



Senior Youth Development League Summer Soccer Program Procedures

SCOPE

This procedure provides guidance and assistance for setting the senior youth summer soccer program including game and practice schedules, and playing rules.

1.0 INTRODUCTION

- 1.1 Prior to setting game and practice schedules, a meeting should be held with the Facilities and Operational Directors to confirm game and practice days, and field assignments; ideally those days stay the same every year, but some flexibility may be required to allow maximum accommodation of registrations;
- 1.2 Provide the Club Administrator with the games (only games are scheduled by the Administrator, practices are the individual teams responsibility) conflicting with statutory holidays; those games are cancelled;
- 1.3 Regular summer season usually begins the week of May 15th;
- 1.4 Final game of Soccer Day Tournament is usually held on the third weekend of August;
- 1.5 Games start at 18:30 in the months of May, June and July. In August the games start at 18:00. Practices start at 18:00 or 19:00.

2.0 REGULAR SEASON

2.1 Schedule

- a. All the teams should begin the summer season with a practice, which means a division could have two (2) practices in the first week;
- b. The first two games allow the coaches to familiarize themselves with the players and the conveners to balance the teams if required; (see balancing Policy);
- c. Games cancelled because of inclement weather, team absence or statutory holiday will not be rescheduled.



2.0 REGULAR SEASON (continued)

2.2 Rules

- a. Regular Club rules apply including no slide tackle;
- b. If one team has less than 13 players at regular start time, the game format will change from 11 vs. 11 to 9 vs. 9, and all the same rules apply;
- c. A called-up player must be from a CUSC lower age division and cannot be a registered Cobras player. In the case of boys team, they can recruit a girl from the same age division;
- d. A team electing to call-up players cannot recruit more than three (3) players for a maximum roster of 14 players;
- e. A player called-up to another team or league must first inform his or her home coach before accepting to play as a call-up.

3.0 SOCCER-DAY TOURNAMENT

3.1 Schedule

- a. There are no scheduled practices during the tournament period. These are replaced by tournament games.
- b. The tournament games are the same length as a regular season game;
- c. The following format is designed to keep the players active during the last two or three weeks of the regular summer season when player attendance at practices dwindle.



3.0 SOCCER-DAY TOURNAMENT (continued)

3.1 Schedule

d. Games are set based on summer standings:

4-Team Format

2nd Week Prior to Soccer Day

Team 4 vs. Team 2 - PF

1st Week Prior to Soccer Day

Team 1 vs. Team 3 - PF

Team 3 vs. Team 2 - GF

Team 4 vs. Team 1 - GF

Soccer Day

Team 1 vs. Team 2 - Mil

Team 3 vs. Team 4 - Mil

Soccer day Final

First Place Team vs. Second
Place Team - Mil

6-Team Format

3rd Week Prior to Soccer Day

Team 4 vs. Team 2 - GF

Team 6 vs. Team 3 - GF

Team 5 vs. Team 1 - GF

Team 2 vs. Team 3 - PF

2nd Week Prior to Soccer Day

Team 4 vs. Team 6 - GF

Team 1 vs. Team 2 - GF

Team 5 vs. Team 3 - GF

Team 1 vs. Team 4 - PF

1st Week Prior to Soccer Day

Team 6 vs. Team 1 - GF

Team 2 vs. Team 5 - GF

Team 3 vs. Team 4 - GF

Team 5 vs. Team 6 - PF

Soccer Day

Team 5 vs. Team 4 - Mil

Team 3 vs. Team 1 - Mil

Team 2 vs. Team 6 - Mil

Soccer day Final

First Place Team vs.

Second Place Team - Mil

Note: Possible use of practice field (PF), game field (GF) and Millennium field (Mil).



3.0 SOCCER-DAY TOURNAMENT (continued)

3.2 Rules

- a. Regular Club rules apply including no slide tackle;
- b. If one team has less than 13 players at regular start time, the game format will change from 11 vs. 11 to 9 vs. 9, and all the same rules apply;
- c. A call-up player must be from a CUSC lower age division and cannot be a registered Cobras player.
- d. A team electing to call-up players cannot recruit more than three (3) players for a maximum roster of 14 players.
- e. Maximum goals are capped at 5 goal differential.

3.3 Point allocation

- a. All play-off games ending in a tie during regular time must go to shoot-outs;
- b. Win in regular time: 3 points;
- c. Win in shoot-out: 3 points;
- d. Loser in shoot-out: 1 point;
- e. Win by forfeit (team no show): 3 points;
- f. Games canceled because of weather: 3 points for each team.

3.4 Determining the winner

- a. Total points;
- b. Goals-for;
- c. Goals-against;
- d. In case of a tie, winner of the previous game in which both teams competed against each other.

EXTERNAL REFERENCE

Approved for use on February 9, 2016
by the CUSC Board of Directors