



MICHIGAN STATE YOUTH SOCCER ASSOCIATION DIRECTOR'S ACADEMY 2015-2016 PROGRAM RULES



1. General

- a. The MSYSA Director's Academy is a program of the Michigan State Youth Soccer Association.
- b. The MSYSA Director's Academy shall be referred to as the "DA" for the remainder of this document.

2. Administration & Governance

- a. The DA shall be administered and governed by the MSYSA State Office.
- b. The MSYSA State Office shall register DA teams directly with MSYSA. Teams will register directly with MSYSA, pay registration fees directly to MSYSA, and receive a roster and passcards directly from MSYSA.

3. Junior State Cup & Midwest Regional League

- a. Teams accepted in the DA are required to participate in that seasonal year's Junior State Cup (DA Division). A portion of the DA fees will be applied to cover the Junior State Cup registration fees.
- b. Preliminary games of the Junior State Cup may be counted as DA games, provided that the teams involved are the same and players on the game roster(s) meet all eligibility requirements for both programs.
- c. Only the U12 teams who participate in the Junior State Cup (DA Division) will be considered for MRL participation the following year at the U13 age group.
- d. U12 Junior State Cup (DA Division) Quarterfinalists automatically earn endorsement to the MRL for the following year at U13 provided that all subsequent rules, application deadline, and payment deadlines are adhered to.
- e. In order for a team to retain an earned MRL spot from U12 to U13, the team's U13 roster must include a minimum of nine (9) players from the team's U12 roster, or the team must receive prior approval from MSYSA.

4. Competition Dates

- a. The FALL season of the DA shall run from AUGUST 15, 2015 to NOVEMBER 22, 2015.
- b. The SPRING season of the DA shall run from MARCH 5, 2016 to JUNE 12, 2016.
- c. Once accepted into the DA, it is required that a team participate in both the fall and spring seasons unless a determination is made by the MSYSA Executive Director that their continued participation in the spring is not in the best interest of the players on the team.
- d. All games must be played within the timeframe stated above for each season.
- e. MSYSA reserves the right to alter competition dates as needed by weather or other extenuating circumstances.

5. Program Format

- a. The DA offers competition at the U11 and U12 age groups.
- b. There is no minimum or maximum number of teams that will be accepted into the DA at any age group.
- c. Teams may or may not be split into multiple divisions.
- d. Match-ups will be determined solely by MSYSA. Teams may not play every other team in their same division, and likewise, teams may be scheduled to play the same team multiple times.
- e. Teams will be scheduled for 8-10 games in the fall and 5-6 games in the spring.
- f. All games are scheduled by the teams involved, unless MSYSA intervention is necessary.
- g. Referees will be scheduled for all games by the DA Referee Assigning Committee.

6. Club Selection

- a. New clubs seeking participation in the DA must submit an application.
- b. Clubs who participated in the DA in most recent seasonal year will undergo a review to ensure that minimum standards are met.
- c. If a club is selected for participation into the DA, not all teams listed on their application shall automatically be accepted into the DA.
- d. To be considered for participation in the DA, clubs must meet minimum criteria. These minimum criteria are listed within the Application Evaluation Point System.
- e. In addition to meeting certain minimum requirements, clubs will be graded on their coaching education programming and their player development programming. Clubs receiving an overall grade of 130 or higher will be selected for participation. Clubs receiving a grade of 129 or lower will not be selected for participation.
- f. For those clubs who earned a grade of 129 or lower and not selected for participation, MSYSA shall provide guidance on the steps needed to reach a passing grade.
- g. A club who meets the selection criteria may not be accepted for participation for the following reasons:
 - i. The club did not fulfill the club requirements as stated in these rules either this year or in the prior seasonal year
 - ii. Team from within the club forfeited one or more DA games in the prior seasonal year of play
 - iii. Team from within the club and/or club itself had one or more instances of unsporting behavior by the coaches, players, and/or spectators in the prior seasonal year of the DA
 - iv. Teams from within the club and/or club itself had one or more instances of using illegal players in the prior seasonal year of the DA
 - v. Application and/or payment guidelines were not adhered to
- h. No club will be allowed to have more than two (2) teams per age per gender in the DA.
- i. MSYSA may reverse an initial decision to accept a team into DA if it is judged that the team composition changed drastically during club tryouts.

