



Division Coordinator



The AYSO National Office TEL: (800) 872-2976 FAX: (310) 525-1155 www.ayso.org

All rights reserved. © 2012 American Youth Soccer Organization

Reproduction in whole or in part is encouraged provided no changes are made to content and the "2012-2013 Division Coordinator Manual" is referenced.





Contents

AYSO VISION & MISSION	5
DIVISION COORDINATOR DUTIES	6
Division Coordinator Position Description	8
DIVISION COORDINATORS	10
Recruiting Coaches, Referees and Team Parents	11
Dealing with Difficult People	12
CREATING A SAFE HAVEN	16
Kids Zone [®]	18
AYSO Codes of Conduct	18
AGE DETERMINATION & DIVISIONS	22
Age Determination Charts	23
Age Divisions	24
TEAM FORMATION	26
GAME SCHEDULING	32
Post Season Playoff Ladders	47
Single Elimination Playoff Ladders	48
Double Elimination Playoff Ladders	49
EAYSO	52
Volunteer or Player Look-Up	52
Volunteer Position Certification Report	53
Team Management	55
Game Scheduling	58
Team Rosters	62
Online User Guides	64
CONCLUSION	65



APPENDIX	66
Incident Reporting	66
Incident Report Form	67
Sample Player Evaluation Forms	68
NOTES	72



AYSO Vision & Mission

The American Youth Soccer Organization was established in 1964 with the dream to bring soccer to American children. AYSO continues to be a leader in providing quality youth soccer programs.

AYSO Vision

To provide world class youth soccer programs that enrich children's lives.

AYSO Mission

To develop and deliver quality youth soccer programs in a fun, family environment based on the AYSO philosophies:

Everyone Plays[®]

Our goal is for kids to play soccer-so we mandate that every player on every team must play at least half of every game.

Balanced Teams

Each year we form new teams as evenly balanced as possible–because it is fair and more fun when teams of equal ability play.

Open Registration

Our program is open to all children between 4 and 19 years of age who want to register and play soccer. Interest and enthusiasm are the only criteria for playing.

Positive Coaching

Encouragement of player effort provides for greater enjoyment by the players and ultimately leads to better-skilled and better-motivated players.

Good Sportsmanship

We strive to create a safe, fair, fun and positive environment based on mutual respect, rather than a win-at-all-costs attitude, and our program is designed to instill good sportsmanship in every facet of AYSO.

Player Development

We believe that all players should be able to develop their soccer skills and knowledge to the best of their abilities, both individually and as members of a team, in order to maximize their enjoyment of the game.



Division Coordinator Duties

The Division Coordinator serves as a liaison between the Regional Commissioner (RC) and the coaches, referees and parents regarding any questions, problems or general information throughout the season.

Division Coordinators are known by many similar titles including Age or Gender Coordinators or Directors. They are responsible for managing communications and team formation within a player division. Typically, their responsibilities include:

- Recruiting coaches, referees, team parents and other volunteers.
- Ensuring that player evaluations fairly reflect the abilities of the players.
- Turning in evaluations to the Regional Commissioner.
- Coordinating team formations, separating players by age and skill level and forming balanced teams.
- Ensuring each team has a trained and certified Team Coach, Assistant Coach, and Team Parent.
- Generating complete team rosters.
- Ensuring uniforms are distributed in a timely manner.
- Organizing and scheduling games, practices and any make up games.
- Serving as a mediator between coaches, referees and parents for issues occurring during the season.

Division Coordinators are critical to AYSO's philosophy of providing "Balanced Teams" for all participants and ensuring that everyone has the opportunity to experience youth soccer in a fun, fair, positive and safe family environment.

Any size Region can benefit from having Division Coordinators whether one Girls and one Boys Coordinator for the entire Region or Division Coordinators for each gender and age division. Division Coordinators can play a vital role in helping the Regional Commissioner and Regional Coach Administrator manage the teams.

The exact duties and responsibilities for the Division Coordinator position can vary slightly depending on the size of the Region and the time of year. A typical timeline of tasks may include any or all of the following:



Before the Season starts:

- Attend all registrations.
- Recruit coaches, referees, team parents, etc.
- Identify field assignments.
- Complete or assist with scheduling.
- Ensure coaches, referees and team parents are Safe Haven[®] trained and certified.
- Delegate responsibilities.
- Balance teams.
- Develop team rosters.
- Distribute uniforms.

During the Season:

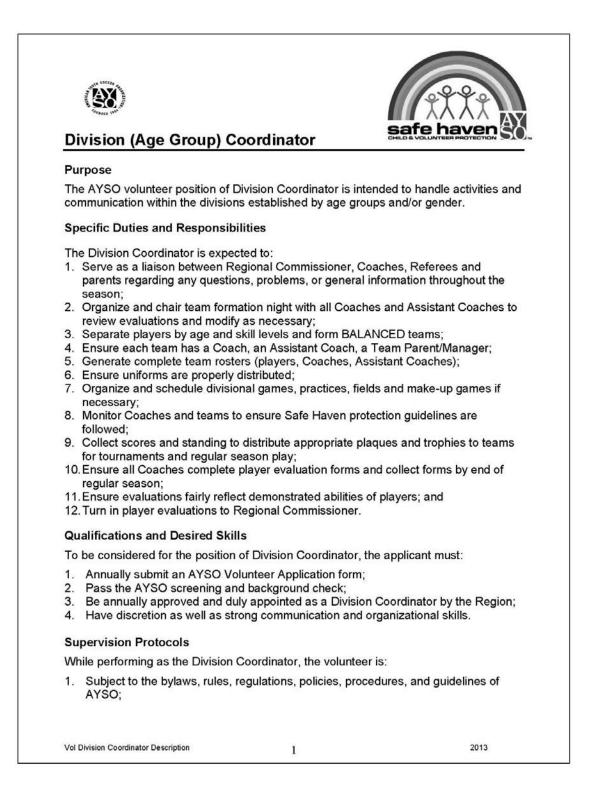
- Inspect and monitor coaches and teams to ensure that Safe Haven[®] protection guidelines are followed.
- Implement Kids Zone^{®.}
- Handle difficult situations that arise involving coaches, referees, parents and players.
- Find coaches for teams without one.
- Recognize and thank volunteers who are helping you.
- Encourage coaches to do player evaluations.
- Serve as liaison between RC and coaches or parents.
- Attend Regional board meetings.
- Set up a process for player evaluations.
- Collect scores.

After the Season ends:

- Turn in player evaluations.
- Debrief the season with the RC.
- Reward, recognize and retain volunteers.
- Evaluate coaches and note compliance with Safe Haven guidelines.
- Re-evaluate team balancing techniques
- Prepare for the next season.
- Attend Section Meeting



Division Coordinator Position Description





- 2. Under the overall authority of and directly supervised by the Regional Commissioner; and
- 3. To maintain the recommended adult to child supervision ratio of 1:8 or less; that is one adult for every eight or fewer children and two adults (one of whom may be the coach and one of whom should be of the same gender as the group) present at all times. For the protection of both the children and the volunteer, no volunteer should permit himself or herself to be alone with any child or group of children (except his or her own) during AYSO-sponsored activities.

Time Commitment

Time commitment will vary depending on Region size and length of playing season(s). For the typical AYSO Region, the Division Coordinator will devote about 8-10 hours per week during the season.

Orientation, Training, Certification, and Continued Education Provided

To fully prepare for the position, the Division Coordinator is expected to participate in the following training, certification and continuing educational opportunities:

- 1. Orientation by the Regional Commissioner 1 1/2 hours.
- 2. AYSO's Safe Haven 2 hours.
- 3. Division Coordinator training 1 1/4 hours.
- 4. eAYSO Training.

Activity Locations

While performing the duties of Division Coordinator, the volunteer is limited to the following locations, unless expressly authorized in writing by the Regional Commissioner to hold or participate in activities in another location.

- 1. Regularly scheduled and duly approved inside or outside AYSO activities; and
- 2. Independent work at home alone, in committees of adults, or in a properly supervised situation with children.

Vol Division Coordinator Description

2

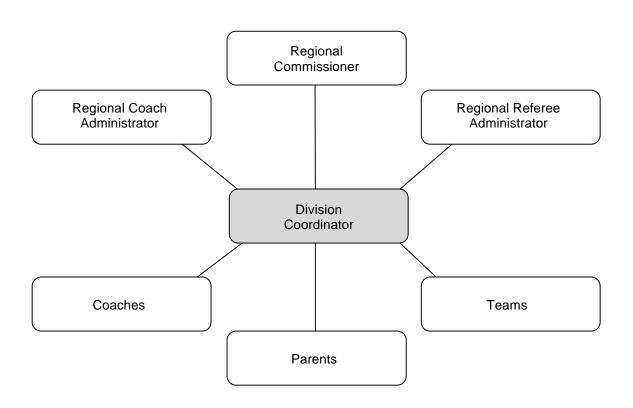
2013



Division Coordinators

From time to time, there are disagreements and differences of opinion among parents, coaches, referees and even players. When these disagreements happen, Division Coordinators can play an important role in helping to resolve these differences. Division Coordinators are often thought of as mediators.

The Division Coordinator is a Mediator



What does it take to be a good Division Coordinator and mediator? It takes selfconfidence, patience, tolerance, open-mindedness, listening skills and a sense of fairness to mediate differences and resolve conflicts – to help everyone enjoy the game. It takes leadership, management, and strong communication, administrative and organizational skills to coordinate an age group or division. But most of all, it takes a happy, energetic and optimistic team player to help a Region deliver the best AYSO soccer experience possible.



Recruiting Coaches, Referees and Team Parents

When it comes to recruiting volunteers for the Region, everyone should play a role in encouraging parents to become involved in the program and contribute in any way possible. No matter how little time they may have, if everyone takes one task, in the end, it means less work for someone else. "The more, the merrier" should be the philosophy of recruiting.

It is also helpful to understand some of the reasons why people may want to volunteer:

- For the love of soccer or the Game.
- Wanting to help children have a positive experience.
- Volunteered by a spouse.
- Love dealing with problems.
- Friends are involved.
- Real job is boring.
- Team would be dissolved if someone didn't step up.
- Thought they could do a better job.
- Want to contribute to the community.
- Just want to help.
- Someone just quit.
- Want to be a role model for kids.
- Believe in AYSO's Philosophies.

Appealing to these possible motivations or needs, can be a way of gaining someone's support for helping out. Remember, it's easier to encourage people to lend a hand in a small way to start. If they have a positive experience, they may be called upon later to help in a larger way.

One key to a successful division is determining how many volunteers are needed early in the process. Division Coordinators should attend Registration events and work with the Registrar to keep tabs on the number of players registered in the division. Why? Registration events are generally the single most important way to meet potential volunteers. The number of players determines the number of teams and the number of teams determines the number of Team Coaches, Assistant Coaches and Team Parents that will be needed. The number of teams will also determine the number of games and the number of referees needed.

One way to track recruiting is to start a chart of volunteers recruited/needed for each team.

Team Coach	Assistant Coach	Assistant Coach	Team Parent
1.			
2.			
3.			

ปลา



Division Coordinators should share recommendations for volunteers, especially coaches, with other Division Coordinators for age groups above their particular division. Coach evaluations and notations on Safe Haven compliance can be extremely valuable for the next playing season.

As Division Coordinators, you have a unique opportunity to recruit new volunteers. Interacting with parents on a weekly basis, you can observe who is most involved and offer them the opportunity to step up and volunteer their time as a referee, coach, assistant coach or even a board member. Encourage them by pointing out they are already volunteering by being at their child's practices and games. Make the most of this opportunity and recruit someone new each week.

Dealing with Difficult People

The simple truth is most people do not believe they are being difficult. The key is to try and understand why they are being difficult to deal with.

What makes people difficult? The reason usually falls into one of these categories:

- 1. Someone wants something you can't give them.
- 2. Someone wants something you won't give them.
- 3. Someone refuses to listen.
- 4. Someone makes threats; is disruptive and abusive.
- 5. Someone violates AYSO governing rules or commits an illegal act.
- 6. Someone takes a problem to the wrong individual.

Someone Wants Something You Can't Give Them

Generally speaking, these situations arise out of a lack of understanding about a policy or procedure. The best remedy is to listen patiently to the concerns, investigate the source of conflict, determine if there are alternatives available and take the opportunity to explain the policy, guideline or procedure. It pays to know the answer to the question, "Where does it say...?" in AYSO's governing documents and policies.

Some common examples of situations when an individual cannot be given what he/she wants might include:

- Parents want two sons ages 9 and 14 on the same team. (National Rules & Regulations)
- Parents want child to play with newly pierced ears. (Laws of the Game)
- Parents want child registered without showing birth certificate. (National Rules & Regulations)



- Parent wants to coach but refuses to provide Social Security Number on volunteer registration form. (AYSO Criminal Background Check Policy 2009 – Chapter 9, AYSO Reference Book)
- Referee will not let a player on field with new baseball cleats. (Laws of the Game)

Someone Wants Something You Won't Give Them

There may be situations or requests that may not be already defined or addressed by a specific policy or statement. These situations may require understanding the spirit and intent of policies and may require decisions that must be made to protect the integrity of the AYSO program whether it's in support of the six philosophies, participant safety or simply in the interest of fair play.

What decisions should be made when:

- A coach wants to keep an entire team together the next season versus AYSO's philosophy of Balanced Teams.
- A parent demands a full refund in the second week of season. Is it a question of good will/customer satisfaction versus out-of-pocket expenses?
- A coach wants two assistant coaches with children who have been on his team the last two years. Coaches rarely show up for practices. What are the Regions policies for team formation?

