



Madison Heights

Youth Soccer Association

www.mhysa.net



Agenda for July 7, 2010

Call to order (Pres./VP/Sec.)

Roll Call (Sec.) – (Members present may excuse absent member by a majority vote)

Presentations (if any)

Approval of Minutes (last meetings) (motion, 2nd, discussion, vote)

Approval of Agenda

- Additions/deletions

Meeting Open To Public (limited to 5 min/person)

Reports (limit to 5 min. each – no discussion just reporting)

- Board Members (Secretary, Treasurer, Registrar, Dir. Of Coaching, Fields & Equipment, Fundraising, PR, Commissioner, Ref. Cord., VP, President, Members-At-Large)
- Div. Managers (U6 – U19, Select)

Old Business

- Golf Outing – Hold until Dec 2010.
- Vote/Review – Adopt revised Team Formation procedures. (Operating Rules)

New Business

- Vote – Latest revision on contact from City of Madison Heights for soccer complex.

Announcements

- Thanks to all the kids & parents that showed up to walk in the Memorial Day Parade.
- Registration is active online 24/7

Adjourn (motion, 2nd, vote)

After Meeting Discussion Topics:

None



Article 2

TEAM FORMATION

Section 1

MHYSA will be responsible for team formation.

Section 2

Each team will be regarded as an individual unit.

Section 3

The Board reserves the right to approve or disapprove of any team requesting entrance into the Association.

Section 4

A new player is defined as any player who did not play the previous season, even if he or she played in MHYSA at some time in the past. The Association Registrar shall place all new players on the teams. The registrar shall use the following criteria for placing players:

1. Honor requests if deemed reasonable and possible. The final decision will rest with the Board and its decision is final.
2. Place players according to the school they attend, if possible.
3. Place players according to geographical location. Keep players close to home, if possible.
4. Place players according to which core teams need players.

For purposes of the Operating Rules, the soccer year begins August 1st and ends in June of the following calendar year. There are two seasons in each soccer year: fall season and spring season. The fall season runs from early September to early November. The spring season runs from early April to early June. A season represents one (1) registration period.

Section 5

For the purpose of determining core teams for the coming season, all previously registered players will be segregated according to their team from the previous season.

1. A determination as to the number of core teams shall be made based on the number of players in an age group.
2. The following classification of players shall constitute core teams and shall have priority from (a) to (d) as follows:
 - (a) A team already exists in a division with a coach and a minimum of 6 players.
 - (b) A team moving up from a younger division with a coach and a minimum of 6 players.
 - (c) A team already exists in a division without a coach and a minimum of 6 players.
 - (d) A team moving up from a younger division without a coach and a minimum of 6 players.
3. If there are more core teams than needed in an age group, core teams shall be selected in the following priority:
 - (a) Core teams progression in Subsection 2 (a) through (d) above.
 - (b) Number of players.
 - (c) Registrar's discretion.
4. Registered players on a core team may not switch to another team unless:
 - (a) A relative plays or coaches another team.



- (b) The player qualifies for a position on MHYSA premier team, based upon his or her performance at MHYSA-sanctioned tryouts.
- (c) The team the player is currently on is not compromised mainly of players from his or her school or neighborhood and the team the player is requesting a transfer to is compromised mainly of players from his or her neighborhood.
- (d) The player requests a transfer to another team and the Board deems it a reasonable request.
- (e) PLAYERS MAY NOT TRANSFER TO ANOTHER TEAM SOLELY TO GO TO A TEAM WITH A BETTER RECORD. The board will guard against coaches attempting to build a powerhouse team by enticing players to request their teams.
- (f) All releases and transfers shall follow MSYSA (State) and USYSAC (National) Guidelines.

Section 6

The number of players assigned to teams shall be as follows:

Age Group	Minimum	Ideal	Maximum
U-6	7	8-9	10
U-8	9	11-12	13
U-10	11	12-13	14
U-12	14	15-16	18

Section 7

Players may be added to the roster, with the registrar’s approval, after the season has started either to replace players no longer on the team or to increase the size of the team within prescribed limits.

Section 8

The Board must approve team names. Coaches must make sure there are no duplications of names.

Section 9

Age groupings shall follow USYSA guidelines. The age for the players shall be determined by the player’s age on August 1st of each year. Players on house teams SHOULD PLAY IN THEIR APPROPRIATE AGE GROUP. PLAYERS MAY NOT MOVE UP TO AN OLDER AGE GROUP UNLESS APPROVED BY THE MHYSA BOARD.

Section 10

No teams will be accepted after schedule submission to the Referee’s Association.

Proposed Amendments April 25th, 2010

1. In Section 4, item 1, insert the following first; “Player requests will be considered on a first come, first serve basis and Registrar and Commissioner Board will have final say.”
(Board will always have the final say; never should a board position be the final say)
2. In Section 4, delete item 3.
3. In Section 4, item 4 will then become item 3, then add the following at the end; “Once those teams are full, additional players are then placed on a waiting list.”