7. Club Requirements

- a. All clubs must advertise/publicize their tryouts in the Michigan Soccer magazine for any/all teams that desire to participate in the DA. Only teams whose clubs advertised in the Michigan Soccer magazine will be considered for participation in the DA.
- b. All clubs participating in the DA shall adhere to the MSYSA rules regarding club tryouts.
- c. All clubs participating in the DA are responsible for ensuring that the head coach of each DA team provides the information set forth by the MSYSA Director of Coaching, which will include but not be limited to:
 - i. Fall Season Training Schedule, Information and Blocks, due no later than AUGUST 31, 2015.
 - ii. Winter Season Training Schedule, Information and Blocks, due no later than NOVEMBER 30, 2015.
 - iii. Spring Season Training Schedule, Information and Blocks, due no later than MARCH 31, 2016.
- d. The rostered head coach for every team participating in Director's Academy must attend at least two (2) MSYSA approved coaching education events. A portion, to be determined by MSYSA, will be provided to clubs to help subsidize the cost of attendance.
- e. Approved coaching education events to satisfy 7d above include:
 - i. USSF C, B, or A License Courses
 - ii. USSF A License Renewal Course
 - iii. MSYSA Coaching Symposium
 - iv. US Youth Soccer National Youth Certificate Course
 - v. NSCAA Convention
 - vi. NSCAA Director of Coaching Diploma Course
 - vii. NSCAA Advanced National and Premier Diploma Course
 - viii. NSCAA Goalkeeping Diploma Course

- f. Failure to submit training information by the deadlines or failure to have team coaches attend MSYSA Coaching Education events may result in fines, loss of DA status by the team and/or club, and/or other sanctions as required by MSYSA.
- g. Clubs, rather than individual teams, are responsible for reporting game schedules to MSYSA and for creating rosters in GotSoccer.
- h. Each club will be subject to an annual review of their club, coaches, teams, and players as outlined in Addendum A of these rules.

8. Team Eligibility

- a. All teams participating in the DA must be in good standing and be registered with MSYSA.
- b. All teams must have been in good standing with MSYSA and their affiliating league in the prior seasonal year.

9. Team Official Eligibility

- a. Team Officials shall refer to coaches, assistant coaches, managers, and trainers.
- b. All team officials must be in good standing with MSYSA.
- c. All team officials must be Risk Management certified by the Michigan State Youth Soccer Association and must have a current MSYSA Risk Management Card at all of their DA games.
- d. All rostered head coaches in the U11 age group must have a minimum of a USSF D Coaching License. All rostered head coaches in the U12 age group must have a minimum of a USSF C Coaching License.
- e. All rostered assistant coaches and trainers must have a minimum of a USSF D Coaching License. Temporary exceptions may be made with the recommendation of the State Director of Coaching.
- f. Licenses from other governing organizations shall be accepted but at one grade lower than its US Soccer counterpart.

10. Player Eligibility

- a. All players must be in good standing with MSYSA.
- b. Any player wishing to play for a team in the DA who is not a resident of Michigan must first receive written permission from the State Association where the player resides (home state) and from MSYSA. Permission must be obtained each seasonal year. Players residing in states participating in the Region II Cross Border agreement are exempt from this requirement.
- c. Any player needing international clearance per current FIFA rules must receive clearance before they will be permitted to play in a DA game.
- d. Any player wishing to transfer from one DA team to another DA team may only do so in the month of January and with the prior approval of both clubs.
- e. A player is permitted to dual roster between a DA team and a non-DA team, provided that the non-DA team’s affiliating league approves the dual registration request. Dual registration forms, policies, and fees from the affiliating league(s) may apply.
- f. In all cases of dual registration between a DA team and a MRL or MSPSP team, the MRL or MSPSP team must be considered the player’s “primary” team. In all other cases of dual registration, the DA team must be considered the player’s “primary” team.
- g. For all age groups, at least 51% of the rostered players must be residents of Michigan.
- h. For all age groups, at least 51% of the rostered players must have a birth date falling within the age group that the team will be playing in during the tournament.
- i. A player’s age group is determined by their date of birth:

Age Group	Dates of Birth
U12	8-1-03 to 7-31-04
U11	8-1-04 to 7-31-05

11. Rosters

- a. In all age groups, the team’s initial DA roster is due no later than 4:30pm on AUGUST 14, 2015.