Someone Takes a Problem to the Wrong Individual

There are many reasons why people take a problem to someone else. It may be because they didn't like an answer they received and want to make sure the answer was correct or it may be simply because they didn't know who to contact. In any case, contacting the wrong person will generally add to someone's frustration when they cannot resolve their problem. Examples of situations that can be elongated by contacting the wrong person for resolution include:

- Coach calls the AD because he/she is not happy with referee at last game.
- Parent calls National Office for daughter's team assignment.
- Parent complains to referee about her son's coach.
- Parent calls RC to find out child's game time.
- Parent demands refund from National Office.

Someone Refuses To Listen

Sometimes, people are just hard of hearing. Sometimes they just won't take "no" for an answer. In either case, the conflict created by this breakdown in communications can be extremely frustrating and ignoring the problem will not make the problem go away:



HAN.

- A coach will not stay in technical area despite repeated referee warnings.
- A parent runs up and down the sideline screaming at his child, even though the coach and referee have asked him to stop.
- A parent demands that her child be placed on the same team with her friends and wants to speak with someone else to fix the problem.

Someone Makes Threats; Is Disruptive and/or Abusive

When situations or conflicts escalate, and someone makes threats or is abusive, Regions must intervene for the safety and protection of others. These individuals should be afforded the opportunity to understand that their behavior is not conducive to a safe haven and provided the opportunity to respond to claims of abusive behavior. The circumstances surrounding the incident must be documented on an AYSO Incident Report. Examples include:

- U-8 parent threatens to punch a referee over call at a game.
- Coach instructs player to "take-down" an opposing goal keeper.
- Coach instructs goal keeper to let in a goal for seeding in a tournament.
- Parent threatens to sue over her right to "coach" her child on Silent Saturdays based on freedom of speech.

Someone Violates AYSO Governing Rules/Commits Illegal Act

There are some issues that simply cannot be ignored without jeopardizing the safety and integrity of the program, requiring immediate action and documentation of the incident. Incidents of this type usually require a disciplinary review process of some kind.

- Coach adds new player without a signed Player Registration Form.
- Board Members pick own team at formation meeting.
- Parent refuses to stop smoking on touchline.
- Spectator violates Kid Zone[®].
- Coach gives a beer to a U-19 player.
- Coach tells player to remove cast before arriving at field.
- Female coach takes U-19 boys team to an out-of-state tournament without appropriate male supervision.



Prevention

The easiest way to deal with difficult situations is to prevent them. And the key to preventing difficult situations is a strong communication strategy designed to set expectations and to provide participants with contacts for questions and issues. Sample communications/prevention strategies include:

- Parent Handbook (Parent Contract something they have to sign.)
- A Parent's Guide to AYSO (Available from the Supply Center.)
- Training and Certification (coaches, referees, board members and staff)
- Use of Kids Zone[®]
- Newsletters/websites/other forms of communication.

In the end, when dealing with difficult people, try these basic techniques to defuse the conflict:

- Maintain or enhance their self-esteem.
- Listen and respond with empathy.
- Get them involved.
- Make procedural suggestions.
- Turn the one who is in conflict into a partner of the solution.

Remember to:

- Use key communication styles appropriately face to face conversation, telephone call, email, formal written letter, etc.
- Be positive and patient.
- Focus on the problem, NOT the person.
- Keep an open mind.
- Explore all alternatives for resolving the conflict.
- Try to understand the other person's point of view.
- Seek the other person's ideas.
- End on a positive note.

Try to avoid:

- Pre-judging people.
- Assuming you have all the facts.
- Focusing on the other person's attitude, personality, or presumed motive.
- Meeting practical needs at the expense of personal needs.
- Reacting immediately or when on an emotional high.
- Taking things said personally.
- Cutting the other person off.
- Disrespecting the other person.
- Raising your voice.



Creating a Safe Haven

AYSO's Safe Haven[®] program was designed to protect both players and volunteers while fulfilling a promise for a safe, fun, fair and family-friendly environment. Division Coordinators can help Regions ensure compliance with Safe Haven[®] guidelines and protocols.

First and foremost, AYSO wants to ensure all volunteers receive maximum protection under the Volunteer Protection Act of 1997 and therefore requires that all volunteers:

- Complete, sign, and submit a Volunteer Application each year,
- Are authorized to do their jobs by the Region, Area or other AYSO authority,
- Act within their Position Descriptions and the scope of AYSO Policies, Procedures and Guidelines,
- Complete Safe Haven[®] Training, and are properly trained in their jobs.

A key role of the Division Coordinator is to help verify that all team coaches, assistant coaches, referees and team parents are registered volunteers who have submitted a current Volunteer Application for Safe Haven[®] screening and that they have completed Safe Haven[®] training and the appropriate job training including age specific coach training for coaches.

- All coaches, referees and board members are required to be trained and certified.
- Practices and games are NOT permitted without an AYSO trained and certified team coach.
- Official games are NOT permitted without an AYSO trained and certified referee for the U-8 division and above.

Training and Certification is the only way to ensure the fulfillment of the AYSO vision and the protection of Volunteers and Players.

Once the teams are formed, coaches are assigned, games are scheduled and everyone is trained and certified, it's time to enjoy the season. And for the most part, that's what it is – the enjoyment of seeing children experiencing AYSO soccer.

Throughout the season, Division Coordinators should monitor coaches and teams to ensure that Safe Haven[®] supervision protocols and protection guidelines are being followed. Remind teams about any omissions and make notes about coaching styles and skills for the year-end evaluations.



AYSO requires the following Supervision:

- One adult for every eight or fewer children.
- At least two adults present at ALL times.
- At least one adult of the same gender as players.
- Adults should never be alone with a child.
- Team coach is responsible for the players on his/her team until they are picked up or otherwise leave the area.
- No child shall be left unsupervised after a game or practice.
- The AYSO "Buddy System" requires a minimum of 3 players.

In order to prevent misunderstandings, physical contact with children should be:

- In response to the need of the child only.
- With the child's permission.
- Respectful of any hesitation.
- Careful to avoid private parts.
- In the open, never in private.
- Brief in duration.
- Age and developmentally appropriate.

Other Protection guidelines also include:

- Adults should avoid being alone with a child, other than their own, including transporting a child in a car.
- When it is necessary to speak privately with a child, select a spot out of earshot but within sight of others.
- Adults set appropriate boundaries and maintain adult privacy.
- Respect the privacy of children; intervening only as necessary for health and safety.
- Hug from the side.
- No sexual jokes, comments.
- No corporal punishment.

AYSO also requires transparency in all electronic communications, requiring that all messages regarding AYSO activities be conveyed through parents or copied to older players and no private messaging between adults and minors. The identities of players must be protected at all times by not posting the names of players with pictures or jersey numbers either on public websites or team banners.

AYSO coaches, referees, officials and participants are expected to present a healthy and safe athletic environment by not consuming alcoholic beverages, using tobacco products, smoking or simulating smoking or the use of tobacco products during AYSO activities.

All AYSO volunteers are asked to role model good sporting behavior and to help create an environment that enriches children's lives fosters the development of our young players.



Kids Zone[®]

Kids Zone[®] guidelines encourage appropriate sideline behavior – key to promoting a fun, safe, family-friendly environment or "safe haven." Every AYSO venue should be a Kids Zone[®] and every team should be encouraged to follow the Kids Zone[®] program.

- Parents and spectators pledge to respect the tenets of Kids Zone[®].
- Coaches, referees, parents and players abide by a Code of Conduct.

Division Coordinators can help make Kids Zone[®] a key part of the AYSO experience in a Region. Encourage Team Parents to help distribute and collect signed Parent/Spectator Pledges. The signed pledges can be helpful in the event there is a need to address someone's sideline behavior during the season. Make Kids Zone[®] buttons and patches available for all participants and post Kids Zone[®] signs along the sidelines of fields.

The Kids Zone[®] Sideline tenets require that spectators agree to respect the following rules:

- Kids are # 1
- Fun, not winning is everything
- Fans only cheer, only coaches coach
- No yelling in anger
- Respect the volunteer referees
- No swearing
- No alcohol, tobacco products or other controlled substances
- No weapons
- Leave no trash behind
- Set a proper example of Good Sportsmanship

AYSO Codes of Conduct

AYSO has always encouraged good sportsmanship in its programs. In fact, "Good Sportsmanship" is one of the six philosophies listed in the AYSO National Bylaws. AYSO strongly recommends that its individual Regions promote good sportsmanship through dynamic programs.

Elements of these programs may vary from Region to Region, but all define the conduct of players, coaches, referees and even parents. They explain the





fundamentals of good behavior - which is simply showing courtesy and respect for all involved in the game.

If players, volunteers and parents understand what is expected of them when it comes to good sportsmanship, they will act accordingly. AYSO is proud of its many good sports, but understands that good sportsmanship doesn't just happen. It needs to be taught, encouraged and demonstrated.

AYSO Coach Pledge:

In my words and action, I pledge to:

- Enthusiastically support and practice the AYSO mission to "enrich children's lives" by embracing our Philosophies of: Everyone Plays, Open Registration, Balanced Teams, Positive Coaching, Good Sportsmanship and Player Development.
- Stay informed about sound principles of coaching and child development.
- Respect the Game and know the Laws.
- Emphasize to my players that they must abide by the Laws of the Game at all times.
- Develop a true respect for all referees judgments.
- Develop a team respect for our opponents and each other.
- Ensure a safe environment for my players.
- Never yell at or ridicule a player.
- Always set a good example.
- Remember that soccer is a game and all games should be fun.
- Let the players play without constant instructions or commentary from sidelines.
- Role model good sporting behavior

AYSO Player Pledge:

In my words and action, I pledge to:

- Play for the sake of playing a game, not just to please a parent or coach.
- Always give my best effort and work as hard for my teammates as I do for myself.
- Treat all players as I would like to be treated.



- Be a team player.
- Be a good sport and support good plays whether they are made by my team or my opponents.
- Follow by the Laws of the Game.
- Cooperate with and show respect for my coaches, teammates, opponents and the referee.
- Never argue with or complain about referee calls or decisions.
- Control my temper when I feel I have been wronged.
- Not use offensive or abusive language and behavior.
- Remember that the object of the game is to win, but the goal is to enjoy myself and give my best effort.

AYSO Referee Pledge:

In my words and action, I pledge to:

- Always remember that the game is for the players. Player safety and fair play come first.
- Study and learn the Laws of the Game and understand the "spirit" of the Laws. Help fellow referees do the same.
- Encourage and enforce the AYSO philosophies of "Everyone Plays," "Positive Coaching", "Good Sportsmanship" and "Player Development."
- Respect other referees' decisions, and do not publicly criticize another official.
- Wear the proper uniform and keep it in good condition.
- Maintain good physical condition so you can keep up with the action.
- Stay calm when confronted with emotional reactions from players, coaches and parents.
- Honor accepted game assignments. In an emergency, find a replacement.
- Support good sportsmanship with a kind word to players, coaches and parents of both teams when deserved.
- Always be fair and impartial, avoiding conflicts of interest. Decisions based on personal bias are dishonest and unacceptable.



AYSO Parent Pledge:

In my words and action, I pledge to:

- Attend and participate in team parent meetings as requested.
- Be on time or early when dropping off or picking up my child for practices or games.
- Ensure my child is supported and encouraged by family or loved ones at games.
- Encourage my child to have fun and keep sport in its proper perspective.
- Define winning for my child as doing his/her very best and appreciate Development over winning.
- Endeavor to understand the Laws (rules) of soccer and support the efforts of referees.
- Honor the Game and show respect for all involved including coaches, players, opponents, spectators and referees.
- Applaud and encourage players from both teams and not yell out instructions as this causes confusion to the players and ultimately hinders development.
- Refrain from making negative comments about the game, coaches, referees or players, especially from the sidelines.
- Encourage others to refrain from negative or abusive sideline behavior.
- As parents, keep the game in perspective for our children (as a pastime, sport, fun, exercise).
- Abide by the tenets of Kids Zone for appropriate sideline behavior and support AYSO's philosophies for enriching children's lives.



Age Determination & Divisions

AYSO forms teams based on age because research shows that doing so is in the best interest of Player Development and maximizes player enjoyment. To ensure the proper balance of teams, AYSO's National Rules & Regulations establish a specific date that is used to determine placement of a player in the proper age division.

Age Determination Date

The effective date of age determination is July 31st immediately prior to the start of the membership year. It is the same date throughout AYSO and conforms with the age determination date employed by most other youth soccer organizations. AYSO's online registration system, eAYSO, was designed to enforce this regulation.

Individuals who are nineteen years of age or older as of this date are not eligible to participate.

Minimum Age

The minimum age for participating in AYSO is 4 years of age in Regions which are offering a U-5 division. Regions that have secured the approval of the Area Director and Section Director, may register children not yet 4 years of age as long as they are 4 years old at the time of the Region's first organized activity (camp, practice, or game) in any season, split season or sub-season. This allows the registration of those players who will be 4 years old by the start of soccer activities, but who were not 4 years of age on July 31.

For all other divisions, the player's age as of July 31st is the age used for placement on teams throughout the entire membership year. Regions are not at liberty to use any other date to determine the playing age of its players.

Proof of Age

Since the Region has an obligation to ensure that its teams are as balanced as is reasonably possible including that players are of proper age, it is considered a best practice to have the parent present a birth certificate (or other government issued document containing the Date-of-Birth) at least once upon initial registration in the Region. If using mail-in registration, a photocopy should be considered acceptable.

Age Determination Charts

To help determine the proper age and division for players, the following chart is provided. Excerpts of two portions of the AYSO Rules & Regulations that pertain to this matter are:

Article III (B): The effective date of age determination shall be the player's age as of July 31st immediately prior to the start of the membership year as defined in Article V. Players who have reached the age of four years as of this date are eligible to participate in the program. Players who are nineteen years of age or older as of this date are not eligible to participate.