- 4. (Dan – I think we need to also define a new player who has not registered for the next season within 30 days of the season ending. Thinking of core teams here. This allows core teams to stay together if, and only if, players register within a specified period. After that the player becomes a new player and placed in the new player pool.)
- 5. In Section 5, delete item 1, which will then make item 2- item 1 and so on. (Dan – I like the current rule so we can determine core teams. i.e. if we have 70 players in a division from the last season then we can create x amount of teams, then create the core teams based on the operating procedures and fill in teams with new players based on the operating procedures)
- 6. In Section 5, item 2 (a) omit “of 6 players.” and insert “ count of players designated in each age group as dictated by Section 6.” (Dan – we should be more specific on a number or percentage here. What about using the minimum or ½ the minimum (round up) for a team to exist in the division? This allows teams that loose players to still be a team that new players can be put on from the pool. This should be applied to all sub items in Section 5.2)
- 7. In Section 6, change the chart to the following:

Age Group	Minimum	Ideal	Maximum
U-6	5	6	7
U-8	7	8-9	10
U-10	8	9-10	11
U-12	11	12-13	14
U-14	14	15-16	18
U-19	14	15-16	22

(Dan – I think we need to look at this again and determine if these numbers are correct. See chart below)

8. Add the following section: (This needs to be in the by-laws and not operating procedures)

Section 11
 MHYSA will waive up to two (2) registration fees per Coach or Board Member once the following requirements are met.

If the Coach/Board Member has more than 2 players playing in the season they are requesting a credit for then the 2 lowest registrations amounts will be used to determine the credit amount.

Requirements:

- (a) Coaches & Board Members - must pay registration fees at the beginning of each season.
- (a) Coaches - must attend the Coach’s meeting and at least one board meeting that season. If the coach is unable to attend the coaches meeting then the coach will need to attend 2 board meetings that season.
- (b) Board Members - must attend at least 4 board meetings per season. (Jan-June for Spring and July-December for Fall.)
 Coaches & Board Members may request reimbursement from the Treasurer once the requirements have been fulfilled.
- (c) Assistant Coaches seeking registration fee credit must attend 2 board meetings and request reimbursement at a Board Meeting and be approved by the Board.
- (d) Coaches who do not have children registered in MHYSA may transfer their registration credit to a recipient at their discretion, but must fulfill all requirements above and obtain Board approval.

MHYSA

Effective Playing Time Relative to Game Format and Roster Size

Single Game	Roster Size >	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Total Mins/ Half	
Game Format	Game Duration																				
3v3 U6	2 X 20 min. halves	100% 40 min.	75% 30 min.	60% 24 min.	50% 20 min.	43% 17 min.	38% 15 min.	33% 13 min.													20
5v5 U8	2 X 25 min. halves				100% 50 min.	83% 41 min.	71% 35 min.	63% 31 min.	56% 27 min.	50% 25 min.	45% 22 min.	42% 20 min.									25
6v6 U10	2 X 30 min. halves					100% 60 min.	86% 51 min.	75% 45 min.	67% 40 min.	60% 36 min.	55% 32 min.	50% 30 min.	46% 27 min.							30	
8v8 U12	2 X 35 min. halves							100% 70 min.	89% 62 min.	80% 56 min.	73% 50 min.	67% 46 min.	62% 43 min.	57% 40 min.	53% 37 min.	50% 35 min.	47% 32 min.	44% 31 min.	42% 29 min.	40% 28 min.	35
11v11 U14-U15	2 X 40 min. halves										100% 80 min.	92% 73 min.	85% 67 min.	79% 62 min.	73% 58 min.	69% 55 min.	65% 51 min.	61% 48 min.	58% 46 min.	55% 44 min.	40
11v11 U16-U19	2 X 45 min. halves										100% 90 min.	92% 82 min.	85% 76 min.	79% 70 min.	73% 66 min.	69% 61 min.	65% 58 min.	61% 55 min.	58% 52 min.	55% 49 min.	45

Not recommend roster size

Ideal roster size

Caution - U16-U19 can roster 22 but only have a maximum of 18 on the game roster.

Over the maximum roster size per Michigan Youth Soccer Association.

These tables show effective playing time relative to game format and roster size. The figures are presented as a) percentages of total playing time and b) as actual minutes played. Both figures assume equal rotation of players. **At the youth level, a minimum goal of 70% playing time is recommended by US Youth Soccer.**

From MSYSA By-Laws

Rule 3.5: Roster Limit

No roster may exceed the maximum roster limit for the specific age levels except when a split game model is utilized. See chart below:

Playing Format	Age Level	Roster Maximum	Roster Minimum
4v4	U5-U6	8	4
5v5	U7-U8	10	5
6v6	U9-U10	11	6
8v8	U11-U12	14	7
11v11	U13-U15	18	7
11v11	U16-U19	22*	7

* The game roster for U16-U19 shall have a maximum of eighteen (18) players and a minimum of seven (7) players.