TRI CITY YOUTH SOCCER ASSOCIATION

RULES & PROCEDURES

Edition: September 9th, 2025

TCYSA Quickguide & Procedures



A Big Thank You!

A special thank you to all those reading this Quickguide & Procedures packet. Our "goal" (all pun intended) was to make running this organization as smooth as possible, given the multiple cogs that make up this machine. Our 2025 Board has worked hard in creating the Constitution, ByLaws, and now this Quickguide & Procedures Guideline in the hopes that it helps guide all those involved with bringing soccer to the Tri Cities for all our future youth.

Tri City Youth Soccer Association (TCYSA)

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1. League Structure

TCYSA offers two league types for local youth players: Recreational and Competitive. Team formation is determined each season based on registration numbers and the availability of coaches/trainers.

Recreational League

- Coed Divisions:
 - O U6: Consists of 4 & 5yo
 - O U8: Consists of 6 & 7yo
 - U10: Consists of 8 & 9yo
 - U12: Consists of 10 & 11yo
 - U14: Consists of 12 & 13yo

Competitive League (Tri City Cyclones)

- Academy Divisions (Coed):
 - O U8: Consists of 6 & 7yo
 - U10: Consists of 8 & 9yo
- Division II Teams: (Tri City Cyclones)
 - U11: (Coed 10yo)
 - U12: (Coed 11yo)
 - U14: (All-Girls 12 & 13yo)

Note: Divisions may vary depending on player registration and coach/trainer availability.

Number of Teams

• The number of teams per division is determined by player registration volume and the number of available coaches or trainers in a given season.

Player Draft Procedures - Recreational League

EPurpose of the Draft

To ensure teams are formed fairly and competitively, while upholding TCYSA's values of balance, inclusivity, and development over competition.

U6 Draft Procedure

- U6 rosters are automatically assigned via randomization by the TCYSA board using computer automation.
- Players are distributed based on:
 - Volunteer coach availability
 - Sibling groupings (kept together unless requested otherwise)
 - Ensuring each Head Coach receives their own child(ren) on their team
 - No live draft is held for U6 as players are too young to choose based on skill or stacking teams.
 - Two U6 Trades are allowed. No more than 24 hours will be allowed for the trades. Trades are only allowed
 if both parties agree on the trade via email to the Registrar, with all parties CC'd. No trades will be accepted
 after 24 hours from the end of the draft.

○ U8-U14 Draft Procedure

- A snake draft format is used for all U8, U10, U12, and U14 divisions.
 - Draft order proceeds sequentially (1–N), then reverses in the next round (N–1), and so on.
- If no coach is present for team drafting, that team's roster will be completed by a TCYSA board member or randomized by a computer.

Draft Guidelines

- Any player with a history of participating in the TCYSA club/competitive league who is now playing at
 the recreational level may not be included in the initial draft. These players may be evenly distributed
 by the board across teams before the draft to prevent team stacking and maintain balance.
- Head coach children are automatically placed and counted as the team's first-round pick.
- Siblings in the same division are placed on the same team unless a request is specifically made
 otherwise and ONLY if parents marked them as siblings during registration. We don't all know who
 are siblings and who are not. Please make sure you as a parent are marking your children as siblings
 during registration to prevent delays and issues during the draft.
- No pre-formed teams or friend groups are allowed in the Recreational League to give kids the
 opportunity to make new friends and help develop social skills.
- A player may be allowed to play up to a higher level only if the parent/guardian requests and only if there is a clear understanding of the risks. *Tri City Level Up Waiver REQUIRED*.

Post-Draft Trades

- Up to 2 player trades are allowed per team and must be for another player in the same league. (No trading a U8 player for a U10 player)
- Trades must be completed within a specified amount of time provided by the draft holder after draft closure.
- All trades must be approved by a board member and may not violate fairness or age/gender parity

Confidentiality & Conduct

- All draft conversations, rankings, and decisions are confidential.
- Coaches may not disclose draft outcomes, rankings, or trade discussions with parents or players.

4. Registration & Eligibility

• Open Enrollment Period:

Historically held from March 15 through May 31. These dates may change based on organizational needs.

No late registrations will be accepted unless approved by the Executive Board in very rare and specific circumstances that warrant a late registration. (i.e. Late enrollment may be acceptable if parents can coach the team.)

• GotSport:

 This is the registration software we have used historically. This software can process registration, apply discount codes, process payments and refunds, and run reports. We also use WIX to run our TCYSA website and also to utilize the payment plan vouchers purchased where a registration code is given to use in GotSport during registration.

• Eligibility Requirements:

- Players must reside in Atascosa County or surrounding counties.
- The board reserves the discretion to deny participation if the distance to games from a player's residence or school is unreasonable.
- No school enrollment requirement applies.

Age Cutoff Dates:

 Players are grouped based on birth dates from August 1st of one year through December 31st two years later for the U6 age division ONLY; all other age divisions will be August 1st of one year through July 31st two years later. Example: August 1, 2019 – July 31, 2021

- Proof of Age & Registration Completion:
 - Guardians must register through the designated platform (currently GotSport). If Guardians are using a payment plan voucher purchased through our website, they are STILL required to complete registration via GotSport.
 - o Birth certificate may be requested for age verification.

2. Gameplay Rules

Governing Rules

- Recreational League:
 Operates independently but strives to align with US Youth Soccer Organization (USYSO) guidelines.
- Competitive League:
 Follows GRAYSA/USYSO and IFAB/FIFA rules for youth development.