Age Guide for 2012-2013 Membership Year			
Division	Age	Born Between	
U-19	16-17-18	8/1/93 & 7/31/96	
U-16	14-15	8/1/96 & 7/31/98	
U-14	12-13	8/1/98 & 7/31/00	
U-12	10-11	8/1/00 & 7/31/02	
U-10 8-9		8/1/02 & 7/31/04	
U-8	6-7	8/1/04 & 7/31/06	
U-6	5	8/1/06 & 7/31/07	
U-5 4 8/1/07 & 7/31/08			
This guide is for competitions that begin on or after August 1, 2012.			

Article V: The period of official	membership s	shall be from	August 1	1st through the
following July 31st each year.				

Age Guide for 2013-2014 Membership Year			
Division	Age	Born Between	
U-19	16-17-18	8/1/94 & 7/31/97	
U-16	14-15	8/1/97 & 7/31/99	
U-14	12-13	8/1/99 & 7/31/01	
U-12	10-11	8/1/01 & 7/31/03	
U-10 8-9		8/1/03 & 7/31/05	
U-8	6-7	8/1/05 & 7/31/07	
U-6	5	8/1/07 & 7/31/08	
U-5 4 8/1/08 & 7/31/09			
This guide is for competitions that begin on or after August 1, 2013.			

U-5 Registration Exception

The AYSO Rules & Regulations has a U-5 registration option that offers an exception to the Age Determination date, only for players not yet 4 years of age as of July 31. This change was sponsored by Regions where a primary playing season (and in some cases the only playing season) does not start until later in the membership year. It allows the registration of those players who are 4 years of age by the start of soccer activities, but who were not 4 years of age on 7/31. All Regions are free to consider this option. The age determination date for all other players remains unchanged.



Age Divisions

AYSO's National Rules & Regulations describe the following standard age divisions for both boys and girls teams:

Age	Division
Under 5 years but not younger than 4 years	U-5
Under 6 years	U-6
Under 8 years	U-8
Under 10 years	U-10
Under 12 years	U-12
Under 14 years	U-14
Under 16 years	U-16
Under 19 years	U-19

Single Year Age Divisions

Regions with a sufficient number of registrants within a standard age division may, with the approval of the Area Director and Section Director, form single-year subdivisions within the standard age divisions described above. In some cases, a Region may institute single-year age divisions (i.e., U-7, U-9, etc.) to accommodate a high number of registrations in certain ages. (See the eAYSO section for set-up instructions and the online eAYSO Player Registration User Guides for details.)

Combining Age Divisions

In Regions where there are not enough registrants to make any or all standard age divisions, divisions may be combined so that teams may be formed. In this case, it is strongly recommended that such combined age divisions not exceed a span of four years in the ages of the players. These divisions are classified on the basis of the oldest registrant and cannot, after the start of the season of play, be reclassified to a lower age division should the oldest registrant(s) leave or be removed from the team.

Playing Up/Playing Down

The Region may get requests from parents or others that certain players be placed in an age division other than his/her standard division. AYSO urges caution when considering such requests. Requests to "play up" in the next older age division should be handled on a case by case basis to determine if doing so would be of genuine benefit to the child, both socially as well as athletically. Consideration should also be given to how the moving of a player will affect the balance of the teams in the younger age division.

The Region should be aware that allowing such an exception often creates an expectation that the exception will be granted in subsequent years, when the benefit of doing so may not be clear. Allowing an exception in one case makes it difficult to deny the exception to others where the request is clearly unwarranted. In the end, it may be easiest to have a blanket policy prohibiting playing outside of the designated age division or a definitive written Region guideline with criteria that will satisfy all circumstances.



"Playing down" is discouraged in all cases. If there is a player with a significant physical or mental disability who would merit consideration for mainstreaming in a younger age division if the Region is not offering the VIP program (see below), the Region must still consider the broad ramifications of granting such an exception. Full disclosure to all division coaches is required and the player would be ineligible for any play that involved another Region (including playoffs or other competitions the team might participate in).

Co-ed Divisions

AYSO strongly recommends that gender-specific teams be formed. However, in cases where there are an insufficient number of registrants to establish separate teams, mixed gender teams can be formed. The Region should remain focused on proper team balance in such cases. Many Regions find that the older players enjoy a co-ed playing experience.

VIP Players

A VIP (Very Important Player) is one whose physical or mental disability makes it difficult to successfully participate on a mainstream team. Successful participation is defined by the player's enjoyment and the safety of all team members. AYSO encourages integration of capable players into mainstream teams as much as safety allows. For others, VIP is a program designed to provide a quality soccer experience for VIP players by offering the least restrictive and safest environment in which to learn and enjoy the game. Regions are strongly urged to provide both opportunities. VIP players must meet the minimum age requirement of AYSO and the Region but there is no upper age limit as long as they are in a VIP program.



Early U-5 Program

Regions implementing an exception to the Age Determination Date for players not yet 4 years of age as of July 31st, are reminded of the National Coaching Commission's strong recommendation that, for these 4 year old players, the Region adopt the specially-developed U-5 Program. It is believed that placing 4 year olds in a U-6 division will inhibit the proper development of skills for these youngest of AYSO's eligible players.

The decision on whether or not to offer this Early U-5 registration option is solely that of the Region, but the Region must secure the approval of the Area Director and the Section Director for the exception to be implemented. Once approval is granted by the Section Director, the Region must update the Region's set up information in eAYSO for the date of the first practice or game for the U-5 players.

In no case may children younger than 4 years of age participate in AYSO activities.



Team Formation

Balanced Teams is one of the six AYSO philosophies and a hallmark of the organization.

Many different methods are used to form and balance teams. Factors which determine the methods used include: maturity of the Region, geographical distribution of the players, and players' ages and skill levels. With any given method, coaches, players and parents should not expect to be re-paired in succeeding seasons.

The method used for U-6 and U-8 players is very different from the method used for older age groups.

In the youngest age groups, geography (nearness to school or park where practice is held) is extremely important. Because the youngest players have not yet had the experience, exposure or maturity to develop individual skills, team formation based on location and age usually results in balanced teams.

A blind formation performed by a committee, based on numbers of children available and taking into account nearness to schools, works well for most Regions. The child whose parent is the coach can be assigned either in the beginning or at the end of the procedure.

For the older children who have more experience in playing, and are usually coached by individuals with both more coaching background and more knowledge of the individual players, many Regions have a draft in which players are chosen one at a time by all participating coaches after the players have been rated by either the coaches or the committee. It is important that everyone agrees to the ratings of the players before the selection procedure begins, and that all coaches be present during the selection process. New or inexperienced coaches are at a disadvantage in this type of selection, unless a "blind" draft procedure is employed.

Another option is to have the coaches agree to the ratings for the more experienced players. A committee then looks only at the ratings, makes up the teams, places the coaches' children, and distributes the teams to the coaches or has the coaches make a blind draw for teams.

eAYSO has a team-balancing function built in, and will form the teams and assign the coaches using the data that's been entered into the system and confirmed to be current.

As a Region grows and matures and coaches gain more experience, there can be more complaints about unfair selection procedures. Stronger coaches will usually end up having stronger teams, no matter what method of selection was used and weaker coaches will end up losing more, and possibly complaining more. The best



answer to this is more and better training for coaches, and the use of a team formation system which does not allow coaches to participate at all in the assignment of players.

Initial rating of players can be accomplished by coaches at the end of the season or by divisional committees prior to the beginning of the season.

Skills are usually a primary factor in rating, but size, age, years of experience, and attitude are also used by many Regions.

Some Regions are disbursed so greatly by geography that all children are randomly mixed each year and everyone has to travel some distance for practice and games.

In any system where geography plays a part, coaches stand a good chance of getting at least some of the same players back each year, even when everyone is placed in a blind drawing. Entire teams never stay together as at least 30% will move up to the next division each year.

If a geographical formation of teams results in only one team per division per location, conflicts may occur. To avoid this, work toward having a minimum of two teams per division from the location or go to a more standard team formation process where all available children in the age group are in one pool.

There are several stages involved in the formation and balancing of teams. They are:

- registration
- player evaluation and rating
- team formation
- player notification
- late sign-ups and waiting list
- transfer of players

Registration

Registration should be scheduled so that ample time is available to sort the players into age groups and into new or returning players. The more players registered before teams are formed, the easier it will make the job.

Player Evaluation and Rating

Most Regions want to have all new players to be evaluated in some other way, usually at an evaluation event. Players should be notified of the evaluation date and location well in advance of the actual evaluation; a good time to do this is on registration day. They should also be given an alternate date in case the player is unable to make the original scheduled time. If coaches will be allowed to choose their own teams, they also must be notified of the evaluation time and date.

Many Regions have returning players evaluated and assigned a rating by their previous season's coach. If this is done, a review committee should be formed to ensure the ratings are fair.



Evaluation — the method used to evaluate a new player's ability and often, players returning from previous season. Evaluations are usually held by age group, when coaches from the age group can be present to form their own opinion of the players participating.

A player evaluation committee can be formed whose job is to observe each player, form an opinion and decide upon a rating for each player. Ratings must be recorded and should be made available to the coaches, if the coaches are to select their own teams. An age-appropriate skills list can be obtained by calling the AYSO Player Development Department. This may prove helpful in determining a player's ability.

Rating — this is usually given by number, i.e., 1 through 5, 1 through 10, or 1 through 15, with 1 being the low rating. An additional option is rating players weighted by team standings and age of players, i.e., first or second year in age group.

Some Regions take many things into account when determining this number. For instance, age, number of years played, height and weight are often given a specific value which, when added to the ability rating, are used to give a final value for use in team formation.

Some Regions will only use the ability rating determined at the evaluation or by the previous season's coach.

Note: Sample Player Evaluation Forms are provided in the Appendix.

Team Formation

Now that each player has a rating number, a method for team formation must be decided. There are many methods, but usually a variation of one of the following two methods is used:

 Each coach is allowed to select his/her own team by picking players one at a time in a predetermined order. (The order can be decided by drawing lots for position.) If the coach has a son or daughter, then this player is selected during a certain round. It is a good idea to decide which round individually, depending upon the ability or rating of these players.

This system has an advantage because each coach knows their selections and can have other reasons for making a selection than a player's rating alone. The main disadvantage is that some coaches do a very fine job of selecting a team, while others fail miserably for one reason or another. This can create a very unbalanced situation.

It is also recognized that coaching ability varies considerably, so even with meticulous balancing some teams will bypass other teams in skill and overall performance.



 Select teams based only on the rating numbers without reference to the player's name. If this is done, some provision must be made for the coach's son or daughter so that they are held aside and inserted into the team based on their rating or traded for a like-rated player after formation.

A method can be used which does not require a computer. Simply make up a card for every player which contains personal history on one side and a rating on the other. Separate all sons and daughters of coaches and keep them turned rating side up. Turn all the remaining cards so the rating side is up. Determine how many teams are to be formed. Balance each team based on age and rating without referring to the players' names. Place each son and daughter of a coach on different teams, also subject to their age and rating. The team will now be coached by the coach whose son or daughter happens to be on that particular team.

Recommended Guidelines for Balancing Teams - "Blind Draw"

These guidelines are offered as a model for balancing teams. These suggestions have proven their merit many times in many Regions and are endorsed by AYSO's National Coaching Advisory Commission.

Geographic dispersion may not allow the use of these guidelines. However, in all instances for the enjoyment of all players, coaches, and parents, the primary goal is to strive to balance teams within each Region. Use this method.

- 1. Under the direction of the Regional Coach Administrator or appropriate Division Coordinator, a meeting of all coaches in each age division and gender should be scheduled. These meetings will take about one hour for each group and can be scheduled consecutively during an evening or on a weekend.
- 2. In advance of the meeting, a 3" x 5" index card with each player's name, age and prior soccer experience is made up. The meeting commences with each 3" x 5" card placed face up on a table. The coaches are instructed to rate the soccer/athletic ability of each player they know personally and to write that rating, using a scale of 1 to 5 (5 being most skilled), on the player's card. Players whose playing skills are unknown may be assigned a (3). If ratings are made at the close of the prior season by each coach of each player in the Region, these can be used to great advantage in this exercise.
- 3. After all coaches present have recorded their rating on each player's card, a consensus rating is noted in a different colored pencil or pen by the Regional Coach Administrator or Division Coordinator. Now all players have been rated. Recognize that an absent coach will not be at a disadvantage in this draft system.
- 4. All players in the older of the two ages in the division are equally, distributed by talent rating, to each team. The player name cards should be placed in columns equal to the number of teams in the division. This generally occurs by having the highest rated players distributed first to the lowest rated players distributed last. The same is now done for the younger age of the division. At the conclusion of



this effort, there should be "x" number of columns of 3" x 5" player cards, equal to the number of teams in the division.

- 5. All coaches suggest as many switches of cards as required to more equally balance the teams. This effort generally is of a short duration. Once each coach feels all the teams are generally equal the switching is concluded.
- 6. Now each column is numbered and a corresponding number is written on a piece of paper. The pieces of paper are placed in a "hat," mixed, and each coach selects a piece of paper, noting the column of player cards that is now "theirs." If coaches' children are not on the coach's team, a switch is made with an equally talented player from another team. This switch is done by the Coach Administrator or Division Commissioner with the consensus of all coaches. At this point each team is equal and complete. The players on each team are recorded on a piece of paper from the cards. The 3" x 5" player cards should not be released to coaches but be retained by the Division Commissioner or the Coach Administrator. The coach's copies of the appropriate registration forms can be given to each coach and the next draft can commence.

Balancing Teams in Age Groups with Limited Enrollment

Often Regions find themselves with a problem of how to balance teams when they only have enough players in an age group to make up two or three teams. To compound the problem, these Regions often do not have a neighbor Region to interplay with or the nearby Region does not want to inter-play.

