sixty (60) minutes each.

U8: one session of sixty (60) minutes.

U5, U6: sixty (60) minutes activity per week occurs on Saturday morning. This includes a practice session and a game period.

In the case of a scheduled “bye” week, where a team has no game scheduled, a team may have a practice session instead. This does not apply in the case of a re-scheduled game.

Roster Sizes:

The following are maximum roster sizes and the number of players on the field:

U5, U6: Roster of six (6), play three vs. three; 3 v 3.

U8: Roster of eight (8), play five vs. five; 5 v 5.

U10: Roster of eleven (11), play seven vs. seven; 7 v 7.

U12: Roster of thirteen (13), play nine vs. nine; 9 v 9.

U14: Roster of fifteen (15), play eleven vs. eleven; 11 v 11.

Play “One Up” Rule:

This rule allows that a full team in attendance at a game may not suffer as much in playing time due to a lack of attendance by their opponent. The rule is given in the form of an example.

Team A arrives at their Saturday game with less than the required number of players on the field in their age bracket. Team B has a full roster present.

If Team A’s formal roster is less than the required number of players on the field in their age bracket, then Team B must field an equal number of players against them.

However, if Team A’s formal roster is equal to or greater than the required number of players on the field in their age bracket, and they are short players due to absenteeism (for any reason: illness, travel, etc.) then Team B has the option of having one more player than Team A on the field.

To ensure good sportsmanship, a coach who elects to play an undermanned team “even up” cannot then change his/her mind during the course of the game and add in their “one up” player. A coach who elects to play “one up”, however, may elect to remove the extra player during the course of the game and play “even up” for the remaining time.

Having even numbers of players on the field should always be encouraged. Loaning players from Team B to Team A by the quarter or the half is often an excellent way of increasing playing time, improving the game, and fostering fun and good sportsmanship on the day.

Play Up Guidelines:

Allowing a player to play a regular season above their normal age bracket requires careful consideration by all, and should not be viewed as an option to facilitate travel, child-care arrangements, playing with friends etc. Any criteria should be in the best interest of the child as an individual and as a player. Application to play up a year must be made on the appropriate form through the Town Commissioner, and be approved by the Regional Commissioner.

A player may play up one year/age bracket only, and may not revert to their lower age bracket during the course of that season. A player who plays up will not be eligible for post-season play in their lower age bracket, and will only be eligible in their advanced bracket after every other player who is of the correct age has an opportunity to play.

No player in U5 or U6 is eligible to play up.

No player with less than two years experience is eligible to play up.

Players with experience from outside Region 232 must play one year in Region 232 before they are eligible to play up.

Play ups should be requested before formation of teams.

No player can play down, that is, below their true age bracket.

Lightning Policy

Region 232 endorses the following adage: "If you see it flee it; if you hear it, clear it". We also endorse the "30-30" rule: by the time the "flash to bang" period is reduced to 30 seconds the fields should be clear, and remain clear for 30 minutes after the last roll of thunder or flash of lightning.

Safer areas include closed cars with windows rolled up, substantial buildings, and low ground, under bushes not trees.

Unsafe areas include open fields, near metal objects (flagpoles, light poles, bleachers, fences), near water, near trees, and on higher ground.