- b. A team’s DA roster shall not include club passcard players.
- c. A player may only appear on the DA roster for one team in the DA. As long as a player appears on the DA roster for one DA team, the player may not appear on the DA roster for any other DA team.
- d. A player may be added to a team’s DA roster at any time throughout the season, provided that all MSYSA rules and policies are adhered to. See rule 10d for restrictions on player transfers.
- e. The maximum number of players allowed on a DA Roster and the maximum number of players allowed on a game roster is outlined below:

Age Group	Maximum DA Roster	Maximum Game Roster
U12	22	18
U11	18	16

- f. The players selected for the game roster must be clearly indicated and documented on the official DA Game Report.
- g. It is the club’s responsibility to input all rostered players into GotSoccer so that the players appear on the official DA Game Report (printed from GotSoccer).
- h. The official DA Game Report with the game roster selection must be submitted to the referees at the time of check-in. No changes will be allowed to the game roster after the team has checked-in.

12. Club Passcarding

- a. Club Passcarding is permitted within the DA as long as all subsequent rules are met.
- b. A team may use a maximum of three (3) club passcard players in each game. Players’ names, birth dates, and ID numbers must be legibly written on the game report.
- c. A player may only club passcard for a team in the DA if that team belongs to the same club as the player’s primary team. (See “Club” definition below).
- d. A player may only passcard “up” an age group or competition level. However, if a player appears on the DA roster for one team, he/she may not club passcard to another DA team in the same age group.

13. Definition of “Club”

- a. A “Club” is defined as an organization providing soccer to youth players that is either a direct member of MSYSA or that registers players MSYSA through an affiliated member.
- b. At no time shall an affiliated member who functions as a “scheduling” league also be considered a club.
- c. In the case where a club sets up one or more satellite clubs in the state, those satellite clubs may only be considered part of the main club for the purposes of the DA if the teams and players from the satellite club are registered in the same GotSoccer account as the main club.
- d. The only exception to C above is if all of the following criteria is met:
 - i. The main club and satellite club have the same Board of Directors
 - ii. The main club and satellite club have the same Tax ID Number
 - iii. The main club and satellite club are in the same MSYSA District as determined by the MSYSA Board of Directors

14. Player Passcards

- a. All team officials and players (including club passcard players) shall present to the referees their MSYSA passcards prior to the start of each game.
- b. Passcards must have a permanently affixed photo of the named individual and must be for the current seasonal year.
- c. Should a player’s passcard not be available prior to the game, the player may be permitted to play provided that all of the following occurs:
 - i. The player provides their name, date of birth, and jersey number to the referees prior to the game.
 - ii. The referees note all of the above information on the official DA game report.

- d. The opposing coach may challenge the eligibility of a player without a passcard by contacting the MSYSA State Office within two (2) business days of the game. If the MSYSA State Office finds that the player is properly registered and eligible to play, the matter shall be considered resolved. If the MSYSA State Office finds that the player is not properly registered or is not eligible to play, penalties as described in these rules shall apply.

15. Scheduling & Scheduling Conflicts

- a. The official schedule of all DA games is kept by the MSYSA State Office.
- b. MSYSA is solely responsible for determining match-ups and for determining which games get played in the fall season and which games get played in the spring season. Requests will not be accommodated.
- c. All games are scheduled by the teams involved, unless MSYSA intervention is necessary. It is strongly recommended that teams keep written record of mutually agreed upon game logistics in case proof of agreements becomes necessary.
- d. Game dates, times, and locations must be mutually agreed upon by both coaches. Games that are more than 60 miles one way must be played on a Saturday or a Sunday unless it is otherwise mutually agreed upon to play on another day.
- e. Teams may not be scheduled to play any more than two (2) DA games on any one day.
- f. If both coaches cannot agree on game date(s), time(s), and location(s) for their DA games, the MSYSA State Office will schedule the game(s). Scheduling of the game is at the sole discretion of the MSYSA State Office. The game(s) must be played as scheduled by the MSYSA State Office.