One suggestion which has proved successful is to let the players choose their own teams at each game. It works like this: Determine the number of players in the age group and what playing dates are available for this group. Once the field, date and time schedules are known, schedule the players to show up in groups.

Schedule a minimum of 12 players per game (six-a-side); between 14 and 16 players will assure full teams and substitutes. Two players are designated as "captains" for each game and are responsible for choosing teams. The captains should be of somewhat equal skill. Coaches and assistant coaches are involved in this program by conducting practices and being present at every game to coach the "teams" as they are chosen up each week. This system will not work for everyone, but those who do use it, will relish the opportunities it creates.

Late Sign-ups and Waiting Lists

It is recommended that if players sign up after teams have been formed, they be placed on a waiting list. Be sure that you have a rating on each of the players either from the year before or according to the Region policy on new player ratings. As players drop from teams, those on the waiting list can be assigned based on rating. The newly assigned player's rating should as closely as possible equate to the rating of the one being replaced -- assignment to teams should retain the balance. If there is no way to rate the player, then it is recommended that they be placed on teams on a first-come, first-served basis. The main thing to remember is to always be consistent; do not say you will do something, and then fail to follow through.



Team Formation

Player Notification

Once teams are formed, everyone is anxious to know what team they are on. A good way to avoid returning numerous phone calls is use the Region's voice mail to update information that teams have been formed and that they should be hearing from a coach by a certain date. To avoid receiving numerous calls, strongly advise coaches to contact the players assigned to their teams immediately upon receipt of their rosters. If you have a small Region or small divisions, you could arrange in advance for all players and coaches to meet at a certain time and place where they will be notified of their teams. This meeting place should be made known to them well in advance, and might be considered the team's first practice.

Transfer of Players

Sometimes as teams are formed there are personality and scheduling problems which must be resolved. It is suggested that, whether or not they have been involved in the team formation, coaches should be given a chance to review their teams, preferably as soon as they are formed. If problems are anticipated, a transfer of player(s) can be arranged with another coach. This process should not be delayed and should be completed prior to any player notification.

Once teams have been notified, transfers are discouraged unless serious conflicts exist.

A Region retains the right to transfer players in order to help balance a particularly weak or strong team. Bear in mind that once players are on teams, they usually do not want to be moved. The Region, not the coach, is responsible for any transfer. Under no circumstances should coaches be allowed to move players between teams.

AYSO's National Rules & Regulations have specific conditions under which players may be transferred.

IV. TRANSFER OF PLAYERS:

"A player may transfer from one team to another within one Region or from one Region to another, after the following three conditions have been met:

- 1. Approval of both coaches of the teams involved.
- 2. Approval of Regional Commissioner(s).
- 3. Approval of team member and parent/guardian; parent/guardian approval is not required if team member is of legal age."

These rules must be adhered to when considering transfers. Sections, Areas and Regions may also have guidelines that prohibit transfers after a certain time in the season.



Game Scheduling

Following are regular season game schedules for 4-team through 16-team divisions. These schedules are generally devised to have each team play against every other team at least once during a 12- to 16-game season. With a 4- or 5-team division, each team will play the other teams twice or more. In the larger divisions, further breakdowns are recommended, with teams within a grouping playing each other, and also playing the teams in the other groups in a later round.

There are other items which must be considered before the scheduling is completed.

- 1. With a small number of teams, break the season into at least two rounds, with the winners of each round playing off to decide the division champion. A single round of play for the season can lead to a lack of interest on the part of players, coaches and parents on the teams with poor win/loss records. If a team is a "late bloomer," the early season losses could discourage them toward the end of the season when they may be playing well but will have no chance to be one of the top division teams. Multiple rounds keep interest high because no matter how the team might be doing in the first round, there is always a later round where they might do better. Some Regions play a regular schedule where teams play each other once or twice. The season then concludes with a single or double elimination playoff where teams are placed in the brackets according to their finish in the regular season standings.
- 2. Rotate the teams scheduled to play the first and last games each game day. Provide the opportunity for each team to play at various starting times during the season. If a division plays on more than one field, make sure if possible that all teams are scheduled to play on each fields equally during the season.

To use the attached schedules, assign a number or letter to each team in the division, then substitute the team name for the numbers and letters.

Divisions with more than 16 teams can be scheduled using appropriate combinations of schedules with lesser numbers of teams.



Round 1	Round 2	Round 3	Round 4	Round 5
Game	Game	Game	Game	Game
1 – 2	2 – 1			
<u>3-4</u>	4 – 3			
1 – 3	3 – 1	Repeat	Repeat	Repeat
<u>2 – 4</u>	4 – 2	Round 1	Round 2	Round 1
4 – 1	1 – 4			
<u>2 – 3</u>	3 - 2			
3	6	9	12	15
Total Cumulative Games / Team				

5 Team Schedule

Round 1	Round 2	Round 3	Round 4
Game Bye	Game Bye	Game Bye	Game Bye
1 – 2	2 – 1		
3 - 4 5	4 - 3 5		
1 – 3	3 – 1		
<u>5-4 2</u>	4 - 5 2		
2 – 3	3 – 2	Repeat	Repeat
<u>1-54</u>	<u>5 – 1 4</u>	Round 1	Round 2
2-4	4 – 2		
<u>3 – 5 1</u>	<u>5 – 3 1</u>		
1 -4	4 – 1		
2 - 5 3	<u>5-2 3</u>		
4	8	12	16
Total Cumulative Games / Team			



Round 1	Round 2	Round 3
Game	Game	Game
1 – 2	2 -1	
3 – 4	4 -3	
<u>5 – 6</u>	<u>6 -5</u>	
4 – 1	1 – 4	
2 – 5	5 – 2	
<u>6 -3</u>	<u>3 – 6</u>	
1 – 3	3 – 1	Repeat
2 – 6	6 – 2	Round 1
<u>4 – 5</u>	<u>5 – 4</u>	
5 – 1	1 – 5	
3 – 2	2 – 3	
<u>6-4</u>	<u>4 – 6</u>	
1 – 6	6 – 1	
3 – 5	5 – 3	
<u>2 - 4</u>	<u>4 - 2</u>	
5	10	15
Total Cumulative Games/ Each		
Team		

Round 1 Round 2 Round 3 Game Bye Game Game Bye 2 - 7 7 - 2 3 - 6 6 - 3 4 - 5 1 5 - 4 1 7 - 1 1 - 7 5 - 2 2 - 5 4 - 3 6 -1 7 - 5 2 - 5 4 - 3 6 -1 7 - 5 5 - 7 2 - 3 4 3 - 2 4 Repeat 5 - 1 1 - 5 Round 1 6 - 4 4 - 6 Round 1 6 - 4 4 - 6 Round 1 5 - 3 3 - 5 Round 1 6 - 2 7 2 - 6 7 3 - 1 1 - 3 2 - 4 4 - 2 7 - 6 5 2 - 1 <td< th=""><th colspan="4">7 Team Schedule</th></td<>	7 Team Schedule			
Bye $2 - 7$ $7 - 2$ $3 - 6$ $6 - 3$ $4 - 5 - 1$ $5 - 4 - 1$ $7 - 1$ $1 - 7$ $5 - 2$ $2 - 5$ $4 - 3 - 6$ $3 - 4 - 6$ $1 - 6$ $6 - 1$ $7 - 5$ $5 - 7$ $2 - 3 - 4$ $3 - 2 - 4$ $7 - 5$ $5 - 7$ $2 - 3 - 4$ $3 - 2 - 4$ $7 - 5$ $5 - 7$ $2 - 3 - 4$ $3 - 2 - 4$ $5 - 1$ $1 - 5$ $6 - 1$ $7 - 3 - 2$ $1 - 4$ $4 - 6$ $3 - 7 - 2$ $7 - 3 - 2$ $1 - 4$ $4 - 1$ $5 - 3$ $3 - 5$ $6 - 2 - 7$ $2 - 6 - 7$ $3 - 1$ $1 - 3$ $2 - 4$ $4 - 2$ $7 - 6 - 5$ $6 - 7 - 5$ $1 - 2$ $2 - 1$ $4 - 7$ $7 - 4$ $6 - 5 - 3$ $5 - 6 - 3$	Round 1	Round 2	Round 3	
2 - 7 $7 - 2$ $3 - 6$ $6 - 3$ $4 - 5$ $5 - 4$ $7 - 1$ $1 - 7$ $5 - 2$ $2 - 5$ $4 - 3$ 6 $1 - 6$ $3 - 4$ $1 - 6$ $6 - 1$ $7 - 5$ $5 - 7$ $2 - 3$ 4 $7 - 5$ $5 - 7$ $2 - 3$ 4 $5 - 1$ $1 - 5$ $6 - 1$ $7 - 5$ $5 - 7$ $2 - 4$ $5 - 1$ $1 - 5$ $6 - 4$ $4 - 6$ $3 - 7$ 2 $1 - 4$ $4 - 1$ $5 - 3$ $3 - 5$ $6 - 2$ 7 $3 - 1$ $1 - 3$ $2 - 4$ $4 - 2$ $7 - 6$ 5 $1 - 2$ $2 - 1$ $4 - 7$ $7 - 4$ $6 - 5$ $5 - 6$ 6 12 18	Game Bye	Game	Game Bye	
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$		Вуе		
4-5 1 $5-4$ 1 $7-1$ $1-7$ $1-7$ $5-2$ $2-5$ $4-3$ 6 $1-6$ $6-1$ $7-5$ $5-7$ $2-3$ 4 $5-1$ $1-5$ $6-4$ $4-6$ $3-7$ 2 $7-3$ 2 $1-4$ $4-1$ $5-3$ $3-5$ $6-2$ 7 $2-6$ 7 $3-1$ $1-3$ $2-4$ $4-2$ $7-6$ 5 $1-2$ $2-1$ $4-7$ $7-4$ $6-5$ $5-6$ 3 $5-6$ 6 12 18	2 - 7	7 – 2		
7-1 $1-7$ $5-2$ $2-5$ $4-3$ 6 $1-6$ $6-1$ $1-6$ $6-1$ $7-5$ $5-7$ $2-3$ $3-2$ $2-3$ $3-2$ $1-5$ Repeat $5-1$ $1-5$ $6-4$ $4-6$ $3-7$ 2 $1-4$ $4-1$ $5-3$ $3-5$ $6-2$ 7 $2-6$ 7 $3-1$ $1-3$ $2-4$ $4-2$ $7-6$ $6-7$ $1-2$ $2-1$ $4-7$ $7-4$ $6-5$ $5-6$ 3 $5-6$ 6 12 18	3 – 6	6 – 3		
5-2 $2-5$ $4-3$ 6 $1-6$ $6-1$ $7-5$ $5-7$ $2-3$ 4 $3-2$ 4 $5-1$ $1-5$ $6-4$ $4-6$ $3-7$ 2 $1-4$ $4-1$ $5-3$ $3-5$ $6-2$ 7 $2-6$ 7 $3-1$ $1-3$ $2-4$ $4-2$ $7-6$ $6-7$ $1-2$ $2-1$ $4-7$ $7-4$ $6-5$ $5-6$ 3 $5-6$ 3 12 18	<u>4 – 5 1</u>	<u>5-4 1</u>		
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	7 – 1	1 – 7		
1-6 $6-1$ $7-5$ $5-7$ $2-3.4$ $3-2.4$ Repeat $5-1$ $1-5$ Round 1 $6-4$ $4-6$ $3-7.2$ $7-3.2$ $1-4$ $4-1$ $5-3$ $3-5$ $6-2.7$ $2-6.7$ $3-1$ $1-3$ $2-4$ $4-2$ $7-6.5$ $6-7.5$ $1-2$ $2-1$ $4-7$ $7-4$ $6-5.3$ $5-6.3$ 6 12 18	5 – 2	2 – 5		
7-5 $5-7$ Repeat $2-3.4$ $3-2.4$ Repeat $5-1$ $1-5$ Round 1 $6-4$ $4-6$ $3-7.2$ $7-3.2$ $1-4$ $4-1$ $5-3$ $3-5$ $6-2.7$ $2-6.7$ $3-1$ $1-3$ $2-4$ $4-2$ $7-6.5$ $6-7.5$ $1-2$ $2-1$ $4-7$ $7-4$ $6-5.3$ $5-6.3$ 6 12 18	4 - 3 6	<u>3-4 6</u>		
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	1 – 6	6 – 1		
$5-1$ $1-5$ Round 1 $6-4$ $4-6$ $3-7 \cdot 2$ $7-3 \cdot 2$ $1-4$ $4-1$ $5-3$ $3-5$ $6-2 \cdot 7$ $2-6 \cdot 7$ $2-6 \cdot 7$ $3-1$ $1-3$ $2-4$ $2-4$ $4-2$ $7-6 \cdot 5$ $6-7 \cdot 5$ $1-2$ $2-1$ $4-7$ $7-4$ $6-5 \cdot 3$ $5-6 \cdot 3$ 6 12 18	7 – 5	5 -7		
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	<u>2-34</u>	<u>3-24</u>	Repeat	
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	5 – 1	1 – 5	Round 1	
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	6 – 4	4 – 6		
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	<u>3-72</u>	<u>7-32</u>		
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	1 – 4	4 – 1		
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	5 – 3	3 – 5		
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	<u>6-27</u>	<u>2-67</u>		
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	3 – 1	1 – 3		
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	2 – 4	4 – 2		
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$				
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	<u>7-65</u>	<u>6-75</u>		
6-53 5-63 6 12 18	1 – 2	2 – 1		
6 12 18	4 – 7	7 - 4		
	<u>6-53</u>	<u>5-63</u>		
Total Cumulative Games/ Each Team	6 12 18			