Game Equipment & Modifications:

Division	Ball Size	Format	Notes
U6	Size 3	4v4 (no GK)	Extremely lenient officiating (Lead only by both coaches)
U8	Size 4	5v5 Age-appropriate (No GK & No Headers)	Less Lenient officiating (Ref lead & Coach supported)
U10	Size 4	7v7 Age-appropriate, (No Headers) GK & Build out Line.	Following USYSO guidelines (Ref Lead)
U12	Size 4	7v7 or 9v9 Full Play	Following USYSO guidelines (Ref Lead)
U14	Size 5	9v9 or 11v11 Full play	Per Division II standards (Ref Lead)

Field sizes are to be determined (TBD) based on available space and setup per season.

TCYSA Step-by-Step Game Start Guide

Pre-kickoff checks

- → Field/equipment ready (goals anchored, corner flags, etc.).
- → Player equipment: shin guards mandatory, no jewelry, proper ball size.
- → Sidelines: Only SafeSport adults on the player side, parents opposite.
- → Confirm format: match length, substitutions, mercy rule.
- → Confirm ball and roster count.

Decide kickoff

- → Rock/Paper/Scissors or Coin Toss agreement: winner gets kickoff.
- → Teams take sides; (U8 through U14 switches sides after the 2nd half).

Player positioning

- → Kicking team: one player at center mark/line, teammates can line up on the outer circle or in a designated position nearby.
- → Opponents <u>outside</u> the center circle until the ball is played.

Small Reminders by age division:

- → U6: No GK, no offsides; U6 no corners (use goal kick). No headers.
- → U8: No GK, no offsides; referees implemented, corners allowed. No headers.
- → U10: GK, build-out line & offsides implemented. No headers.
- → U12: Offsides from halfway, build-out line on goal kicks. Headers allowed.
- → U14: Punting, Offsides from halfway, build-out line on goal kicks. Headers allowed.

Kickoff procedure

- → Ref/coach whistle starts play.
- → Ball must be kicked and moved forward, backward or to the side toward their teammate.
- → Opponents enter the circle once the ball is in play.
- → No subs during kickoff.

Corrections

- → If opponents enter early or the ball is not moved properly, retake once and use this as a teaching moment.
- → Correct and verify player count before restart.
- → Enforce conduct: sideline or player issues per code of conduct

Referee Guidelines

- Referees should prioritize learning moments over strict enforcement. The goal isn't to stop a game
 every time there is an infraction, but to keep gameplay moving. Larger infractions may warrant a stop
 over smaller ones. (Unintentional hand all versus clear intentional hand all as an example)
- Ensure a safe and fair environment
- Remind players of the rules gently and consistently
- Keep the game flowing and positive

TCYSA U6 Recreational League

Game Play Rules & Guidelines - Spring 2025



Purpose

The U6 division introduces young children to soccer in a fun, safe, and supportive environment. The focus is on learning fundamentals, team participation, and developing a love for the game—not competition.

Game Format

• Players on Field: 4 vs. 4 (no goalkeepers)

• Ball Size: Size 3

• Game Length: 40 - 45 minutes total with 4 quarters, 8 minutes each

• Breaks: 1–2 minutes between quarters, 5-minute halftime

• Field Size: Approx. 20 x 30 yards (will vary slightly based on space available)

• Goal Size: 4' x 6' mini-goals

Not Used in U6

No Goalkeepers (GK)	No Offside Rule
No Corner Kicks	No Penalty Kicks
No Build-Out Lines	No Headers or Slide Tackles

Coaching & Officiating:

- U6 games are coach-officiated. Coaches from both teams work together to:
 - Keep the game flowing
 - Enforce basic rules

- Encourage good sportsmanship
- TCYSA Board Members may walk the fields to support coaches and assist if issues arise

Substitutions:

- Allowed at any stoppage point. (i.e., the ball goes out of the sidelines or a goal is scored...etc.)
- All players should receive equal playing time (50% Gameplay)
- Rotate players through different roles and positions, if possible.
- Teams short players may allow fill ins/subs to cover missing players to prevent forfeit during regular season. (within same league level and may not be more than the opposing teams player amount.)

O Rules:

- Kickoff to begin each quarter and after each goal (at midfield) after the whistle blows.
- Throw-ins occur when the ball goes out on the <u>sidelines</u> (teach players to <u>keep both feet planted</u> on the ground when throwing in. No jumping or lifting a foot when throwing). If jumping or foot lifting occurs during the throw, you may use your discretion to continue the game flow without stopping or give one more redo to have them keep their feet planted.
- Goal Kicks If the attacking team kicks the ball over the <u>end line</u> of the defending team, the ball is then kicked by a player on the defending team from their own goal area.
- No Corner Kicks for U6—instead, restart with a goal kick
- Ball must cross over the line entirely to be considered a goal. If a ball crossed the line any less than 100% and defended by a defender, it is not considered a goal.

Safety & Equipment:

- Shin guards (worn under socks) are mandatory, NO EXCEPTIONS.
- Cleats are recommended but not required. (No toe cleats or metal cleats permitted)
- Remove all jewelry, watches, or hard accessories.
- Players should bring labeled water bottles and take breaks when needed

∀ Sportsmanship & Participation:

- U6 Scores are not required to be kept, and no standings are required to be recorded at this level
- Every child should play at least 50% of the game
- Teach respect for teammates, opponents, and coaches
- High-fives, handshakes, and celebration tunnels are encouraged after every match

Y Mercy Rule:

- Any opposing team that takes the lead by 5 goals shall have a "Mercy Rule" enacted
- The game will not stop and will continue as normal; however, the team in the lead_will be required to make changes to gameplay, such as:
 - Making multiple touch passes so every player touches the ball before the goal is scored.
 - Moving players to different positions
 - Reducing the number of players on the lead team.
- One or all of these Mercy Rules can be applied at one.