16. Schedule Reporting

- a. Fall schedules are due into MSYSA by 4:30pm on July 17, 2015.
- b. Spring schedules are due into MSYSA by 4:30pm on February 19, 2016.
- c. The home team's club is responsible for scheduling games in GotSoccer by the aforementioned scheduling deadlines.
- d. MSYSA is responsible to making any schedule additions or changes in GotSoccer after the aforementioned scheduling deadlines.

17. Game Suspension, Cancellations, and Reschedules

- a. Games may be rescheduled for any reason by submitting an official request, written record that both teams have agreed to the change, and relevant fees (if applicable) at least seven (7) days prior to the original game date.
- b. No fees shall be assessed if the game reschedule request is received 30 days or more before the originally scheduled game.
- c. Games may only be rescheduled less than seven (7) days prior to the game date if the facility revokes use of the fields, the referee deems the field not playable, the referee cancels the game due to weather, the referee suspends play due to unacceptable spectator behavior, or MSYSA feels there is just cause.
- d. For all games cancelled less than three (3) days prior to the game date, teams must send notice of game cancellations to sarah@michiganyouthsoccer.org AND syramich@gmail.com.
- e. For all games suspended in the first half by the assigned referee and that are not able to resume play the same day, the game shall be rescheduled for another day with permission from MSYSA and the game must be played in its entirety. This only applies when neither team is at fault for the initial stoppage of the game.
- f. For all ages, MSYSA may determine that a game is complete at any time after the commencement of the second half provided that no team is at fault for the stoppage.
- g. In the event that a known game cancellation is not communicated to MSYSA in time to cancel the referees assigned to the game, the referee fees must be paid by the home team before the rescheduled game will be played.
- h. In the event that a game is suspended by the referees due to weather before the game even begins, the referee fees must be split by the two teams.

18. Score Reporting

- a. The winning team (or the Home Team in the event of a tie) of each preliminary game must **report the score** within 24 hours of the completion of the game.
- b. The winning team (or the Home Team in the event of a tie) of each preliminary game must **mail the game report** to MSYSA at 9401 General Drive, Suite 120, Plymouth, MI 48170 within 24 hours of the completion of the game.
- c. Failure to report the game scores and mail in the game reports may result in disqualification of the winning team (or the home team in the event of a tie) and/or a \$100 fine.
- d. Game scores and standings shall be kept internally within the MSYSA State Office. There shall not be a public record of game scores or standings.

19. Approved Fields & Field Status

- a. Teams are not permitted to play DA games on fields that have been specifically designated as not acceptable by MSYSA. A list of these fields shall be made available to teams.
- b. Any game played on a field that has been designated as not acceptable by MSYSA shall be forfeited by BOTH teams and all forfeit rules shall apply.

20. Field of Play

- a. Teams shall report to the field of play at least 30 minutes before the scheduled start of the game to allow for the check in of players.
- b. Both teams are to be seated on the same side of the field.
- c. All team personnel who are not players must have a MSYSA passcard and be listed on the official DA Game Report. All team personnel without a MSYSA passcard must remain on the spectator side.
- d. Players who are on the team's DA roster but are NOT selected to the game roster may remain in the bench area, but may not wear the match jersey. These players are permitted to wear the alternate team jersey.

21. Home Team (and/or Home Team's Club) Responsibilities

- a. The home team's club is responsible for scheduling games in GotSoccer in the timeframe stated in these rules for the purpose of assigning referees.
- b. The home team is responsible for ensuring that the conditions of the fields are sufficient, and the fields have all the proper field markings and equipment (nets, corner flags) prior to kick-off. If failure by the home team to meet these responsibilities results in a game needing to be rescheduled, the rescheduled game shall take place at the home field of the original visiting team.
- c. The home team is responsible for providing the game ball.

22. Coaching from the Sidelines

- a. Per the MSYSA Rules, Regulations, and Policies a coach may coach his/her own team from the sidelines provided that mechanical devices are not used, tone of voice is informative and not a harangue, and he/she stays between the top of the penalty area and the half field mark during the game.
- b. "Mechanical Devices" (above) includes but is not limited to cell phones and other devices as determined by MSYSA.
- c. Failure to abide by the aforementioned criteria in coaching from the sidelines may result in sanctions by the MSYSA such as dismissal of coaches and other team officials, game suspensions, game forfeitures, and fees.