Round 1	Round 2
Game	Game
1 – 4	4 -1
3 – 2	2 – 3
5 - 8	8 – 5
<u>7 - 6</u>	<u>6 – 7</u>
1 – 3	3 – 1
4 – 2	2-4
7 - 5	5 – 7
<u>6 - 8</u>	<u>8 - 6</u>
2 - 1	1 – 2
3 – 4	4 – 3
5 – 6	6 – 5
<u>8 – 7</u>	<u>7 - 8</u>
1 – 5	5 – 1
2 – 6	6 – 2
7 – 3	3 – 7
8-4	<u>4 - 8</u>
2 – 8	8 - 2
4 – 7	7 – 4
6 – 1	1 – 6
<u>3 - 5</u>	<u>5 - 3</u>
7 – 1	1 – 7
5 – 2	2 – 5
8 – 3	3 – 8
<u>6 - 4</u>	<u>4 - 6</u>
1 – 8	8 – 1
2 – 7	7 – 2
3 – 6	6 – 3
<u>4 - 5</u>	<u>5 - 4</u>
7 Total Cumulati	14

Total Cumulative Games/ Each Team

9 Team Schedule

Round 1	Round 2
Game Bye	Game Bye
2 - 9	9 – 2
3 - 8	8 – 3
4 - 7	7 – 4
<u>5-6 1</u>	<u>6 – 5 1</u>
1 – 7	7 – 1
8 – 6	6 – 8
9 - 5	5 – 9
2 - 3 4	3 - 2 4
4 – 1	1 – 4
5 – 3	3 – 5
6 – 2	2 – 6
<u>8-9 7</u>	<u>9-87</u>
1 – 9	9 – 1
2 – 7	7 – 2
3 – 6	6 – 3
<u>4-58</u>	<u>5-4 8</u>
6 – 1	1 - 6
7 – 5	5 - 7
8 – 4	4 - 8
<u>9-3 2</u>	<u>3-9 2</u>
1 – 3	3 – 1
4 – 2	2 - 4
6 – 9	9 - 6
<u>7-85</u>	<u>8-75</u>
8 – 1	1 – 8
9 – 7	7 - 9
2-5	5 - 2
3 - 4 - 6	4 - 3 6
1 – 5	5 – 1
6 – 4	6 – 4
7 –3	3 – 7
<u>8-2 9</u>	<u>2-8 9</u>
2 – 1	1 – 2
4 – 9	9 – 4
5 - 8	8 - 5
<u>6-7 3</u>	<u>7-6 3</u>
8	16

Total Cumulative Games/ Each Team



Round 1	Round 2
Game	Game
1 – 10	10 – 1
2 – 9	9 - 2
3 – 8	8 – 3
4 – 7	7 – 4
<u>5 – 6</u>	<u>6 – 5</u>
1 – 9	9 – 1
10 – 8	8 – 10
2 – 7	7 – 2
3 – 6	6 – 3
<u>4 – 5</u>	<u>5 - 4</u>
1 – 8	8 – 1
9 – 7	7 – 9
10 – 6	6 – 10
2 – 5	5 – 2
<u>3 - 4</u>	<u>4 - 3</u>
1 – 7	7 – 1
8 – 6	6 - 8
9 -5	5 – 9
10 - 4	4 – 10
<u>2 -3</u>	<u>3 - 2</u>

Round 1	Round 2
Continued	Continued
1 - 6	6 – 1
7 - 5	5 – 7
8 - 4	4 – 8
9 – 3	3 – 9
<u>10 – 2</u>	<u>2 - 10</u>
1 – 5	5 – 1
6 - 4	4 - 6
7 – 3	3 – 7
8-2	2 – 8
<u>9 - 10</u>	<u>10 – 9</u>
1 – 4	4 -1
5 – 3	3 – 5
6 – 2	2 – 6
7 – 10	10 – 7
<u>8 – 9</u>	<u>9 - 8</u>
1 – 3	3 – 1
4 – 2	2 – 4
5 – 10	10 – 5
6 – 9	9-6
<u>7 - 8</u>	<u>8 - 7</u>
1 – 2	2 – 1
3 – 10	10 – 3
4 – 9	9 – 4
5 – 8	8 – 5
<u>6 – 7</u>	<u>7 -6</u>
9	18

*Total Cumulative Games/Each



10 Team Interlocking Schedule

	ROUI	ND 1	-	ROUN	ND 2		ROUI	ND 3	
Sectior Game E		Section Game		Section 1 2 Gan		Section Game I		Section Game I	
1 – 4 2 – 3	5	A – D <u>B - C</u>	Е	1 – 2 -		4 – 1 3 – 2	5	D - A <u>C – B</u>	E
<u>2 - 3</u> 5 - 3		<u>B - C</u>	<u> </u>	3 –		<u>3 - 2</u> 3 - 5		<u>C - E</u>	<u> </u>
<u>1 – 2</u> 4 – 2	<u>4</u>	<u>A – B</u> D - B	<u>D</u>	4 – <u>5</u> -		<u>2 – 1</u> 2 - 4		<u>B – A</u> B - D	<u>D</u>
<u>5 – 1</u> 3 – 1		<u>E – A</u> C - A	<u>C</u>	B – C –	1	<u>1 – 5</u> 1 – 3	<u>3</u>	<u>A – E</u> A - C	<u>C</u>
	<u>2</u>	<u>D – E</u> B - E	B	D – E –	3	<u>5 – 4</u> 5 – 2	<u>2</u>	<u>E – D</u> E - B	<u>B</u>
<u>3 – 4</u>			<u>A</u>	<u>A - 5</u> 1 – C 2 – D		<u>4 – 3</u>		<u>D – C</u>	<u>A</u>
				3 – 4 –	E				
				5 – D –					
				E – A –					
				В – С –	4				
				1 –	E				
				2 – 3 –	В				
				4 – 5 -					
*4		4 * T		9	9	13		13	
		*Тс	otal C	umulative G	ames/Ead	ch leam			



11 Team Interlocking Schedule

R	OUND 1	ROUNE) 2		ROUI	ND 3
Section 1 Game By		Section 1 S 2 Game		Section Game I		Section 2 Game Bye
1 - 3 5 - 4 2 - 3 1 - 5 2 - 4 3 - 5 1 - 4	A - B $5 C - D$ $E - F$ $2 D - A$ $B - E$ $4 F - C$ $A - C$ $1 B - F$ $D - E$ $3 E - A$ $C - B$ $F - D$ $A - F$ $G - E$	$ \begin{array}{c} 1 - A \\ 2 -B \\ 3 - C \\ 4 - D \\ \underline{5 - E} \\ B - 1 \\ C - 2 \\ D - 3 \\ E - 4 \\ F - 5 \\ 3 - B \\ 4 - C \\ 5 - D \\ \underline{2 - A} \\ A - 3 \\ C - 5 \\ D - 1 \\ E - 2 \\ F - 4 \end{array} $	<u>Ε</u> <u>Β</u>	2 - 1 $4 - 3$ $3 - 1$ $4 - 5$ $3 - 2$ $5 - 1$ $4 - 2$ $5 - 3$ $4 - 1$ $5 - 2$	5 2 4 1 3	<u>F - E</u> D – A E - B <u>C – E</u> C - A
		4 - A 5 - B 2 - D 1 - E 3 - F A - 5 B - 4 C - 1 E - 3 F - 2	<u> </u>			
*4	5	10	10	14		15
	*Total C	umulative Ga	mes/Eac	h Team		



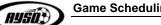
12 Team Schedule

ROU	ND 1	ROU	ND 2	ROU	ND 3
Section 1	Section 2	Section 1	Section 2	Section 1	Section 2
Game	Game	Game	Game	Game	Game
1 – 2	A – B	2 – 1	B – A		
3 – 4	C – D	4 – 3	D – C		
<u>5 – 6</u>	<u>E – F</u>	<u>6 – 5</u>	<u>F – E</u>		
4 – 1	D – A	1 – 4	A - D		
2 – 5	B – E	5 – 2	E - B		
<u>6 – 3</u>	<u>F – C</u>	<u>3 - 6</u>	<u>C - F</u>	REPEAT	REPEAT
1 – 3	A – C	3 – 1	C - A	ROUND 1	ROUND 1
2 – 6	B – F	6 – 2	F - B		
<u>4 – 5</u>	<u>D – E</u>	<u>5 – 4</u>	<u>E - D</u>		
5 – 1	E – A	1 – 5	A - E		
3 – 2	С – В	2-3	B - C		
<u>6 – 4</u>	<u>F – D</u>	4 - 6	<u>D - F</u>		
1 – 6	A – F	6 – 1	F - A		
3 – 5	E – C	5 – 3	C - E		
2 - 4	<u>D – B</u>	<u>4 – 2</u>	<u>B - D</u>		
*5	5	10	10	15	15
	*Total	Cumulative (Games/Each	Team	



12 Team Interlocking Schedule

ROU	ND 1	ROUND	2	ROU	ND 3
Section 1	Section 2	Section 1 & 2		Section 1	Section 2
Game	Game	Game	Game	Game	Game
$ \begin{array}{r} 1 - 2 \\ 3 - 4 \\ 5 - 6 \\ 4 - 1 \\ 2 - 5 \\ 6 - 3 \\ 1 - 3 \\ 2 - 6 \\ 4 - 5 \\ 5 - 1 \\ 3 - 2 \\ 6 - 4 \\ 1 - 6 \\ 3 - 5 \\ 2 - 4 \end{array} $	A - B $C - D$ $E - F$ $D - A$ $B - E$ $F - C$ $A - C$ $B - F$ $D - E$ $E - A$ $C - B$ $F - D$ $A - F$ $E - C$ $D - B$	$\begin{array}{c} 1 - A \\ 2 - B \\ 3 - C \\ 4 - D \\ 5 - E \\ B \\ - 1 \\ 2 \\ - 8 \\ - 8 \\ - 7 \\ - 8 \\ - 7 \\$		2 - 1 4 - 3 6 - 5 1 - 4 5 - 2 3 - 6 3 - 1 6 - 2 5 - 4 1 - 5 2 - 3 4 - 6 6 - 1 5 - 3 4 - 2	B – A D – C F – E A - D E - B C - F C - A F - B E - D A - E B - C D - F F - A C - E B - D
*5	5	11	11	16	16
	*Tota	I Cumulative Gar	nes/Each	Team	