6 Spectator & Sideline Expectations

- Spectators must stay on the opposite side of the field from players and coaches. <u>ONLY SafeSport</u>
 <u>Certified Coaches and Board Members are allowed on the player side. NO EXCEPTIONS. THIS IS FOR</u>

 THE SAFETY OF ALL PLAYERS. Coaches make sure your parents know this DAY 1.
- Positive encouragement only—no negative coaching from the sidelines. This isn't the World Cup.
- Disruptive behavior by players or parents and their guests will not be tolerated.
- Disrespect from sideline to players, referees, coaches, and board members will not be tolerated.

TCYSA U8 Recreational League

Game Play Rules & Guidelines - Spring 2025



Purpose

The U8 division is focused on expanding players' understanding of soccer through team dynamics, basic positional play, and continued emphasis on fun, fairness, and development. This is an introduction to formal game structure—with the introduction to corner kicks and referees—but still no goalkeepers.

Game Format

- Players on Field: 5 vs. 5 (no goalkeepers/GK)
- Ball Size: Size 3
- Game Length: 50 55 minutes total with 4 quarters, 10 minutes each
- Breaks: 2 minutes between quarters, 5-minute halftime
- Field Size: Approx. 25 x 40 yards (will vary slightly based on space available)
- Goal Size: 4' x 6' mini-goals or pop-up goals

₩ What's Included

- Referees: Certified or trained volunteer referees, along with coaches, will work together to
 officiate all games with referees having final say.
- Throw-ins, Goal Kicks, and Corner Kicks are introduced and enforced
- Kickoffs to start each quarter and after goals
- Substitutions at any stoppage

Not Used in U8

No Goalkeepers	No Penalty Kicks
No Build-Out Line	No Slide Tackling or Headers
No Offside Rule	

Coaching & Sideline Behavior

- Coaches must stay on the sidelines during gameplay
- Coaches are responsible for modeling sportsmanship
- Referees are in charge—coaches may not argue calls (remember these referees are also children and
 are learning as well. THIS IS NOT THE MLS OR THE WORLD CUP). Ref Decision Inquiries may be brought
 up after a game to the Ref Assignor or the Commissioner of Coaches.
- Spectators must stay on the opposite side of the field from players and coaches. <u>ONLY SafeSport</u>
 <u>Certified Coaches and Board Members are allowed on the player side. NO EXCEPTIONS. THIS IS FOR</u>

 THE SAFETY OF ALL PLAYERS. Coaches make sure your parents know this DAY 1.

Substitutions & Playtime

- Allowed at any stoppage with referee acknowledgment
- All players should receive at least 50% of playing time
- Coaches are encouraged to rotate players through different roles/positions.
- Teams short players may allow fill ins/subs to cover missing players to prevent forfeit during regular season. (within same league level and may not be more than the opposing teams player amount.).

Rules

- Kickoff: At midfield to begin each quarter or after goals at the whistle blow.
- Throw-In: When the ball goes out on the <u>sidelines</u>
- Goal Kick: If the attacking team kicks the ball over the <u>end line</u> of the defending team, the ball is then turned over to the opposing team then kicked by a player on the defending team from their own goal area.
- Corner Kick: If the defending team kicks the ball over the end line
- Indirect Free Kicks for fouls or infractions: An Indirect free kick is a free kick given that may not result in a direct goal from the initial kicker. The ball must be touched by at least a 2nd player first before a goal is scored. An indirect kick resulting in a goal from the initial kicker will be disallowed.
- Ball must cross over the line entirely to be considered a goal. If a ball crossed the line any less than 100% and defended by a goalie or defender, it is not considered a goal.

Safety Requirements

- Shin guards (under socks) are required. NO EXCEPTIONS.
- Cleats are recommended (no toe cleats or metal spikes)
- No jewelry, watches, or hard accessories
- Players may take hydration breaks as needed

Sportsmanship & Development

- Win/Loss Record and Scores for regular scheduled games may be tracked for tournament rankings.
- Equal playtime and team encouragement are required. 50% gameplay
- High-fives or handshakes after each game. Run Tunnels encouraged!
- Referees may pause play briefly to explain serious calls for learning purposes, but are encouraged to continue game play without stopping for every infraction at this level.

Mercy Rule:

- Any opposing team that takes the lead by 5 goals shall have a "Mercy Rule" enacted
- The game will not stop and will continue as normal; however, the team in the lead will be required to make changes to gameplay, such as:
 - Making multiple touch passes so every player touches the ball before the goal is scored.
 - Moving players to different positions
 - Reducing the number of players on the lead team.
- One or all of these Mercy Rules can be applied at one.

TCYSA U10 Recreational League

Game Play Rules & Guidelines - Spring 2025



Purpose

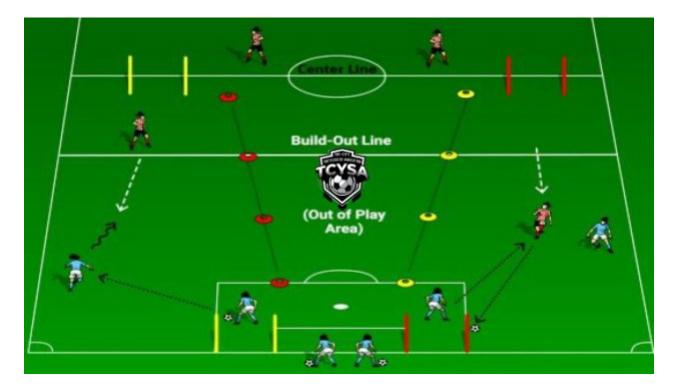
The U10 division introduces more advanced soccer concepts such as positional play, goalkeeping, offside, and structured team strategy, while still focusing on sportsmanship and player development. Games are fully officiated by trained referees.

