



2026-2027

DYSA PLAYER REGISTRATION
POLICIES AND REGULATIONS

PLAYER REGISTRATION POLICIES AND REGULATIONS

REGISTRATION

A. GENERAL

- a) There are two categories of players recognized within DYSA. Travel and Recreational.
- b) DYSA recognizes 2 types of team genders:
 - 1. Teams with females only are girls' teams.
 - 2. All other teams are boys' teams.
- c) 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 report the number of players and pay the proper dues. Clubs must report the player's name, address, birthdate, email and phone number by September 15th and May 1st of each year to DYSA. Players must be registered with DYSA to be covered under insurance.
- d) The Travel player is registered as an individual with DYSA through the GotSport registration platform. Players must be registered with DYSA to be covered under insurance. The player must also register through their club. The club registrar is responsible for creating teams on the GotSport platform and registering the players to their respective teams. 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.
- e) The first team that a travel player registers with is considered the player's primary team. Players may be registered as a secondary player after they have been registered and approved as a primary player. Should a player wish to be registered as a secondary player with another club, they must obtain written permission from their primary team coach.
- f) 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. Only primary rostered players may participate in Delaware State Cup and President's Cup.

- g) For the U8, U9 and U10, 7 v7 teams may register 14 players, and for U11 and U12, 9 v 9 teams may register 16 players, but must have a minimum of 7 primary players on the roster at all times. For ALL 11 v 11 teams, you may roster up to 25 players (for league play only) but must have a minimum of 9 primary players on the roster at all times. Teams will not be approved without the minimum number of players on the team.
- h) A youth player must register each seasonal year with the State Association in which they will participate.

B. Registered Player Procedures

- a) **Registration:** The Travel Player will register first with DYSA by creating an account in GotSport. (If the family or player already has an account there is no need to create a new one). A parent will need to complete the Delaware Concussion Form, International Clearance Form, Zero Tolerance Form, Medical Waiver, upload a birth certificate and a current passport style photo (headshot only). New photos must be uploaded each year.
- b) **Register to a club:** To register a travel player with a club, the parent should contact the club that their player wishes to play for to obtain directions.
- c) **Player Commitment:** The travel player is bound to the team which he/she designates to be the primary team for the seasonal year. Players must adhere to any financial commitments made to the club. The player can be dropped from the roster by either the transfer or release procedure. Financial commitments are between the player and the club and not DYSA.
- d) **International Clearance Procedure**
 - 1. Players that were born out of the United States must complete International Clearance prior to being registered with DYSA or a club.
 - 2. The process can be found on the DYSA website. [Click Here](#)
 - 3. Players only need to complete the process once as long as DYSA continues to use the GotSport platform as their registration provider
- 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 player card from the Delaware team must be destroyed and does not follow the player. If an out of state player leaves the team, the player pass may be given to the player.
3. 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 to the DYSA Executive Director and/or Member Services Specialist within 5 business days of the transfer request.

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 training sessions or games to be useful to the team.
2. The Executive Director and/or Member Services Specialist will honor the initial request from the coach and notify the player of the action with the information of the 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 and club are to work together to settle the fees due.

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 for registration matters will be handled by the DYSA Executive Director, not by the clubs and/or leagues.

C. AGE GROUP DEFINITIONS – 2026–2027 SEASON

a) DYSA uses an **August 1 – July 31 age determination** model. A player's age group is determined by the player's age as of **August 1, 2026**.

D. ROSTER LIMITATIONS AND GAME ROSTERS

a) Team Rosters

1. All team rosters must be approved by DYSA.
2. Minimum roster size for all 7v7 and 9v9 teams is **7 players**.
3. Minimum roster size for 11v11 is 9 players
4. Maximum team roster sizes:
 1. **7v7 (U8–U10):** 14 players
 2. **9v9 (U11–U12):** 16 players
 3. **11v11 (U13–U19):** 25 players on the official team roster; USYS competition roster limits may be 22, depending on the competition.

5. Game Rosters

1. Game rosters may include a maximum of **18 players**, except where modified rules apply for younger age groups.
2. All players listed on a game roster must be included on the approved team roster, except where guest players are permitted by the competition authority.

b) MULTIPLE ROSTERING AND SECONDARY PLAYERS

1. DYSA permits multiple rostering in accordance with USYS Rule 206.
2. In the event of a scheduling conflict, the player's obligation to the **primary team** takes precedence.
3. Secondary player limits:
 1. **7v7:** Maximum of 3 secondary players
 2. **9v9:** Maximum of 4 secondary player

3. **11v11:** Maximum of 4 secondary players (league play only)
4. Secondary players may not participate in Delaware State Cup or Presidents Cup.

E. TRAVEL PLAYERS PLAYING UP

- a) Travel players may play up only as outlined below and pursuant to USYS Rule 105 (State Variances). Playing up does **not** impact roster limits. More than half of the roster cannot be playing up a full age group in Zone 1. The same rule will apply for U12 players playing on a U13 team.

1. **U8:** U7 age group players only permitted to play up (Not more than half of the roster can be younger)
2. **U9:** U8 age group players only permitted (Not more than half of the roster can be younger)
3. **U10:** U9 age group players only permitted (Not more than half of the roster can be younger)
4. **U11:** U10 age group players only permitted (Not more than half of the roster can be younger)
5. **U12:** U11 age group players only permitted (Not more than half of the roster can be younger)
6. **U13:** U12 age group players only permitted (Not more than half of the roster can be younger)
7. **U14–U19:** U13 and older players permitted

- b) DYSA leagues, competition authorities, or member clubs may adopt more restrictive policies.

F. ZONE STRUCTURE AND SMALL-SIDED COMPLIANCE

a) Zone 1 – U8 to U10

1. 7v7 only
2. Heading prohibited
3. Modified rules per USYS Player Development Initiatives

b) Zone 1 – U11 and U12

1. Heading prohibited in U11
2. 9v9 only in U12
3. Heading permitted with limits

c) Zone 2 – U13 to U18

1. 11v11
2. Heading permitted
3. SafeSport required for players turning 18 during the season

d) Zone 3 – U19

1. 11v11
2. Multi-age teams permitted within four (4) age groups
3. SafeSport required for players 18 and older

G. HEADING POLICY

- a) DYSA adopts USYS Rule 305:
 - 1. **U10 and younger:** No heading in games or training
 - 2. **U11–U12:** Heading permitted in U12 games; limited to 25 headers per week in training
 - 3. **U13 and older:** Heading permitted

Violations during matches shall result in an indirect free kick to the opposing team.

H. Administration of the Regulation Policies and Administration

- a) The DYSA Executive Director, Member Services Specialist 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 and/or the Member Services Specialist 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) A copy of these regulations will be made available online to all affiliates and coaches of registered teams. Organizations can make as many copies of the regulations as they need.

J. Payment of Fees for Travel Teams

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

K. Non-Payment Policy for travel players

- A. Players must pay all outstanding fees to their club prior to transferring to another club. If the club does not collect the fees for the previous year by July 31 of the new

seasonal year, the fees due to the club will become null and void. The club is responsible for the collection of fees.

L. Risk Management Requirements for Coaches, Assistant Coaches, Managers, Club Board Members, Players 18 and over and Volunteers (that encounter contact with players, rec and travel)

1. Prior to the above having contact with players each year, adults must complete the following:
 - a. Concussion Training (completed every 2 years)
 - b. SafeSport Training (yearly)
 - c. Background check (yearly)
2. Create or Log into your GotSport account to complete the above requirements.
<https://system.gotsport.com/org/dysa>
3. If you have forgotten your password, click on “forgot password.”