13 Team Interlocking Schedule

Section 1 Game 1-2 3-4 5-6 4-1 2-5 6-3 1-3 2-6 4-5 5-1 3-2 6-4 1-6 3-5 2-4	Section 2 Game Bye $G - B$ $B - E$ $E - D$ A $B - E$ B $C - D$ F $F - A$ D $E - G$ D $A - E$ D $D - F$ B $D - F$ B $D - A$ $C - E$ $B - F$ G $A - C$ B	Section 1 Game $1 - A$ $2 - B$ $3 - C$ $4 - D$ $5 - E$ $6 - F$ $B - 1$ $C - 2$ $D - 3$ $E - 4$ $F - 5$ $G - 6$ $1 - C$ $2 - D$	Section 2 Bye <u>G</u>	Section 1 Game 2-1 4-3 6-5 1-4 5-2 3-6 3-1 6-2 5-4 1-5 2-3 4-6	Section Game B - G C - F D - E G - A E - B D - C A - F G - E B - C E - A F - D C - G	Вуе <u>А</u> <u>Е</u> <u>D</u>
Game $1 - 2$ $3 - 4$ $5 - 6$ $4 - 1$ $2 - 5$ $6 - 3$ $1 - 3$ $2 - 6$ $4 - 5$ $5 - 1$ $3 - 2$ $6 - 4$ $1 - 6$ $3 - 5$	Game Bye $G - B$ A $F - C$ A $E - D$ A $B - E$ A $C - D$ F $F - A$ B $C - B$ D $A - E$ D $D - F$ B $D - F$ B $D - A$ C $D - A$ C $B - F$ G	Game $1 - A$ $2 - B$ $3 - C$ $4 - D$ $5 - E$ $6 - F$ $B - 1$ $C - 2$ $D - 3$ $E - 4$ $F - 5$ $G - 6$ $1 - C$	Bye <u>G</u>	Game $2 - 1$ $4 - 3$ $6 - 5$ $1 - 4$ $5 - 2$ $3 - 6$ $3 - 1$ $6 - 2$ $5 - 4$ $1 - 5$ $2 - 3$	Game $B - G$ $C - F$ $D - E$ $G - A$ $E - B$ $D - C$ $A - F$ $G - E$ $B - C$ $E - A$ $F - D$	Вуе <u>А</u> <u>Е</u> <u>D</u>
3 - 4 $5 - 6$ $4 - 1$ $2 - 5$ $6 - 3$ $1 - 3$ $2 - 6$ $4 - 5$ $5 - 1$ $3 - 2$ $6 - 4$ $1 - 6$ $3 - 5$		2 - B 3 - C 4 - D 5 - E 6 - F B - 1 C - 2 D - 3 E - 4 F - 5 G - 6 1 - C		4 - 3 6 - 5 1 - 4 5 - 2 3 - 6 3 - 1 6 - 2 5 - 4 1 - 5 2 - 3	C – F <u>D – E</u> G – A E – B <u>D – C</u> A – F G – E <u>B – C</u> E – A F – D	<u>F</u> D
$\frac{5-6}{4-1} \\ 2-5 \\ \frac{6-3}{1-3} \\ 2-6 \\ \frac{4-5}{5-1} \\ 3-2 \\ \frac{6-4}{1-6} \\ 3-5 $	$\begin{array}{c} \underline{E} - \underline{D} \\ A \cdot \mathbf{G} \\ B - \mathbf{E} \\ \hline \\ \mathbf{F} - \mathbf{A} \\ \mathbf{E} \cdot \mathbf{G} \\ \hline \\ \mathbf{C} - \mathbf{B} \\ A \cdot \mathbf{E} \\ \hline \\ \mathbf{D} - \mathbf{F} \\ \hline \\ \mathbf{G} - \mathbf{C} \\ \mathbf{C} - \mathbf{E} \\ \hline \\ \mathbf{B} - \mathbf{F} \\ \hline \end{array}$	3 - C 4 - D 5 - E 6 - F B - 1 C - 2 D - 3 E - 4 F - 5 G - 6 1 - C		$\frac{6-5}{1-4} \\ 5-2 \\ \frac{3-6}{3-1} \\ 6-2 \\ \frac{5-4}{1-5} \\ 2-3 \\ \end{array}$	<u>D – E</u> G – A E – B <u>D – C</u> A – F G – E <u>B – C</u> E – A F – D	<u>F</u> D
4 - 1 2 - 5 6 - 3 1 - 3 2 - 6 4 - 5 5 - 1 3 - 2 6 - 4 1 - 6 3 - 5		4 - D 5 - E 6 - F B - 1 C - 2 D - 3 E - 4 F - 5 G - 6 1 - C		1 - 4 5 - 2 3 - 6 3 - 1 6 - 2 5 - 4 1 - 5 2 - 3	G – A E – B <u>D – C</u> A – F G – E <u>B – C</u> E – A F – D	<u>F</u> D
2 - 5 $6 - 3$ $1 - 3$ $2 - 6$ $4 - 5$ $5 - 1$ $3 - 2$ $6 - 4$ $1 - 6$ $3 - 5$	$\begin{array}{c c} B-E\\ \hline C-D\\ F-A\\ \hline F-A\\ \hline C-B\\ \hline D-B\\ \hline D-F\\ \hline C-E\\ \hline D-A\\ \hline C-E\\ \hline B-F\\ \hline G\\ \hline $	5 – E <u>6 – F</u> B – 1 C – 2 D – 3 E – 4 F – 5 <u>G – 6</u> 1 – C		5-2 3-6 3-1 6-2 5-4 1-5 2-3	E – B <u>D – C</u> A – F G – E <u>B – C</u> E – A F – D	<u>D</u>
$ \begin{array}{r} 6 - 3 \\ 1 - 3 \\ 2 - 6 \\ 4 - 5 \\ 5 - 1 \\ 3 - 2 \\ \underline{6 - 4} \\ 1 - 6 \\ 3 - 5 \end{array} $	$\begin{array}{c} \underline{C} - \underline{D} & \underline{F} \\ F - A & \\ E - G & \\ \underline{C} - B & \underline{D} \\ A - E & \\ D - F & \\ \underline{G} - C & \underline{B} \\ D - A & \\ C - E & \\ \underline{B} - F & \underline{G} \end{array}$	<u>6 - F</u> B - 1 C - 2 D - 3 E - 4 F - 5 <u>G - 6</u> 1 - C		$\frac{3-6}{3-1}$ 6-2 $\frac{5-4}{1-5}$ 2-3	<u>D – C</u> A – F G – E <u>B – C</u> E – A F – D	<u>D</u>
$ \begin{array}{r} 1 - 3 \\ 2 - 6 \\ \underline{4 - 5} \\ 5 - 1 \\ 3 - 2 \\ \underline{6 - 4} \\ 1 - 6 \\ 3 - 5 \\ \end{array} $	F - A E - G <u>C - B</u> D A - E D - F <u>G - C</u> B D - A C - E <u>B - F</u> <u>G</u>	B – 1 C – 2 D – 3 E – 4 F – 5 <u>G – 6</u> 1 – C		3 - 1 6 - 2 <u>5 - 4</u> 1 - 5 2 - 3	A – F G – E <u>B – C</u> E – A F – D	<u>D</u>
2 - 6 4 - 5 5 - 1 3 - 2 6 - 4 1 - 6 3 - 5	E-G <u>C-B</u> <u>D</u> A-E D-F <u>G-C</u> <u>B</u> D-A C-E <u>B-F</u> <u>G</u>	C - 2 D - 3 E - 4 F - 5 <u>G - 6</u> 1 - C	A	6 - 2 <u>5 - 4</u> 1 - 5 2 - 3	G – E <u>B – C</u> E – A F – D	
$\frac{4-5}{5-1}$ $3-2$ $\frac{6-4}{1-6}$ $3-5$	$\begin{array}{c c} \underline{C} & \underline{D} \\ A & \underline{C} \\ D & \overline{F} \\ \hline \underline{C} & \underline{C} \\ D & -A \\ \hline \underline{C} & -E \\ \hline \underline{B} & -F \\ \hline \underline{C} \\ \hline \underline{C} \\ \hline \underline{C} \\ C$	D – 3 E – 4 F – 5 <u>G – 6</u> 1 – C	A	<u>5 - 4</u> 1 - 5 2 - 3	<u>B – C</u> E – A F – D	
5 - 1 3 - 2 <u>6 - 4</u> 1 - 6 3 - 5	A - E D - F <u>G - C</u> <u>B</u> D - A C - E <u>B - F</u> <u>G</u>	E – 4 F – 5 <u>G – 6</u> 1 – C	A	1 – 5 2 – 3	E – A F – D	
3 - 2 <u>6 - 4</u> 1 - 6 3 - 5	D - F <u>G - C</u> <u>B</u> D - A C - E <u>B - F</u> <u>G</u>	F – 5 <u>G – 6</u> 1 – C	A	2 – 3	F – D	_
<u>6 - 4</u> 1 - 6 3 - 5	<u>G – C</u> <u>B</u> D – A C – E <u>B – F</u> <u>G</u>	<u>G – 6</u> 1 – C	A			_
1 – 6 3 – 5	D – A C – E <u>B – F G</u>	1 – C	<u>A</u>	4 - 6	C – G	
3 – 5	C – E <u>B – F <u>G</u></u>					<u>B</u>
	<u>B – F G</u>	2 – D		6 – 1	A – D	
2 - 4				5 – 3	E – C	
	A - C	3 - E		4 - 2	<u>F – B</u>	<u>G</u>
		4 - F		C – A		
	D - B	5 - G		B – D		
	<u>F-G</u> <u>E</u>	<u>6 – A</u>	<u>B</u>	<u>G – F</u>		<u>E</u>
	B - A	D – 1		A – B		
	G - D	E – 2		D – G		_
	<u>E - F</u> <u>C</u>	F - 3		<u>F - E</u>		<u>C</u>
		G – 4				
		A – 5				
		<u>B - 6</u>	<u>C</u>			
		1 – E				
		2 – F				
		3 – G				
		4 - A				
		5 – B	_			
		<u>6 – C</u>	<u>D</u>			
		F – 1				
		G – 2				
		A – 3				
		B – 4 C – 5				
			-			
		<u>D - 6</u> 1 – G	<u>E</u>			
		1 – G 2 – A				
		2 – A 3 – B				
		3 – B 4 – C				
		4 – C 5 – D				
			E			
*5	6	<u>6 – E</u> 12	<u>F</u> 12	17	18	i i
-		*Total Cumulative G				



14 Team Schedule

	Rour	nd 1		Round 2				Ro	und 3
Sectio Game	on 1 Bye	Sectio Game	n 2 Bye	Sectio Game	n 1 Bye	Sectio Game	on 2 Bye	Section 1 Game	Section 2 Game
2 - 7		G – B		7 – 2		B – G			
3 – 6		F – C		6 – 3		C – F			
4 - 5	<u>1</u>	<u>E – D</u>	<u>A</u>	5 - 4	<u>1</u>	<u>D – E</u>	A		
7 – 1		A – G		1 – 7		G – A			
5 – 2		B – E		2 – 5		E – B			
4 - 3	<u>6</u>	<u>C – D</u>	<u>F</u>	<u>3 – 4</u>	<u>6</u>	<u>D – C</u>	E		
1 – 6		F - A		6 – 1		A - F			
7 – 5		E - G		5 - 7		G – E			
<u>2 - 3</u>	<u>4</u>	<u>C – B</u>	<u>D</u>	<u>3 – 2</u>	<u>4</u>	<u>B – C</u>	<u>D</u>	Re	epeat
5 – 1		A – E		1 – 5		E - A		Ro	und 1
6 – 4		D – F		4 – 6		F – D			
<u>3 – 7</u>	2	<u>G – C</u>	<u>B</u>	<u>7 – 3</u>	2	<u>C – G</u>	B		
1 – 4		D – A		4 – 1		A – D			
5 – 3		C – E		3 – 5		E – C			
<u>6 - 2</u>	<u>7</u>	<u>B – F</u>	G	<u>2 - 6</u>	<u>7</u>	<u>F – B</u>	G		
3 – 1		A - C		1 – 3		C-A			
2 – 4		D – B		4 – 2		B – D			
<u>7 - 6</u>	<u>5</u>	<u>F – G</u>	<u>E</u>	<u>6 – 7</u>	<u>5</u>	<u>G – F</u>	E		
1 – 2		B – A		2 – 1		A – B			
4 – 7		G – D		7 – 4		D – G			
<u>6 - 5</u>	<u>3</u>	<u>E – F</u>	<u>C</u>	<u>5 - 6</u>	<u>3</u>	<u>F – E</u>	<u>C</u>		
* 6		6		12		12		18	18
			I	* Total Cu	mulative	Games/Eacl	h Team		



	ROL	JND 1		ROU	IND 2		ROU	IND 3	
Sectio	on 1	Sectio	on 2	Section 1	Section 2	Section	n 1	Section	on 2
Game	Вуе	Game	Вуе	Ga	ime	Game	е	Game	Вуе
2 – 7		G – B		1 – A		7 – 2		B – G	
3 – 6		F – C		2 – B		6 – 3		C – F	
<u>4 – 5</u>	<u>1</u>	<u>E – D</u>	<u>A</u>	3 - C		<u>5 - 4</u>	<u>1</u>	<u>D – E</u>	<u>A</u>
7 – 1		A – G		4 – D		1 – 7		G – A	
5 – 2		B – E		5 – E		2 – 5		E – B	
<u>4 - 3</u>	<u>6</u>	<u>C – D</u>	<u>E</u>	6 – F		3 - 4	<u>6</u>	<u>D – C</u>	<u>F</u>
1 – 6		F - A		<u>7 – G</u>		6 – 1		A – F	
7 – 5		E – G		B - 1		5 – 7		G – E	
<u>2 - 3</u>	<u>4</u>	<u>C – B</u>	<u>D</u>	C – 2		<u>3 - 2</u>	<u>4</u>	<u>B – C</u>	<u>D</u>
5 – 1		A – E		D – 3		1 – 5		E – A	
6 – 4		D – F		E – 4		4 – 6		F – D	
<u>3 – 7</u>	<u>2</u>	<u>G – C</u>	<u>B</u>	F – 5		<u>7 – 3</u>	<u>2</u>	<u>C – G</u>	<u>B</u>
1 – 4		D – A		G – 6		4 – 1		A – D	
5 - 3		C – E	-	<u>A – 7</u>		3 – 5		E – C	_
<u>6 - 2</u>	<u>7</u>	<u>B – F</u>	<u>G</u>	1 – C		$\frac{2-6}{2}$	<u>7</u>	<u>F – B</u>	<u>G</u>
3 – 1		A – C		2 – D		1 – 3		C – A	
2 – 4	-	D – B	_	3 – E		4 – 2	_	B – D	_
$\frac{7-6}{1}$	<u>5</u>	<u>F – G</u>	<u>E</u>	4 – F		$\frac{6-7}{2}$	<u>5</u>	<u>G – F</u>	<u>E</u>
1 – 2		B – A		5 – G	1 - E	2 – 1		A – B	
4 – 7 6 – 5	2	G – D	C	6 – A	2 – F 3 – G	7 – 4 5 – 6	2	D-G	C
<u>6 – 5</u>	<u>3</u>	<u>E – F</u>	<u>C</u>	<u>7 - В</u> D – 1	3 – G 4 – A	<u>5 - 6</u>	<u>3</u>	<u>F – E</u>	<u>C</u>
				D = 1 E - 2	4 – A 5 – B				
				E – 2 F – 3	5 – B 6 – C				
				G – 4	0 – C <u>7 – D</u>				
				A – 5	<u>г в</u> F – 1				
				B – 6	G – 2				
				<u>C - 7</u>	A – 3				
				<u> </u>	B – 4				
				"	C – 5				
					D – 6				
					<u>E - 7</u>				
					1 – G				
					2 – A				
					3 – B				
					4 – C				
					5 – D				
					6 – E				
					<u>7 - F</u>				
*6		6		13	13	19		19)
				*Total Cumulative	Games/Each Tea	am			