U10 Game Format

- Players on Field: 7 vs. 7 (including goalkeeper)
- Ball Size: Size 4
- Game Length: 45 to 50 minutes with 4 quarters, 10 minutes each, with 2-minute water breaks after each quarter and a 5-minute halftime.
- Field Size: Approx. 35 x 55 yards (will vary slightly based on space available)
- Goal Size: 6.5' x 12' goals (or appropriately scaled)

₩hat's Included

- Goalkeepers: Introduced at this level
- Corner Kicks, Goal Kicks, Throw-Ins, Indirect and Direct Free Kicks are used
- Offside Rule: Begins to apply and is enforced by the referee
- Referees: Certified referees fully officiate games
- Build-Out Lines: Enforced to support proper goal kick restarts and transition play (explained below)



A build-out line is a line across the field (midway between the penalty area and halfway line) that encourages defenders to play out from the back. (Depending on the size of the field, the Center Line may also double as the build-out line.)

How it works:

- When the goalkeeper has the ball (via goal kick or save), the opposing team must retreat behind the build-out line until the ball is put back into play.
- The goalkeeper may then pass, roll, or throw the ball to a teammate to resume play.
- The opponent can re-enter once:
 - A teammate receives the ball, or
 - The ball crosses the build-out line

Purpose: Encourages controlled restarts and development of passing out of the back instead of longball or power punts.

O Rules

- Kickoffs: At midfield to start each half and after goals
- Throw-Ins: For sideline out-of-bounds

- . Goal Kicks: Must be taken from within the goal box with the opposing team behind the build-out line
- Corner Kicks: Taken from the designated corner arc
- Offside: Enforced from the build-out line (not halfway line)
- Ball must cross over the line entirely to be considered a goal. If a ball crossed the line any less than 100% and defended by a goalie or defender, it is not considered a goal.

Offside Rule Overview

- Offside is called when an attacking player is closer to the goal than the second-to-last defender at the moment the ball is played—if actively involved in the play
- Applies only in the opponent's half and past the build-out line
- Referees will explain as needed to ensure learning

Substitutions

- Allowed during any stoppage with referee approval
- All players should play at least 50% of the game
- Coaches must manage rotations to ensure fair playtime
- Teams short players may allow fill ins/subs to cover missing players to prevent forfeit during regular season. (within same league level and may not be more than the opposing teams player amount.)

Safety & Equipment

- Shin guards (under socks) are mandatory. NO EXCEPTIONS.
- Cleats are recommended (no toe cleats or metal spiked cleats)
- No jewelry or hard accessories allowed
- Goalkeepers must wear a distinct jersey or pinnie

Coaching & Conduct

- Coaches must remain on the sideline and avoid entering the field unless injury occurs.
- Only positive reinforcement is allowed from coaches and spectators. THIS IS NOT THE MLS OR THE WORLD CUP, so take a chill pill.
- Referee decisions are final—no arguing calls. Referees are children too
- Sideline behavior will be monitored by TCYSA board members

Coaching & Sideline Behavior

- Coaches must stay on the sidelines during game play
- Coaches are responsible for modeling sportsmanship
- Referees are in charge—coaches may not argue calls (referees are also children and are learning as well.
 THIS IS NOT THE WORLD CUP)
- Spectators must stay on the opposite side of the field from players and coaches. <u>ONLY SafeSport</u>
 <u>Certified Coaches and Board Members are allowed on the player side. NO EXCEPTIONS. THIS IS FOR</u>

 THE SAFETY OF ALL PLAYERS. <u>Coaches make sure your parents know this DAY 1.</u>

Y Sportsmanship & League Philosophy

- Win/Loss Record and Scores for regular scheduled games may be tracked for tournament rankings.
- The focus remains on development, fairness, and fun
- Encourage high-fives and sportsmanlike conduct before and after game

W Mercy Rule:

- Any opposing team that takes the lead by 5 goals shall have a "Mercy Rule" enacted
- Game will not stop and will continue as normal, however, the team in lead will be required to make changes to gameplay such as:
 - Making multiple touch passes so every player touches the ball before the goal is made.
 - o Moving players to different positions or reducing the amount of players on the lead team.
- One or all of these Mercy Rules can be applied at one.

TCYSA U12 Recreational League

Game Play Rules & Guidelines - Spring 2025



The U12 division builds on foundational skills while introducing more advanced tactical concepts. Players are expected to begin understanding team strategy, positional roles, and full-game rules. Emphasis remains on development, sportsmanship, and equal playtime, not competition.

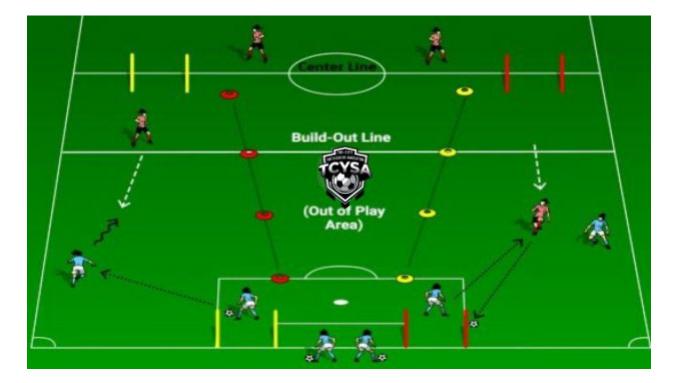
Game Format

- Players on Field: 9 vs. 9 (including goalkeeper)
- Ball Size: Size 4
- Game Length: 2 halves, 25 minutes each (5-minute halftime)
- Field Size: Approx. 50 x 80 yards
- Goal Size: 6.5' x 18.5' (or appropriately scaled

Key Features

- Goalkeepers: Fully participate and follow all standard rules
- Build-Out Lines: Used during goal kicks and goalkeeper possession (see below)
- Offside Rule: Enforced from the halfway line
- Referees: Games are officiated by certified or trained volunteer referees
- Restarts: All standard restart methods apply—throw-ins, goal kicks, corner kicks, free kicks, and penalty kicks





A build-out line is a line across the field (halfway between the penalty area and center line) that encourages defenders to play out from the back.

