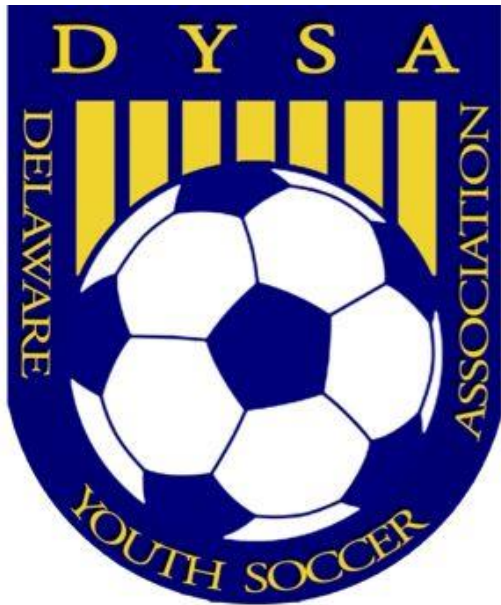


DYSA
PLAYER AND TEAM



REGISTRATION REGULATIONS
AND ADMINISTRATION

REGISTRATION REGULATIONS AND ADMINISTRATION

REGISTRATION

A. GENERAL

- A. There are two categories of players recognized within DYSA. Travel and Recreational.
- B. The Recreational player is a player registered by the club which conducts the total soccer experience for the recreational program. The only registration responsibility of the club to DYSA is to submit the number of players, along with the players' names, addresses, birthdates, email addresses and any other information that DYSA/USYS needs. Club is responsible for player fees to DYSA on the specified dates.
- C. The Travel player is registered as a team member, not as an individual. Clubs are responsible for players' and risk management (coaches fees) fees. Properly registered teams are permitted to experience soccer competition in leagues and tournaments which are not necessarily conducted by the club to which his/her team belongs.
- D. A player may play DYSA and USYSA sponsored tournaments with his/her primary team as a primary player. Secondary players, tournament pass players or guest players may participate if the league or tournament allows.
- E. For the 9U and 10 U, 7 v7 teams may register 14 players, and for 11U and 12U, 9 v 9 teams may register 16 players, but must have a minimum of 7 players on the roster at all times. For ALL 11 v 11 teams, you may roster up to 22 players, but must have a minimum of 11 players on the roster at all times.
- F. All players who are not residents of Delaware, but are rostered on a Delaware team, must first register with the Youth Soccer Association in their state of residence.
- G. All Delaware residents who wish to play on a non-Delaware team must first register with DYSA. Directions are provided online at www.dysa.org. Click on

Registration, Online Registration and then follow the procedures for “Delaware Player Playing Out of State”.

- H. If the player was born outside of the US, they need to complete the International Clearance Procedure. Information can be found at www.dysa.org

B. Registered Player Procedures

- A. **Registration:** To register a player the parent should contact the club that their player wishes to play for. Player will register with the club by creating an account in GotSport. Parent will need to complete the Delaware Concussion form, Communicable Disease Waiver, upload a birth certificate and a current photo (headshot only). New photos must be uploaded each year. Please refer to the Registration Handbook found on the registration page.
- B. **Responsibility of Player:** Provide the Team Manager with the proper registration information if the club requires it.

Club will approve the team at the team level when all information is complete. Executive Director will then approve at the State level. Once team is approved at the State level, team manager will be able to print the approved roster and player passes.

- C. **Commitment:** The player is bound to the team which he/she designates to be the primary team. The player can be dropped from the roster by either the transfer or release procedure.
- D. **Changes:** All changes, such as obvious typographic errors, can be made by email to Executivedirector@dysa.org.

E. Documentation

PROOF OF AGE: Proof of Age shall consist of a birth certificate, a Uniformed Services Identification and Privilege Card (DD Form 1173) issued by the uniformed services of the United States, a birth registration issued by an appropriate government agency or board of health records, a passport, an alien registration card issued by the United States Government, a certificate issued by the Immigration and Naturalization Service attesting to age, a current driver's license, an unexpired federal, state or local government identification card (if

documentation of date of birth is required), or a certification of a United States citizen born abroad issued by the appropriate government agency. Hospital, Baptismal or religious certificates will not be accepted.

F. Transfers and Releases (Voluntary Release)

1. A player can transfer to another team by following the Procedures for Releasing or Transferring Players found on the DYSA website. The request will require the player to complete the "Release Request from DYSA Team" by using the link.
2. The coach of the current team can prevent the transfer if proof is presented that the player did not fulfill his/her financial obligations to the team or club.
3. The player card from the old team must be turned in to the Club Registrar before the transfer can take place.