15 Team Interlocking Schedule

ROL	JND 1			ROUND	2	
Section 1	Sectio	n 2	Section 1	Section 2		
Game	Game	Вуе	Game	Вуе		
1 – 4	G – B		A – 1			
3 – 2	F – C		B- 2			
5 - 8	<u>E – D</u>	А	C -3			
<u>7 – 6</u>	A – G		D – 4			
1 – 3	B – E		E – 5			
4 – 2	<u>C – D</u>	<u>F</u>	F – 6			
7 – 5	F – A		<u>G -7</u>	<u>8</u>		
<u>6 – 8</u>	E – G		2 – A			
2 – 1	<u>C – B</u>	<u>D</u>	3 – B			
3 – 4	A – E		4 – C			
5 – 6	D – F		5 –D			
<u>8 - 7</u>	<u>G – C</u>	<u>B</u>	6 – E			
1 – 5	D – A		7 – F			
2-6	C – E		<u>8 – G</u>	<u>1</u>		
7 - 3	<u>B - F</u>	<u>G</u>	A – 3		6 – A	
8-4	A – C		B – 4		7 – B	
2 – 8	D – B		C – 5		8 – C	
4 – 7	<u>F – G</u>	<u>E</u>	D – 6		1 – D	
6 – 1	B – A		E – 7		2 – E	
<u>3 - 5</u>	G – D		F – 8		3 – F	
7 - 1	<u>E – F</u>	<u>C</u>	<u>G – 1</u>	<u>2</u>	<u>4 - G</u>	<u>5</u>
5 – 2			4 – A		A – 7	
8 – 3			5 – B		B – 8	
<u>6 - 4</u>			6 – C		C – 1	
1 – 8			7 – D		D – 2	
2 – 7			8 – E		E – 3	
3 – 6			1 – F		F – 4	
<u>4 - 5</u>			<u>2 – G</u>	<u>3</u>	<u>G – 5</u>	<u>6</u>
			A – 5		8 – A	
			B – 6		1 – B	
			C – 7		2 – C	
			D – 8		3 – D	
			E – 1		4 – E	
			F – 2		5 – F	
			<u>G – 3</u>	<u>4</u>	<u>6 – G</u>	<u>7</u>
-			»			4.4
7	6				14	14
* Total Cumulative	Games/Each	n Team				



16 Team Schedule

ROU	ND 1	ROU	ND 2
Section 1	Section 2	Section 1	Section 2
Game	Game	Game	Game
1 – 4	A – D	4 – 1	D – A
3 – 2	С – В	2 – 3	B – C
5 – 8	E – H	8 – 5	H – E
<u>7-6</u>	<u>G – F</u>	<u>6 – 7</u>	<u>F – G</u>
1 – 3	A – C	3 – 1	C – A
4 – 2	D – B	2-4	B – D
7 – 5	G – E	5 – 7	G – E
<u>6 – 8</u>	<u>F – H</u>	<u>8 - 6</u>	<u>H – F</u>
2 – 1	B – A	1 – 2	A – B
3 – 4	C – D	4 – 3	D – C
5-6	E – F	6 – 5	F–E
8-7	<u>H – G</u>	<u>7 – 8</u>	<u>H – G</u>
1 – 5	A – E	5 – 1	E – A
2-6	B – F	6 – 2	F – B
7 – 3	G – C	3 – 7	C – G
8-4	<u>H – D</u>	4 - 8	<u>D – H</u>
2 – 8	B – H	8 – 2	H – B
4 – 7	D – G	7 – 4	G – D
6 – 1	F - A	1 – 6	A – F
<u>3 – 5</u>	<u>C – E</u>	<u>5 - 3</u>	<u>E – C</u>
7 – 1	G – A	1 – 7	A – G
5 – 2	E – B	2 – 5	B – E
8 – 3	H – C	3 – 8	C – H
<u>6 - 4</u>	<u>F – D</u>	4 - 6	<u>D – F</u>
1 – 8	A – H	8 – 1	H – A
2 – 7	B – G	7 – 2	G – B
3 – 6	C – F	6 – 3	F – C
<u>4 - 5</u>	<u>D - E</u>	<u>5 - 4</u>	<u>E - D</u>
*7	7	14	14
*Total	Cumulative G	ames/Each T	eam



16 Team Interlocking Schedule

	ND 1		ND 2
Section 1	Section 2	Section 1 Section	Round 2 Continued
1 – 4	A – D	1 – A	1 – E
3 – 2	С – В	2 – B	2 – F
5 – 8	E – H	3 – C	3 – G
<u>7 – 6</u>	<u>G – F</u>	4 – D	4 – H
1 – 3	A – C	5 – E	5 – A
4 - 2	D – B	6 – F	6 – B
7-5	G – E	7 – G	7 – C
$\frac{6-8}{2}$	$\underline{F} - \underline{H}$	$\frac{8-H}{2}$	$\frac{8-D}{5}$
2 – 1	B – A	B – 1	F – 1
3 - 4	C – D	C – 2	G – 2
5-6	E-F	D – 3	H – 3
$\frac{8-7}{1-5}$	$\frac{H-G}{A}$	E – 4 F – 5	A – 4
1 – 5 2 – 6	A – E B – F	G – 6	B – 5 C – 6
7-3	G – C	H – 7	D – 7
7 = 3 <u>8 - 4</u>	<u>H – D</u>	<u>A - 8</u>	$\underline{E} = 8$
$\frac{0-4}{2-8}$	<u>H – D</u> B – H	$\frac{A-0}{1-C}$	<u>L – 6</u> 1 – G
4 - 7	D – G	2 – D	2 – H
6 – 1	F – A	2 B 3 – E	2 - A
3-5	C – E	4 – F	4 – B
7 – 1	<u>G</u> – A	5 – G	5 – C
5-2	E – B	6 – H	6 – D
8-3	H – C	7 – A	7 – E
6 - 4	F – D	8 – B	8 - F
1-8	$\overline{A - H}$	D – 1	H – 1
2-7	B – G	E – 2	A – 2
3 – 6	C – F	F – 3	B – 3
<u>4 - 5</u>	<u>D - E</u>	G - 4	C – 4
		H - 5	D – 5
		A – 6	E – 6
		B – 7	F – 7
		<u>C - 8</u>	<u>G - 8</u>
+ 	_	»	
*7	7 *Total Cur	 nulative Games/Each Te	15
		nuiative Gailles/Each Te	ann

Post Season Playoff Ladders

Following are post season playoff ladders for three teams through eight teams. Ladders are provided for both single elimination and double elimination playoffs. In addition to the purely mechanical aspects of these ladders, there are other items which must be considered before the playoffs are started.

- 1. Make sure both teams know the team colors of the other, so that the home team can make arrangements prior to the game to change jerseys.
- 2. Always have the person in charge of the field bring a set of pinnies or something which could serve as an over-shirt in case team colors do conflict.
- 3. Leave days open in your playoff schedule so that unplanned events, such as inclement weather, can be accommodated with relative ease.
- 4. Make sure you have an adequate staff to help you. There are many activities associated with playoffs which will require attention. A number of these can effectively be turned over to a willing volunteer.

In AYSO, maximum participation by teams for as long as possible should be equally important to determining a "champion." Consider consolation brackets and open play for "eliminated" teams.

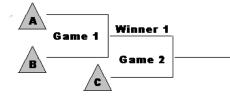
To use the attached ladders, letter each team in the playoff, then substitute the team name for the letter.

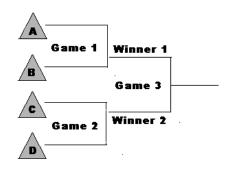
Playoffs with more than eight teams should be single elimination (because of the many weeks required for completion). These ladders should be made square (an even multiple of 4), as quickly as possible. For example, the first round of 12 team playoff should involve eight teams, with the four winners teaming with the four teams drawing a bye, to form an 8 team second round.



Single Elimination Playoff Ladders

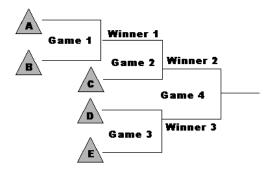
Three Teams





Four Teams

Five Teams



Six Teams



Seven Teams



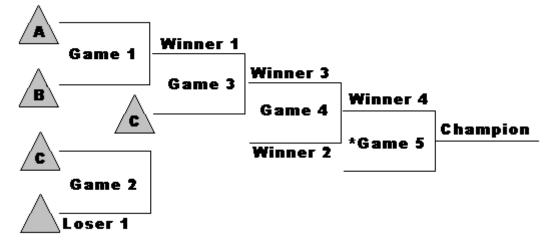
Eight Teams





Double Elimination Playoff Ladders

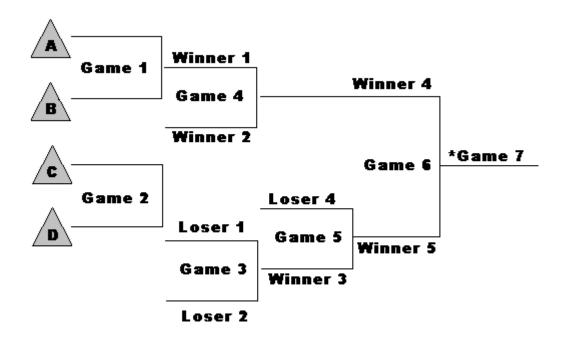
Three Teams



*Game 5 is only necessary if Team C wins Game 3

Four Teams

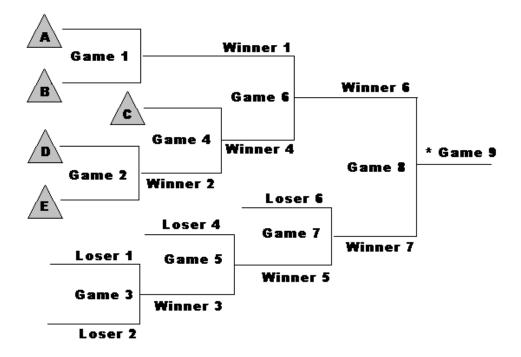
*Game 7 is only necessary if the winner of Game 5 defeats





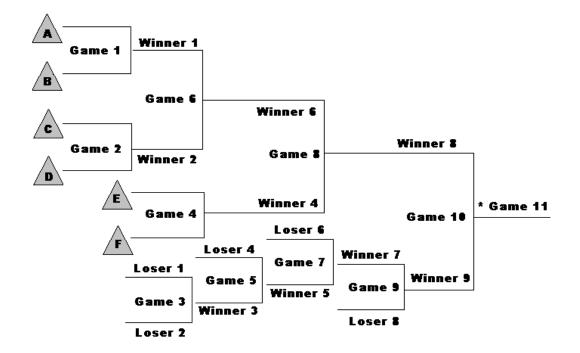
Five Teams

*Game 9 is only necessary if the winner of Game 7 defeats the winner of Game 6



Six Teams

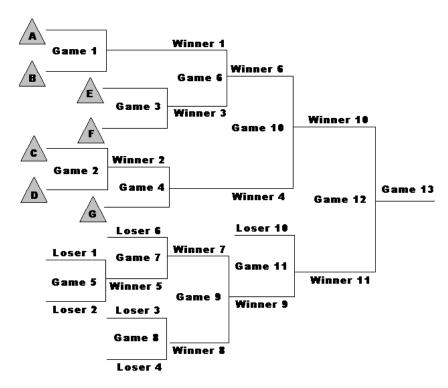
*Game 11 is only necessary if the winner of Game 9 defeats the winner of Game 8





Seven Teams

*Game 13 is only necessary if the winner of Game 11 defeats the winner of Game 10 in Game 12



Eight Teams

* Game 15 is only necessary if the winner of Game 13 defeats the winner of Game 12 in Game 14





eAYSO

The use of eAYSO, AYSO's online registration and Regional administration system, can help Division Coordinators in a number of ways. eAYSO provides Volunteer and Player Look-Up features, Certification Reports, Team Rosters, Team Formation and Game Scheduling options.

Volunteer or Player Look-Up

Use the Look Up features to find Volunteer and Player records:

MyeAYSO	Region	Area	Section	NSTC	Signup	Lookup	Reports	Preferences
						National		
						Commissio	n	
						Section Area		2.4.1
			Crea	te New	Team	Region		
					<u>_</u>	Player		
Region #	9695			Mem	bership Yea	Volunteer Course		
Team designation			*	Tear	m division		elect 🔻	*
Team name				Tear	m gender	S	elect 🔻	*
Team color				Prog	jram	Pri	mary	•
					tterfly team site release	date 01/	15/12	
Team coach	Select		•	Refe	eree 1	S	elect	-

Search by Volunteer Name or AYSO ID Number to find a volunteer record:

▼ MyeAYSO	Region	Area	Section	NSTC	Signup	Lookup	Reports	Preferences
								7.7
			Loo	kup Volu	nteer			
First I	Name		Last N	lame		Region #	All 👻	
AKA/M	Nick name		Home	Phone		AYSO ID		
City			State		-	Zip Code		
			Clea	ar All S	earch			



Or using Player Look-Up, search by Player Name, Parents' name or AYSO ID Number to find a player record:

• MyeAYSO	Region	Area	Section	NSTC	Signup	Lookup	Reports	Preferences
								7.6
			Lo	okup Pla	yer			
Player Fir	rst name		Player	Last name		Regio	n # All	•
Parent Fi	rst name		Parent	Last name	2	AYSO	ID	
Division		All 👻	City			State	•	·
			Clea	ir all S	earch			

Volunteer Position Certification Report

eAYSO provides reports to help confirm the training and certification of all registered volunteers.

Select the Reports> Vol Position Certification report:

		400 C 10 C	010 C	10.000 C	2000 <u>-</u> 2000 - 2	12	S
MyeAYSO	Region	Area Section	NSTC okup Volur	Signup nteer	Lookup	Reports Volunteer Vol Export Vol Applicar Vol Parent Vol Labels Vol Certifica	Jobs
First N	lame	Last	Name		Region #	Vol Position Vol Access	1 Certificatio Rights
AKA/N	ick name	Hom	e Phone		AYSO ID	Vol App Reo Player	
			e		Zip Code	Contraction of the second	



Select the volunteer positions and certifications by discipline (Coaching, Refereeing, Management or Safe Haven[®]) to include the report and select EXCEL format:

Note: The AYSO Safe Haven[®] certifications appear under all disciplines.

Volunteer Position Certification produces a listing of all registered volunteers, their position and certifications as displayed in the sample below.