How it works:

- When the goalkeeper has the ball (via goal kick or save), the opposing team must retreat behind the build-out line until the ball is put back into play.
- The goalkeeper may then pass, roll, or throw the ball to a teammate to resume play.
- The opponent can re-enter once:
 - A teammate receives the ball, or the ball crossed the build out line

Purpose: Encourages controlled restarts and development of passing out of the back instead of longball or power

punts.

Offside Rule - U12 Enforcement

- Offside is called based on the halfway line (not the build-out line)
- A player is in an offside position if they are:
 - Past the second-to-last defender
 - In the opponent's half
 - Involved in active play at the moment the ball is

played Referees will make offside calls based on FIFA guidance.

Substitutions

- Unlimited and allowed during any stoppage with referee approval
- All players should receive at least 50% playing time
- Coaches are encouraged to rotate players through various positions
- Teams short players may allow fill ins/subs to cover missing players to prevent forfeit during regular season. (within same league level and may not be more than the opposing teams player amount.)

Goalkeeper Rules

- Goalkeepers may throw, roll, or punt the ball.
- May not use hands to play a back-pass from a teammate's foot
- Must wear a distinct jersey or pinnie

O Rules

- Kickoffs: Start of each half and after goals, from center circle
- Throw-Ins: Restart after sideline out-of-bounds
- Goal Kicks: Taken from the goal area, with opponents retreating behind build-out line
- Corner Kicks: From the corner arc closest to where the ball exited
- Direct & Indirect Free Kicks: According to the infraction
- Penalty Kicks: Taken from 12-yard penalty mark
- Ball must cross over the line entirely to be considered a goal. If a ball crossed the line any less than 100% and defended by a goalie or defender, it is not considered a goal.

Safety Requirements

- Shin guards (under socks) are mandatory, No exceptions.
- Cleats recommended (no toe cleats or spiked metal cleats)
- No jewelry, watches, or hard hair accessories
- Goalkeepers must wear gloves and a contrasting color

Mercy Rule:

- Any opposing team that takes the lead by 5 goals shall have a "Mercy Rule" enacted
- Game will not stop and will continue as normal, however, the team in lead will be required to make

changes to gameplay such as:

- Making multiple touch passes so every player touches the ball before the goal is made.
- Moving players to different positions
- Reducing the amount of players on the lead team.
- One or all of these Mercy Rules can be applied at one.

Referee Guidelines

- Referees (certified or trained) will enforce:
 - Offsides, proper throw in, and restart execution.
 - Fouls and misconduct
 - Substitution procedures
 - Referee calls are final. Learning moments are encouraged when appropriate.

Coaching & Sideline Behavior

- Coaches must stay on the sidelines during game play
- Coaches are responsible for modeling sportsmanship
- Referees are in charge—coaches may not argue calls (referees are also children and are learning as well.
 THIS IS NOT THE WORLD CUP)
- Spectators must stay on the opposite side of the field from players and coaches. <u>ONLY SafeSport</u>
 <u>Coaches and Board Members are allowed on the player side. NO EXCEPTIONS. THIS IS FOR THE SAFETY OF ALL PLAYERS.</u> Coaches make sure your parents know this DAY 1.

V League Philosophy

- Win/Loss Record and Scores for regular scheduled games may be tracked for tournament rankings.
- The focus is on player growth, confidence, and team-building
- Sportsmanship and mutual respect are non-negotiable
- Post-game handshakes or cheers are expected from both teams

TCYSA U14 Recreational League

Game Play Rules & Guidelines - Spring 2025

Purpose

The U14 division is designed to mirror full-field soccer while reinforcing the values of sportsmanship, skill development, and team strategy. While the pace and structure resemble competitive play, TCYSA maintains a development-first, inclusive approach.

Game Format

- Players on Field: 9 vs 9 or 11 vs. 11 (including goalkeeper) depending on field size.
- Ball Size: Size 5
- Game Length: 2 halves, 30 minutes each (5–10 minute halftime)
- Field Size: Full regulation field (approx. 100 x 60 yards)
- Goal Size: Full-size (8' x 24')

Key Features

- Goalkeepers: Full participation, including punting
- Build-Out Lines: Still used to support player development (explained below)
- Offside Rule: Enforced from the midfield line
- Referees: Games officiated by certified referees or trained volunteer referees
- All FIFA Restarts are observed: throw-ins, goal kicks, corner kicks, free kicks, and penalty kicks

Build-Out Line – U14 Use

Build-out lines are used at U14 for goal kicks only, to support development of composure during restarts. How it

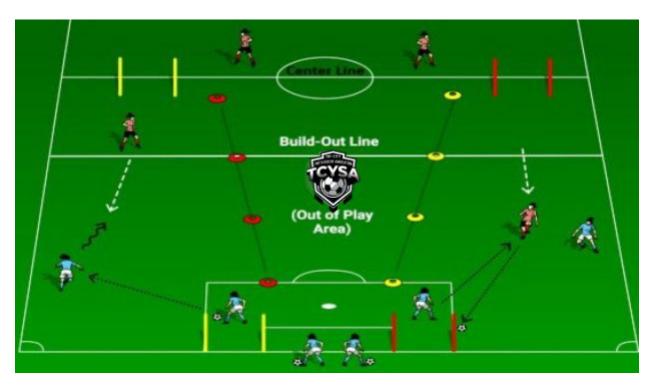
works:

- On goal kicks, the opposing team must retreat behind the build-out line
- They may re-engage once the ball:
 - o Is touched by a teammate, or

- Crosses the build-out line
- Does not apply during open play or when the goalkeeper has possession in-hand
- Punting is allowed

Purpose: Encourages teams to develop passing strategies and reduce pressure on goal kicks.

