

# WESTERLY YOUTH SOCCER ASSOCIATION

## COMPETITIVE COACH SELECTION

### **Procedure:**

- A. Interested competitive coaches will be compiled by the 2<sup>nd</sup> Vice President (Competitive Coordinator) and committee members. Interested head coaches should notify any board member of their interest before the end of the Fall recreation season. The Competitive Coordinator and committee members will evaluate all interested head coaches using the following guidelines:
  1. Division I teams must have at least an age specific license (SRI requirement). See SRI By Laws Section 1000.
  2. Preference should be given to licensed coaches whenever possible.
  3. Coach evaluations should be reviewed to determine past performance, as well as input from any association member.
- B. The Competitive Coordinator will present the recommended head coaches to the Board of Directors before the SRI deadline for team registration.
- C. Board approval of the head coach and assistant coach must be completed before submitting any team to SRI.

### **Policy:**

1. All head coach selections will be approved by the Board of Directors.
2. Assistant coaches must be identified by the head coach to the Competitive Coordinator and subsequently approved by the Board of Directors.
3. Head coaches shall be responsible for all paperwork processing to the Competitive Coordinator.
4. Any head coach, assistant, or manager demonstrating improper behavior will be removed from their position after a review by the Board of Directors. A majority vote is necessary and a notification by letter from the Competitive Coordinator will be sent if the vote is to remove.
5. All head coaches must have team roster of minimum number of players registered with the Competitive Coordinator before the SRI deadline for team registration.
6. All head coaches are responsible for their teams uniforms. Ordering of uniforms must be done through the association and all money collected before the start of the season.
7. All coaches are responsible for supplying their own medical kits, pinnies, cones and goalie equipment. One game ball will be provided by WYSA.
8. Coaches must return all player passes to the association's competitive director upon completion of the Spring season. Any coach who fails to comply will be placed in bad standing.

Approved by 2002 Board of Directors  
Dated May 14, 2002

Sally Hollingshead, President  
Joe Vargas, Policy & Procedure Chairman  
Rick Lima, Competitive Director

# WESTERLY YOUTH SOCCER ASSOCIATION

## COMPETITIVE PLAYER SELECTION

### Procedure:

- A. Notification of tryouts will be done at least two weeks prior to tryout date through newspaper ad and/or posting at the field.
- Two tryouts will be held at the Gingerella Sports Complex for all U12 and U14 age groups **only**.
    - U15 and older age group rosters will be selected by the head coach and the method of developing the team roster is completely determined by the head coach.
  - A registration form, copy of **\*state** birth certificate/old player pass, 1x1 player photo, and other RI State Organization requirements are required for tryouts.  
**NO EXCEPTIONS**
  - All players must try out for the age group they are registered in. If a player wishes to play up they **must** try out in that age group also.
  - The Tryout Review and Coaches Selections Committees composition will be selected by the WYSA Competitive Coordinator prior to tryout notification. All prospective coaches are required to attend tryouts.
- B. Head Coaches will be approved for age groups with enough signed up players within a reasonable period following tryouts.
- C. The Head Coach for the particular age group must generate a team roster to be submitted to the Competitive Coordinator within one week after receiving the data from the Competitive Coordinator.
- The head coach loses all rights to the team if this date is not met.
- D. Acceptance letters will be mailed to all tryout participants.
- E. The Competitive Coordinator will have a coaches meeting to pass out all RI State Competitive player passes, game schedules, rules, and any other information.
- Coaches/manager will be responsible for all player passes to be signed and available for the Competitive Coordinator **no later than one (1) week before** the RI State Competitive Spring meeting for player passes collection.

### Policy:

- A. Team selection will be done at a round table meeting with the Tryout Committee. The Competitive Coordinator shall present the base roster from the tryouts. Selection criteria will be based upon tryout ratings and may include recommendation(s) and input from the Committee and head coach evaluations.
- The head coach has the final decision with any player selection beyond the required base roster (example: 11 v. 11)

2. The selection process for a team to get to the maximum number of players allowed is totally up to Head Coach.
  - a. Tryouts, individual ratings, or just knowledge of the player may be the method of selection.
  - b. A player who attends the tryout but does not make the team **may not be replaced** by a player who did not attend the tryout.
  - c. Exception to 2b may only be superseded by approval of the Board of Directors upon written request (i.e., player not able to try out due to an injury).
  - d. The balance go to the additional team
  - e. Players wishing to play up must be rated and fall within the top core (base roster) of the top team in the play-up age group (i.e., reside within the top 11 ranking if playing 11 v. 11 of the play-up age group).
3. All players requesting to play up must be approved by the Board of Directors, a majority vote, before the rosters are submitted to RI Competitive Soccer.
4. It is the recommendation of the WYSA to develop teams that will be together year after year. In order to accomplish this we strongly urge the Head Coach to develop a team of players that are the same age as of the RI State Competitive cutoff date.

Approved by 2002 Board of Directors  
Dated May 14, 2002

Sally Hollingshead, President  
Joe Vargas, Policy & Procedure Chairman  
Rick Lima, Competitive Director