23. Spectators

- a. Coaches are responsible for the spectators that accompany his or her team.
- b. Spectators will occupy the side of the field opposite the side the teams are located.
- c. If it becomes evident that the spectator(s) become unruly and cannot be controlled, the field sidelines will be cleared of all spectators. If spectators refuse to leave the field of play, the game will be suspended and perhaps forfeited upon an investigation by MSYSA.

- d. If a game must be replayed because of a spectator's behavior, no spectators will be allowed at the game site of the replayed game.
- e. A coach and/or team may be fined a maximum of \$1,000 as a result of unacceptable spectator behavior or referee abuse.
- f. MSYSA reserves the right to remove any spectator from the fields or facility whose behavior is deemed inappropriate and/or whose presence imposes a threat to any member of the MSYSA membership, board, or staff.

24. Referees

- a. The DA Referee Assigning Committee will assign referees to all DA games.
- b. Teams must use the referees as assigned by the DA Referee Assigning Committee. Failure to do so may result in game forfeiture and applicable fees by one or both teams.
- c. For all games, referee fees shall be paid prior to the start of each game and the fees shall be divided equally among the teams playing.
- d. The center referee for each game should be at least one year older than the players and all referees should be USSF certified.
- e. In the case of emergency when an assigned referee is not present, games may be played with only one or two MSYSA assigned referees present provided that the teams mutually agree upon a replacement(s). The replacement(s) may only serve as an assistant referee and shall not be paid.

25. Referee Fees

- a. If a DA game is scheduled to be played at a site which charges admission or parking fees, the home team is responsible for reimbursing the referees in cash prior to the start of the game for any/all admission or parking fees.
- b. Referees fees vary by age group, as detailed below:

Age	Center Referee	Asst. Referees	Total Cost	Individual Team Cost
U12	\$40.00	\$30.00 each	\$100.00 per game	\$50.00 per game
U11	\$30.00	\$20.00 each	\$70.00 per game	\$35.00 per game

26. Game Format

- a. FIFA Laws of the Game will govern **all** games unless modified by US Soccer, US Youth Soccer, or MSYSA.
- b. Modification(s) may be made with or without notice.
- c. Game format is detailed below:

Age	Game Format	Game Length	Ball Size	Field Size	Goal Size
U12	11 v 11	35 Minute Halves	5	50-100 yards wide x 100-130 yards long	8 x 24 ft
U11	9 v 9	30 Minute Halves	4	50-60 yards wide x 70-80 yards long	7 x 21 ft

27. Games Played Indoors

- a. A ball that comes in contact with the ceiling, roof, structure, etc. shall be restarted at the closest point of contact as an indirect free kick for the team that kicked the ball into the ceiling, etc. AND the ball must be kicked to their opponent's goalkeeper.

28. Substitutions

- a. In all age groups, teams shall be permitted unlimited substitutions.
- b. Either team may make a substitution with the referee's permission at any stoppage in play.

29. Uniforms

- a. All teams participating in the DA must affix the DA patch (or screen the DA logo) to at least two sets of team jerseys. The patch and/or logo may only be located on the jersey's sleeve, chest, or back. In all cases, the logo must be visible even when the jersey is properly tucked in.
- b. Failure to wear the DA patch/logo during DA games may result in fines (not to exceed \$50 per occurrence).
- c. With the exception of the goalkeeper, each player shall wear differently numbered and similarly designed jerseys.
- d. Goalkeepers must wear colors that differentiate them from the field players.
- e. Unless otherwise specified, all FIFA, US Youth Soccer, and MSYSA rules regarding uniform acceptability will apply.
- f. In addition to wearing different color jerseys, teams must also wear different color socks.
- g. In cases of dispute over color (socks or shorts), the referee will decide. In general, the home team shall wear light jerseys and the visiting team shall wear dark jerseys.
- h. In addition to the DA logo, only the team/club logo, MSYSA affiliated league logo, sponsor logos, US Youth Soccer, and MSYSA logos are permitted on the uniform. At no point shall logos from competing organizations be displayed during DA games. Any team not adhering to this rule may be fined, face game forfeitures, be disqualified from the DA, and/or not be permitted to participate in future DA programs.