U14 Build-Out Line – What Is It?



A build-out line is a line across the field (midway between the penalty area and halfway line) that encourages defenders to play out from the back.

How it works:

- When the goalkeeper has the ball (via goal kick or save), the opposing team must retreat behind the build-out line until the ball is put back into play.
- The goalkeeper may then pass, roll, or throw the ball to a teammate to resume play.
- The opponent can re-enter once:
 - o A teammate receives the ball, or the ball crossed the build out line

Purpose: Encourages controlled restarts and development of passing out of the back instead of longball or power punts.

Offside Rule

- Fully enforced from the midfield line
- Players are offside if they:
 - o Are beyond the second-to-last defender
 - Are in the opponent's half
 - Are involved in active play when the ball is played

Substitutions

- Unlimited and permitted at any stoppage with referee approval
- All players should play at least 50% of the match
- Coaches are encouraged to offer multi-position experiences
- Teams short players may allow fill ins/subs to cover missing players to prevent forfeit during regular season. (within same league level and may not be more than the opposing teams player amount.)

Goalkeeper Rules

- May punt, throw, roll, or pass the ball
- Back-pass rule applies (goalkeeper may not handle an intentional pass from a teammate's foot)
- Must wear a distinctive jersey and gloves for safety

O Rules

- Kickoffs: Center circle at half and after goals
- Throw-Ins: For sideline out-of-bounds; improper form results in turnover
- Goal Kicks: Taken from the goal area; build-out line observed
- Corner Kicks: From the nearest corner arc
- Free Kicks:
 - o Indirect: Must touch another player before scoring
 - Direct: May be shot directly at the goal
- Penalty Kicks: Taken from the 12-yard mark
- Ball must cross over the line entirely to be considered a goal. If a ball crossed the line any less than 100% and defended by a goalie or defender, it is not considered a goal.

Safety & Equipment

- Shin guards under socks are required. No exceptions
- Cleats recommended (no Toe Cleats or spiked metal studs/cleats)
- No jewelry or hard accessories allowed
- Goalkeepers must wear gloves and contrasting jerseys

Mercy Rule:

- Any opposing team that takes the lead by 5 goals shall have a "Mercy Rule" enacted
- Game will not stop and will continue as normal, however, the team in lead will be required to make changes to gameplay such as:
 - Making multiple touch passes so every player touches the ball before the goal is made.
 - Moving players to different positions
 - Reducing the amount of players on the lead team.
- One or all of these Mercy Rules can be applied at one.

U14 Coaching & Sideline Behavior

- Coaches must stay on the sidelines during game play
- Coaches are responsible for modeling sportsmanship
- Referees are in charge—coaches may not argue calls (referees are also children and are learning as well.
 THIS IS NOT THE WORLD CUP) so take a chill pill.
- Spectators must stay on the opposite side of the field from players and coaches. <u>ONLY SafeSport</u>
 <u>Certified Coaches and Board Members are allowed on the player side. NO EXCEPTIONS. THIS IS FOR THE SAFETY OF ALL PLAYERS.</u>

Referees

- Referees will enforce all FIFA rules
- Responsible for:
 - Timekeeping
 - Offside
 - Fouls and misconduct
 - Cardable offenses (yellow/red)
- Referee decisions are final.

Y TCYSA U14 League Values

- U14 games may feel slightly more competitive, but TCYSA maintains a non-standings, developmentfirst philosophy. Win/Loss Record and Scores for regular scheduled games may be tracked for tournament rankings.
- Sportsmanship, respect, and equal opportunity are core values
- Players are expected to shake hands or cheer together post-match

Final Confirmation:

- ullet Build-out lines are used for goal kicks
- **V** Punting is allowed
- **Offside** enforced from midfield line
- **Certified referees officiate**

No adult may interact with players in any capacity on the player and coach side without appropriate clearance. There will be a designated Player/Coach side with no individual allowed access who hasn't had their TCYSA background check performed. This is ALL for the safety of the players. Parents and noncoaches MUST remain on their designated side without exception.

3a. Practice Procedures

Practice locations & policies

Coach Determination

 Practice schedules are set by each team's head coach. However, all practice times and locations must be disclosed to TCYSA for insurance purposes and approval.

Shared Space

Coaches are expected to work together when multiple teams share the same location. A
full-sized field is not required for practice. Teams are allowed to practice side-by-side, overlap
space, or even combine for scrimmages <u>if agreed upon by the coaches in involved</u>.

Frequency of Practices

Most coaches schedule 2–3 practices per week. However, holding just one practice per week
is acceptable if that best fits both the coach's schedule and the majority of families.

Cross-Team Practices

 Players may practice with another team if they cannot attend their own practice due to scheduling conflicts, provided that both head coaches approve.

Field Limitations

 Green space is extremely limited in our city. Coaches should work together to maximize field use without disrupting other teams' practices.

Parent Availability

 Parents are not to drop off player(s) and leave for the entire period of practice. Parent or guardian must be present at all times during practice and are responsible for bringing water and player gear for their child.

3b. Game Day Procedures

Arrival Time & Start of Day:

- o Game-day setup begins at 6:00 AM.
- Goals, corner flags, trashcans, and concession stands must be ready for games to begin at 8:00
 AM sharp.

Uniform Policy:

- Board Members and Coaches must wear their designated shirts and lanyards identifying their role.
- This policy enhances child safety and promotes transparency for parents.
- Players must wear full uniforms (jersey, shorts, socks, shin guards). Body worn Jewelry is not permitted.

Weather & Cancellations

- Play in All Conditions
 Games will be played in all weather except in cases of:
 - **■** Lightning
 - **■** Flash flooding
 - Extreme heat
- Excessive Heat and other Weather Notifications:
 <u>TCYSA will incorporate additional water breaks</u> and monitor safety conditions with Excessive Heat.
 Notices will be made for any major inclement weather changes via social media, email, and/or SMS if game-day conditions alter.