G. Coach's Request (Involuntary Release)

1. A coach can request that a player be dropped from the team if the player is unable to attend enough practices or games to be useful to the team.
2. The Executive Director will honor the initial request from the coach but notify the player of the action with the information of player's right to appeal. The player will be reinstated if he/she requests an appeal.
3. The coach must state that he/she attempted to get the player to drop voluntarily and that this action is only taken because the player refused, is unable to make the voluntary request.
4. **Grounds for releasing a player include:**
 1. Failure to attend sufficient training sessions or games
 2. Death or disabling injury (death certificate or doctors note may be requested)
 3. Move out of the area where transportation is inconvenient (new address may be required)
 4. A player can be bound to the team if any club/team fees are outstanding.

The player card must be turned in with the RELEASE TO THE Club Registrar before it is official

- H. Notification:** It will be the responsibility of the team coach to notify in writing all necessary parties of either the formation of a new team or the change in player roster of an existing team.
- I. Appeals:** All appeals of registration matters will be handled by the DYSA Commissioner, not by the clubs and/or leagues.

C. Multiple Registration

A player may be allowed to register on multiple teams as follows:

- A.** Unless the Executive Director is told otherwise, the first team which registers the player will be the player's primary team. A player may not register as a secondary player until he/she is registered as a primary player.
- B.** The player is bound to the primary team for the entire registration season unless the player is released or transferred.
- C.** In case of conflict between obligations to two or more teams playing on the same day, the player is bound to the primary team.
- D.** A player may not appear in any USYSA sanctioned tournaments as a guest player or secondary player if the player's primary team is in the same tournament. The only exception will be made with the Commissioner's approval if the player is moving to a different age bracket than the primary team. There will be no exception if the teams are in the same age bracket regardless of the flight within the bracket.
- E.** All 11 v 11 teams may roster a maximum of 22 players, of which a maximum of 4 players can be secondary players with only 18 players rostered per game. This is for league play only.
- F.** All 7 v 7 teams may roster a maximum of 14 players, of which a maximum of 3 players can be secondary players.
- G.** All 9 v 9 teams may roster a maximum of 16 players, of which a maximum of 3 players can be secondary players.
- H.** A player may play in DYSA and USYSA tournaments only with their primary team. The primary team designation must be made in writing no later than 5 days before the team's first scheduled kick-off the tournament.
- I.** Any Delaware team may allow a player to be rostered on more than one youth team each seasonal year. The directions are on the DYSA website in the "Procedures for

Adding Secondary Players”.

- J. DYSA/USYSA player cards can only be used at USYSA Sanctioned Tournaments and/or leagues.

D. 8 and under, 9 and under and 10 and under, Competition Play

- A. No travel/competitive team shall be formed at an age younger than 8U
- B. Players are strongly encouraged to play age appropriate. Players wishing to play in an age group that is not age appropriate, must request permission from the DYSA President and Executive Director.
- C. 8U teams may have a maximum of 4 underage players. For example-teams for the 2022-2023 season may have a maximum of four (4) 2016 birth year players.
- D. 9U teams may have a maximum of 4 underage players, however, the players may not be younger than U8. For example-players may not be younger than 2015 birthyear for the 2022-2023 season.
- E. 10U teams may have a maximum of 4 underage players, however, the players may not be younger than 9U. For example-players may not be younger than 2014 birthyear for the 2022-2023 season.
- F. DYSA will only sanction league play 7 v 7 in accordance with US Soccer Initiatives Publication, dated February 2016, titled “US Soccer Player Development Initiatives”
- G. DYSA will only sanction tournament play in Delaware as 7 v 7
- H. The maximum number of players on the team roster shall not exceed fourteen (14) with a maximum of 3 secondary players
- I. DYSA will give teams in good standing permission to play in out of state tournaments. Permission forms can be found on the Registration page.

E. Administration of the Regulations

- A.** The DYSA Officers and the Board of Directors recognize that legitimate exceptions to the above regulations may exist. All inquiries and appeals to clarify the regulations are accepted and will be dealt with in a timely manner.
- B.** The appeals procedure pertaining to registration is to first discuss the situation with the Executive Director for clarification. If the matter cannot be resolved satisfactorily, then the DYSA Commissioner will handle the matter using the normal appeals procedure.
- C.** These regulations will be affirmed before the start of each registration year
- D.** These regulations can be amended at any time during the registration year
- E.** A copy of these regulations will be made available online to all affiliate and coaches of registered teams. These organizations can make as many copies of the regulations as they need.

F. Payment of Fees

- A.** All fees to DYSA must be paid before a team will be given permission to participate in tournaments or leagues.
- B.** The affiliation fee must be paid before September 1 of each year, in order for clubs to remain in “good standing” with DYSA