30. Standings

- a. Game scores and standings shall be kept internally within the MSYSA State Office. There shall not be a public record of game scores or standings.

31. Forfeitures

- a. A minimum of seven players constitutes a team.
- b. A fifteen-minute grace period shall be allowed beyond the official start time of the game if seven players are not available at start time. If seven players are available, then the game can commence. If at the end of the 15-minute grace period the team still does not have seven players; the referee will suspend the game and report the failure of the team to take the field on the official DA game report.
- c. MSYSA may determine the game to be forfeited after examining the game report and conducting an investigation.
- d. The score awarded to the winning team resulting from a forfeiture is 4 – 0.
- e. **A forfeiting team will be fined a minimum of \$500.00 per game forfeited.** Any teams and/or MSYSA League that does not pay the fine will be considered in bad standing and the team will not be permitted to play in any future DA games until MSYSA receives payment. Furthermore, other teams from the same club as the forfeiting team will not be permitted to play in future DA games.

32. Disciplinary Actions, Warnings, and Sendoffs

- a. If a team uses an illegal or ineligible player at any point during a DA game, the team shall face sanctions as determined by the MSYSA State Office which may include forfeiture, fines, and/or disqualifications. Furthermore, the use of an illegal or ineligible player may be grounds to deny the team, club, and/or coach participation in future MSYSA events and programs, including but not limited to, the DA, Midwest Regional League, and/or MSYSA State Cup.
- b. A team receiving three red cards (or more) or five yellow cards (or more) in one game may result in the team coach to appear before the MSYSA Board for review and/or sanctions.
- c. Game suspensions due to red cards received in the DA must be served during the next DA game.
- d. If a player or coach receives a suspension in a DA game and that suspension is not fulfilled during that seasonal year, it will follow the player or coach to the next DA game that the player or coach participates in.
- e. In order for a player or coach to officially serve their suspension, the player or coach's name must appear on the game roster and there must be an indication that the player or coach did not participate due to suspension. For U12 teams, a player serving a suspension **MUST BE COUNTED** in the 18 player game roster.

- f. The MSYSA State Office will decide on the length of suspensions.
- g. Minimum Disciplinary Sanctions:
 - Player, Coach, or Team Official Ejection for Foul & Abusive Language: Minimum two game suspension
 - Player Ejection for Violent Conduct or Serious Foul Play: Minimum two game suspension
 - Player, Coach, or Team Official Ejection for Accumulation of Two Yellow Cards: Minimum one game suspension
 - Coach Ejection for Irresponsible Behavior: Minimum two game suspension
 - Player Fighting: Minimum two game suspension.
 - Player, Coach, or Team Official Striking an Official: Immediate and minimum one-year suspension from all soccer activities (separate hearing).
 - Coach Threats: Minimum two game suspension.
 - Coach Fighting: Minimum two game suspension.
- g. If considered serious enough, a player, coach, or team official may face additional sanctions for other offenses as determined by MSYSA.

33. Protests

- a. Misapplication of the Laws of the Game may be a valid basis for a protest.
- b. A Referee's judgment shall not be a basis for protests.
- c. Any protest must be presented in writing to the MSYSA Executive Director within one (1) day of the completion of the game in protest.
- d. All protests must be accompanied with a \$500.00 bond. If the protest is being submitted via e-mail, the protest must include a statement acknowledging that the required bond will be submitted to MSYSA within one (1) business day of the e-mail submission.
- e. If a protest is upheld, the bond will be returned.
- f. Decisions shall be communicated in writing either by mail or e-mail.
- g. The decision of the MSYSA Executive Director is final and may not be appealed.
- h. Although a protest may not be entertained by MSYSA due to the lateness of the filing of the protest, MSYSA may report any misconduct by any MSYSA player, coach, or team to the MSYSA Board of Directors or a higher authority for their consideration

34. Protest of a Club's Application Rejection

- a. The protest must be physically received by the MSYSA Executive Director within two (2) business days of notification of rejection.
- b. The protest must include:
 - Protest fee of \$250.00 (cash, certified check, or money order made payable to MSYSA).
 - A written statement describing the specific grounds for the protest.
 - All information necessary to make a fair and just decision on the protest.
 - A clear and concise statement of the relief or action sought by the protesting party.
 - Copies of all documents relevant to the appeal.
 - If a protest is upheld, the bond will be returned.
- c. Decisions shall be communicated in writing either by mail or e-mail.
- d. The decision of the MSYSA Executive Director is final and may not be appealed.