Safety and Emergency Response Plan (ERP)

- TCYSA is committed to providing a safe environment for all players, coaches, and spectators.
- All Board Members, coaches, and volunteers are expected to be familiar with the Emergency Response Plan (ERP).
- For detailed procedures and protocols, refer to the ERP packet prepared by the TCYSA Safety Manager.

4. Player, Coach & Volunteer Conduct

Standards of Conduct

- All participants are expected to behave in a respectful, inclusive, and sportsmanlike manner. Blatant
 verbal or physical abuse or disrespect to any player, referee, coach, and/or board member from
 another will not be tolerated. We maintain a zero tolerance policy and emphasize these are all
 volunteers and children.
- Players and coaches follow conduct expectations from USYSO and South Texas Youth Soccer guidelines.
- Volunteer referees follow US Referee Guidelines and IFAB rules for U8 and up, with additional leniency in U6 to prioritize fun and learning.

TCYSA Code of Conduct

- 1. Respect Treat all players, coaches, referees, and spectators with respect at all times.
- 2. Sportsmanship Win with humility, lose with grace, and play fair at all times.
- 3. Safety First Prioritize the safety and well-being of all participants on and off the field.
- 4. Positive Attitude Encourage, support, and uplift teammates and opponents alike.
- 5. Zero Tolerance for Abuse Verbal or physical abuse, bullying, or unsportsmanlike behavior will not be tolerated.
- 6. Follow the Rules Abide by TCYSA policies, league rules, and referee decisions without dispute.
- 7. Represent the Community Uphold the values of TCYSA as a positive role model at games and events.

Violations of this Code may result in disciplinary action, including removal from practices, games, or the league.

Disciplinary Procedures

To ensure a safe, respectful, and positive environment for all participants, TCYSA has established the following disciplinary process for violations of the Code of Conduct:

→ Reporting Violations

- Any player, coach, referee, parent, or volunteer may report a violation of the Code of Conduct to a TCYSA Board Member in person, in writing, or via email.
- Reports may include details of the incident, including date, time, location, individuals involved, and any witnesses.

→ Initial Review

- ◆ The TCYSA Board (or appointed Disciplinary Committee if one exists) will review the report promptly.
- If necessary, the Board may request statements from involved parties and witnesses. It may not be required if a violation is witness by a Board Member first hand.

→ Disciplinary Actions

Disciplinary actions will depend on the severity and frequency of the violation:

- a. Minor Infractions (e.g., unsportsmanlike conduct, first-time offenses)
 - Verbal issued by a coach to the individual(s) (with guardian present if the individual is a minor).
 - Verbal issued by Board member to the individual, if the individual is a coach, referee or staff under TCYSA.
 - If behavior continues, a final warning will follow from a Board Member or Disciplinary Committee to the individual(s) (with guardian present if the individual is a minor).
- b. Moderate Infractions (e.g., repeated unsportsmanlike behavior, arguing with officials, arguing with board members, repeated inappropriate or vulgar language)
 - First violation verbal issued by a coach to the individual(s) (with guardian present if the individual is a minor).
 - First violation Verbal issued by Board member to the individual, if the individual is a coach, referee or staff under TCYSA.
 - Suspension from one (1) game or event.
 - Repeated behavior -

Major Infractions (e.g., repeated verbal aggression, repeated vulgar or inappropriate language to parent, refs, players, board members or staff of TCYSA, physical aggression, threats, harassment, or violations that may endanger safety)

- Immediate suspension from game or future game(s).
- Potential removal from the league or program. (Must be authorized by Disciplinary Committee, if one
 exists, Commissioner of Coaches if violator is a coach, or a member of the Executive Board for any other
 violator.)
- Possible charges if infraction is deliberately physical and causes bodily damage or threat to one's safety

→ Appeals

- ◆ Individuals subject to suspension or removal may submit a written appeal within 7 days of notice.
- ◆ The appeal will be reviewed by the TCYSA Board, and a final decision will be issued within 14 days.

→ Enforcement

◆ Failure to comply with initial disciplinary measures may result in further action, including permanent removal from TCYSA programs.

5. Volunteer Roles and Expectations

Volunteer Roles include the following:

- Executive Board (Also referred to as The Executive Committee)
 - President
 - Vice President
 - Treasurer
 - Secretary
- General Board (Also referred to as Members at Large)
 - o Registrar
 - Director(s) of Coaching Club League
 - Commissioner (s) of Coaching Recreational League
 - Fundraising/Sponsorship Coordinator
 - o Referee Assignor
 - Field Assignor
 - Field & Equipment Manager
 - Social Media/Community Engagement Coordinator
 - Webmaster
 - Uniform/Procurement Coordinator
 - Safety/Risk Mitigation Manager
 - o General Board Member
 - Any other future member title that the Executive Board deems necessary

For a detailed description of each role and the responsibilities, please refer to the current TCYSA Constitution & Bylaws

Background checks

- ♦ All volunteer coaches, referees, and board staff must undergo a background check prior to participating each season. Renewed annually and must pass prior to participating.
- ◆ TCYSA currently uses GotSport for SafeSport Certified screening, but reserves the right to use another valid background check provider.
- ◆ No adult may interact with players in any capacity on the player and coach side without appropriate clearance. There will be designated Player and Coach sides with no individual allowed access who hasn't had their TCYSA background check performed. This is ALL for the safety of the players. Parents and noncoaches MUST remain on their designated side without exception.

Certifications

TCYSA strongly encourages all referees to obtain and maintain appropriate certifications to:

- Ensure the highest standard of officiating during games.
- Promote consistency across all matches.

Historically, TCYSA has covered the cost of referee certifications; however, this is subject to the discretion of the Board.

6. Registration & Eligibility

- Age cutoff dates
 - Aug 1st through December 31st two years later for U6 ONLY.
 - Aug 1st through July 31st two years later for U8 and up.
- Residency or school enrollment requirements
 - Players are not required to reside in Atascosa County; however, they must live close enough to reasonably attend both practices and games on a consistent basis.

7. Dispute Resolution & Disciplinary Procedures/Appeals:

Communications Policy:

- ◆ Complaints must be submitted in writing within 48 hours of the incident.
- ◆ A 3-person disciplinary panel will be formed within 7 days to review evidence.
- ♦ Final decisions will be issued within 10 days, with an option to appeal to the Executive Board within 5 days after ruling.
- ◆ All official TCYSA communication will be sent through the league's designated platform (GotSport/FB/IG/TT/email, GroupMe).
- ◆ Board decisions and rule updates will be shared via email, social media, and may be posted to the official website.

Visual Governance Summary Flowchart:

Board of Directors
Executive Committee (President, Vice President, Secretary, Treasurer, Com of Coaches)
│
— Qualified Board Members
L Voting Role (e.g. Registrar, Field Manager, Safety Manager, Commissioner of Procurementetc) Coaches, — General Board Members L Advisory Role, No Vote
Discipline Flow (Players/Parents):
Incident → Violation reported → Disciplinary Panel, if any exist makes decision (Commissioner of Coaches & President) → Decision → Appeal (if appeal is requested by violator) → Executive Board Final Vote

Dispute Resolution & Appeals

10. Pre-Game Disputes:

Must be directed to the Coach or Board for clarification or resolution.

11. In-Game Disputes:

Should be brought to the attention of a Coach, Referee Assignor, Commissioner of Coaches respectfully and only if necessary. If unresolved, the issue may be escalated to the board after the match.

8. Sponsorship & Partnership Guidelines

- Single Sponsor Per Team Only:
 No team may have multiple sponsors. Only one sponsor may appear on the back of each team jersey.
- Sponsor Options:
 - May sponsor one or more teams and have their name across multiple teams.
 - All sponsorships must be approved by the TCYSA Board and paid for in advance.
- Prohibited Content:

No sponsorships will be accepted that promote adult content, political related messages, alcohol, drug or anything not family-friendly.

9. Board Member Specifics

Registrar Operations Guide — How to Use GotSport

 The Registrar is responsible for overseeing all aspects of player registration, including seasonal setup, team assignment, payment tracking, and eligibility verification. TCYSA currently uses GotSport as its official platform.

Step-by-Step "Quick" Guide to Using GotSport. For a more detailed guide, refer to the GotSport manual.

1. Log In

- Navigate to https://system.gotsport.com
- Use the TCYSA Registrar credentials (stored securely in the league password vault)
- Set up Two-Factor Authentication if prompted

- 2. Season Setup
- 3. Go to "Programs" > "Add Program"
 - Title example: "TCYSA Fall 2025 Rec League"
 - Select appropriate dates, payment options, and player age eligibility ranges
 - Enable Team Assignment, Player Document Uploads, and Waivers
 - Assign appropriate fee structures by age group

4. Registration Monitoring

- View registrations via "Registrations" tab under each program
- Check status for:
 - Incomplete applications
 - Missing documents (birth certificates, proof of residency)
 - Unpaid balances
- Send bulk email reminders to guardians for incomplete or unpaid registrations

5. Team Formation

- Navigate to "Teams" and create divisions by age group
- Assign players manually or export to Excel for draft day
- Lock rosters once teams are finalized
- Print rosters or export PDFs for coaches

6. Player Cards & Medical Releases

- Click "Players" > "Print Cards" to generate official player cards
- Ensure headshots and birthdates are verified
- Download or print Medical Releases from player profiles and distribute to coaches

7. Approving Coaches & Volunteers

- Navigate to "Users" > Filter by Role: Coach or Team Staff
- Verify that all coaches have:
 - Background check completed
 - SafeSport certification uploaded
 - Lanyard name request submitted (optional, if applicable)
- Mark each as "Eligible" once verified

8. Reporting & Compliance

- Use "Reports" > Custom Reports to pull rosters, payment status, scholarship codes, or volunteer lists
- Export financial reports monthly to share with the Treasurer
- Maintain a backup export of all rosters and documentation at end of season

9. Support & Troubleshooting

- If you encounter system issues, first consult the GotSport Help Center: https://gotsport.zendesk.com
- For urgent technical problems, email support@gotsport.com with league ID and issue description
- Notify the TCYSA President and Treasurer of any significant technical delays



TCYSA is proud to offer payment plan options for families who need flexibility when registering their child for the recreational league. Here's how to complete the process:

Step 1: Decide to Register

 Confirm your child wants to participate in the TCYSA Recreational League for the upcoming season.

Step 2: Go to the TCYSA Website Store

- Visit: www.tcysa.org
- Navigate to the Merch Store section.
- Look for the product titled "Rec League Registration Voucher".

Step 3: Purchase the Voucher Using Klarna, Affirm, or AfterPay

- At checkout, select your preferred payment provider:
 - Klarna
 - Affirm
 - AfterPay

Step 4: Check Your Email for the Voucher Code

- After your purchase, you'll receive an email with a unique voucher code.
- This code will be used to register your child in GotSport without requiring full upfront payment.

Step 5: Register in GotSport

• Go to https://system.gotsport.com

- Log in or create an account
- Select the TCYSA Rec League Registration program
- When prompted for payment, enter the voucher code you received via email
- Complete all remaining registration steps



Once both the voucher purchase and GotSport registration are complete, your child will be officially registered

Notes for Registrars:

- Voucher codes should be set up in GotSport under "Features".
- Codes must match the format and expiration set in the store system.