35. Appeals

- a. All decisions on matters relating to the DA by the MSYSA Executive Director are final and may not be appealed.

36. ANY DECISION MADE BY MSYSA SHALL NOT BE THE BASIS FOR THE WITHDRAWAL OF A TEAM FROM THE MSYSA DIRECTOR'S ACADEMY OR THE REFUND OF A TEAM'S APPLICATION FEE.

37. Alcohol and Illegal Drugs

- a. Players and coaches in the DA are prohibited from consuming alcohol or using illegal drugs.

- b. Players and coaches are also prohibited from using any form of tobacco at the playing site of any DA game. The penalty for violation by player and/or coach may be disqualification from the DA.

38. Spirit of the Game

- a. If MSYSA determines that a particular action by a team or any of its members or spectators is deemed unacceptable for any reason, the team may be disqualified, sanctioned, and/or face forfeiture of one or more games.

39. Ignorance of the Rules

- a. It is the responsibility of each player, coach, manager, trainer, team official, and league official to know and understand the rules of the DA. Ignorance of the rules will not be considered an excuse for failure to follow them.
- b. All clubs will be responsible for their teams' compliance of DA rules.

40. THE MSYSA DIRECTOR'S ACADEMY RULES ARE SUBJECT TO CHANGE WITH OR WITHOUT NOTICE.

Dates To Remember:

March 31, 2015 at 4:30PM	MSYSA Director's Academy Application & Payment Deadline
June 2, 2015	Anticipated Date of Club Acceptance
June 18, 2015	Clubs Confirm DA Team Participation
July 17, 2015 at 4:30PM	Fall Schedules Due in GotSoccer
August 14, 2015 at 4:30PM	MSYSA Director's Academy FALL Rosters Due
August 15, 2015	Director's Academy FALL season begins
August 31, 2015	Fall Lesson Plans and Training Blocks Due
November 22, 2014	Director's Academy FALL season ends
November 30, 2015	Winter Lesson Plans and Training Blocks Due
February 19, 2016	Spring Schedules Due in GotSoccer
March 31, 2016	Director's Academy SPRING season begins
April 1, 2016	Spring Lesson Plans and Training Blocks Due
May 21 – 22, 2016	MSYSA Junior State Cup
June 4 – 5, 2016	MSYSA Junior State Cup
June 12, 2016	MSYSA Director's Academy Games End

Calendar Notes to Remember:

1. Games may be rescheduled for any reason if the request and payment is received 7-29 days prior to the original game date.
2. Games results must be reported to the MSYSA State Office within 24 hours of the completed game.
3. Game reports must be mailed to the MSYSA State Office within 24 hours of the completed game.

ADDENDUM A: ANNUAL REVIEW OF PARTICIPATING CLUBS

Each club will be subject to an annual review of their club, coaches, teams, and players. This will include:

- I. Player Development – 20%
 - Number of players placed in the ODP State Pool and Team
 - Roster Management (returning players, new players, dropped players, players playing up, etc.)
 - Quality of player pool
 - Player pool improvement

- II. Coach Development – 15%
 - In house coach development program
 - Licensing improvement

- III. Training Environment – 20%
 - Attendance
 - Coach performance
 - Developmentally appropriate
 - Lesson plans
 - Training Blocks

- IV. Game Day Environment – 15%
 - In game coaching
 - Offensive style of play
 - Players technical, tactical, physical and psychological attributes in games

- V. Administration – 10%
 - DOC deadlines adhered to for training blocks, schedules, lesson plans, etc.
 - Adheres to registration deadlines
 - Scheduling
 - Adheres to marketing guidelines
 - Website – displays DA Logo

- VI. Facilities – 10%
 - Games played on the correct size fields
 - Games played using the correct goal sizes

- VII. Respect – 10%
 - Disciplinary record
 - Professionalism of coaches
 - Parents sideline behavior
 - Coaches code of ethics
 - Club code of conduct