	А	В	С	E	F	G	Н	I.	J	К	L	М
1	S/A/R	FirstName	LastName	City	State	Zip	MY	Position(s)	Certificati	on(s)		
2	90/C/9695	Jean	Smith	Hawthorne	CA	'90250'	MY2012	Team Coach				
3	90/C/9695	Tony	Stark	Hawthorne	CA	'90250'	MY2011	Team Coach				
4	90/C/9695	Kristan	Douglas	Manassas	VA	'20109'	MY2011	Team Coach	U-10 Coad	ch, U-6 Co	ach, U-8 Coa	ch
5	90/C/9695	John	Jackson	Manassas	VA	'20109'	MY2011	Team Coach	U-10 Coad	ch, U-6 Co	ach, U-8 Coa	ch
6	90/C/9695	Peter	Parker	Schaumburg	IL	'60173'	MY2011	Team Coach	U-10 Coad	h, U-6 Co	ach, U-8 Coa	ch
7	90/C/9695	Kris	Stevens	Schaumburg	11	'60173'	MY2011	Team Coach	U-10 Coad	h, U-6 Co	ach, U-8 Coa	ch
8	90/C/9695	Oliver	Twist	Chicago	IL	'60622'	MY2011	Team Coach				
9	90/C/9695	Britt	Reid	Manassas	VA	'20109'	MY2011	Team Coach				
10	90/C/9695	John	Smith	Manassas	VA	'12801'	MY2011	Team Coach	U-10 Coad	ch, U-6 Co	ach, U-8 Coa	ch
11	1/D/0018	Alan	Scott	Hermosa Beach	CA	'90254'	MY2012	Team Coach	AYSOs Sa	fe Haven,	U-12 Coach	
12	90/C/9695	Ivan	Terrible	Manassas	VA	'20108'	MY2012	Team Coach				
13	90/C/9695	Dean	Witter	Redlands	CA	'92373'	MY2012	Team Coach				
14	90/C/9695	Clare	Danes	Redlands	CA	'92373'	MY2012	Team Coach	U-10 Coad	h, U-6 Co	ach, U-8 Coa	ch
15	90/C/9695	Bruce	Wayne	Gotham	NY	'92373'	MY2012	Team Coach	U-10 Coad	:h, U-6 Co	ach, U-8 Coa	ch
16	90/C/9695	Ben	Hur	Redlands	CA	'92373'	MY2012	Team Coach	U-10 Coad	h, U-6 Co	ach, U-8 Coa	ch
17	90/C/9695	Clark	Kent	Metropolis	NY	'92373'	MY2012	Team Coach	U-10 Coad	h, U-6 Co	ach, U-8 Coa	ch



Team Management

The Team Management functions allow Regions to create teams from registered players in the Region, Add/Move Players from team to team, and Look-Up teams.

Select the Region>Teams>Create a Team feature to get started:

Region	Area	Section	NSTC	Signup	Lookup	Reports	Preferences
Player	•						
Volunteer	•						
Setup	•						7.6
Teams	• • •	Create a Te	am ^P la	nyer			
Treasurer	•	Add/Move P	layers				
Instructor	•	Create All Te	eams ^{ne}	2	Regio	n # All	•
Admin	•	Copy Teams	s <mark>me</mark>	e	AYSO	ID	
Game	- ▶	Lookup			State		
Ref Schedu	uling	City			State	•	
CVPA	•	Clea	r all S	Search			
	Player Volunteer Setup Teams Treasurer Instructor Admin Game Ref Schedu	PlayerVolunteerSetupSetupTeamsTreasurerInstructorAdminGameRef Scheduling	Player > Volunteer > Setup > Teams > Treasurer > Add/Move P Instructor > Create All To Admin > Copy Teams Game > Lookup Ref Scheduling	Player > Volunteer > Setup > Teams > Treasurer > Add/Move Players > Instructor > Create All Teams > Admin > Copy Teams Game > Lookup Ref Scheduling City City	Player > Volunteer > Setup > Teams > Treasurer > Add/Move Players ne Instructor > Create All Teams me Admin > Copy Teams me Game > Lookup City	Player > Volunteer > Setup > Teams > Treasurer > Add/Move Players Instructor > Create All Teams Admin Copy Teams me Admin Copy Teams Ref Scheduling City	Player > Volunteer > Setup > Teams Create a Team Treasurer > Add/Move Players ne Instructor > Create All Teams ne Admin > Copy Teams me Game > Lookup City State

Create the Team Designation which is usually an abbreviation for the team with a reference to the age/gender – GU10-01 for example. Enter the Team Division, Team Gender and select the Program or Season. A Team Name may also be specified if known at this time.

▼ MyeAYSO	Region	Area	Section	NSTC	Signup	Lookup	Reports	Preferences
			Crea	ate New	Team			2.4.1
Region #	9695			Men	bership Year	r MY	2011	
Team designation	GU10 -01		*	Tear	n division	U-	10 •	*
Team name	Purple But	terflies		Tear	n gender	Gi	rls 🔻	*
Team color	-			Prog	iram	Pr	imary	*
					terfly team site release	date 01,	/15/12	
Team coach	Gimple, So	ott	-	Refe	ree 1	{	Select	▼
Team Asst. coach	Mihara, Kr	ristin	•	Refe	ree 2	9	Select	-
Team parent	Addingtor	n, Steve	•	Asst	. Referee 1	9	Select	-
Team sponsor				Asst	. Referee 2	5	Select	-
Note: Color code for te	am coach, A	sst. Coach,	Bac		Submit			
Green - Current MY; B	-				_			

All registered volunteers assigned a Team Coach position within the Region will appear in the Team Coach selection drop-down box. Similarly, all registered and



assigned Assistant Coaches and Team Parents will also be available for assignment to the designated team.

Once teams are created, players can be assigned to teams using the **Region>Teams>Add/Move Players** function.

▼ MyeAYSO	Re	gion	Area	a	Section	1	NSTO	: Signu	p Looku	ир	Reports	Preferences	
												2.4.2	
					Add/M	ove	Play	vers to Te	eam				
					-					_		_	
	Region	#	9695	5	Memb	ership) Year	MY201	1 Progra	am	Primary	•	
Division U-10 - G	ender	Girls	▼ Tea	am U	nassign	ed 🔻	* 0	Division	U-10	• 6	Gender All	▼ Team GU10-01	• *
Last Name			Avg					.ast Name			Searc		
		Jearer	- Avg	Naun	g 0.00			aservanie			beare	Avg Kating 0.00	
	Cur	Nxt	Age	Jrsy	Head	1	>>						
🖌 Name	Rtng	Yr Rtng	(yrs)		Coach Child	*	_	-					
<u>Edit Allstar, Annie</u>			10		No		>						
Edit Captain, Case	0	0	9		No		<	7					
<u>Edit Name, Joni</u>	0	0	8		No		~						
<u>Edit Player, Susie</u>	0	0	11		No		<<						
		4	Record	d(s) -	Page 1	of 1		-					

Players can be selected based on division or by name on the left and the Team selected on the right. Using the check box for a player (or the Select All box below) and the directional arrows, to move players onto and off of a team.

	▼ MyeAYSO	Region	Area	Section	NSTC	Signup	Lookup	Repor	ts Preferences	
					-				2.4.2	2
		Region #	9695	Add/Mov	-	rs to Tean	n Program I	Drimony	•	
<u></u>					-					
Division Last Name	U-10 - G	ender Girls Searc		Unassigned ting 0.00		ision U st Name	-10 🔻 G	iender Al	Team GU10 arch Avg Rating 0.0	
1	Name I	Cur Rtng Rtng	Age Jrsy (yrs) #	V Head Coach Child		√ Na	ime Cu Rt		Age Jrsy Coac (yrs) # Child	h
	it <u>Allstar, Annie</u> 0	0	10	No			n, Casey 0	-	9 No	
Edi	it <u>Name, Joni</u> 0		8 2 Record(s	No) - Page 1 of	< 1	Player,	Susie 0		11 No 2 Record(s) - Page 1 (of 1
					<<					
			Select/L	Inselect All 📃]	Select/U	Inselect All			
					Edit All					
				В	ack Car	ncel				



To update a player rating or assign a jersey number, select the **edit** link next to the player's name and **update**.

_										ign out
	▼ MyeAYSO	Region	Area	Section	NSTC	Signup	Lookup	Reports	Preferenc	es
									2	2.4.2
				Add/Mov	e Playei	rs to Tean	n			
	Regi	ion #	9695	Membersh	ip Year	MY2011	Program	Primary	•	
Division	U-10 • Gende	er Girls 👻	Team l	Jnassigned	▼ * Divi	sion U	-10 🔻 🤆	Gender All	• Team G	U10-01 -
.ast Name		Search				t Name			h Avg Ratin	
abename		bearen	Avy Kaul	ig 0.00	Las	c Name		beare	Avg Kaung	y 0.00
2	Name	Cur Xi Rtng Rtn	, Age	Jrsy # Coach Child		✓	Name	Cur Xr Rtg Rtg	Age Jrsy (yrs) #	Head Coach Child
<u>Update</u>	Cancel Allstar, Ann	<u>nie</u> 0 0	10	No		Car	otain, Casey	0 0	9	No
<u>Edit</u>	Name, Joni	0 0	8	No		Play	<u>yer, Susie</u>	0 0	11	No
		2 Recor	d(s) - Pa	ge 1 of 1					2 Record(s) - I	Page 1 of 1
					<-	<				
						_				
			Select	/Unselect All		🗖 Sele	ct/Unselect	All		

The **Create All Teams** feature in eAYSO performs the basic Team Formation function using the ages and player ratings of all registered players in an age division.

MyeAYSO	Region A	rea s	Section	NSTC	Signup	Looku	ip Reports	Preferences
								2.4.3
			Tea	am Forn	nation			
		Region #	#		9695			
		Member	ship Year		MY2011			
		Program	1		Primary	*		
		Shutterf release	ly team w date	vebsite	1/15/2012	2		
Div	vision	U-12	•	Tea	m Gender		Girls 👻 *	
Pla	ayers Per Team	13	*	Or Nun	nber of teams	to form		
Lo	cation	All Loc	ations	-	Assign Coach	es		
					3			
Select Groupings B	elow							
Age - Descending	g	▼ Cι	urrent Rat	ting - Desc	ending	▼Sel	ect	•
Select		▼9	Select			▼Sel	ect	•
Check this box	c if you would lil	ke to dele	ete existi	ng teams :	and create ne	ew teams	for the above s	selected
division, team ge				ing country i				
			Creat	e Teams	Cancel			

Teams can be formed by Program, Age Division and Gender. The number of teams created can be determined by selecting the number of players per team or the total number of teams. The distribution of players follows a serpentine placement pattern as selected (age descending, rating descending).

neduling
erences
2.4.3

When all the teams are formed, the **Teams>Look Up** function can be used to print rosters, line cards and ID cards for each team.

					Region #		p Team mbership Year	MY2011			2.4.5			
	Teams All teams													
1	×	Division ▲	Team Designation	<u>Team Name</u>	<u>Avg. Rating</u>	# of Players	<u>Team Coach</u>	Asst. Coach	Roster	Lineup Card	ID Cards	Team Website		
Edit	<u>Delete</u>	U-05	Team9695		4	3	asak, asak		4	4	4	www.shutterfly.com/ayso		
Edit	<u>Delete</u>	U-06	<u>U06B-01</u>		0	3			-	5	4	www.shutterfly.com/ayso		
Edit	<u>Delete</u>	U-08	<u>U08B-02</u>		15	2			-	5	5	www.shutterfly.com/ayso		
Edit	<u>Delete</u>	U-08	<u>U08B-01</u>		0	2			4	4	5	www.shutterfly.com/ayso		
Edit	<u>Delete</u>	U-10	<u>U10B-01</u>		1	9			4	4	4	www.shutterfly.com/ayso		
Edit	<u>Delete</u>	U-12	<u>U12B-04</u>		3	6			4	4	4	www.shutterfly.com/ayso		
Edit	<u>Delete</u>	U-12	<u>U12B-01</u>		2	6			4	4	4	www.shutterfly.com/ayso		
Edit	<u>Delete</u>	U-12	<u>U12B-02</u>		3	6			4	5	5	www.shutterfly.com/ayso		
Edit	<u>Delete</u>	U-12	<u>U12B-03</u>		3	6			4	5	5	www.shutterfly.com/ayso		
												No of records : 9		
						Export	to Excel							

Game Scheduling

eAYSO also provides a basic game scheduling feature, **Region>Game>Schedule:**

▼ MyeAYSO	Region	Area	Section	NSTC	Signup	Lookup	Rep	orts Pref	erences
	Player	•							
	Volunteer	•							
	Setup	•							2.4.5
	Teams	•	L	ookup Te	eam				
	Treasurer	•							
	Instructor	•	jion # 9695	Member	ship Year	MY2011			
Teams All	Admin	•	sionSelect	🔻 Pro	gramSel	ect 🔻	10 Rec	ords 🔻 per p	age
	Game	•	Schedule						
eam Designation	Ref Schedu	uling	Lookup	ayers Tea	m Coach	<u>Asst. Coach</u>	Roster	Lineup Card	ID Cards
eam9695	CVPA		3	asa	k, asak		4	4	4
106D 01		0	2				Æ.	, <i>⊒</i> ‰	Æ.

						Gan	ne Scheo
MyeAYSO	Region	Area Sec	tion NSTC	Signup	Lookup	Reports	Prefere
							2.8.1
			Game Sch	eduling			
Re	gion # 🧕 🧕	695 🛩	M	lembership Yea	r N	/IY2010 🔽	
Schedul	e Resch	edule					
		Divisio	n All 🚩	Gender	All 🖌		
					second accession	Constant in	
		Schedule Nar	ne 🛛 # of Gam	es Scheduled	Division	Gender	
	Delete		ne # of Game <u>168</u>	es Scheduled	Division U-08	All	
	<u>Delete</u>	<u>U084W</u>		es Scheduled			

Schedules are set by Divisions. To create a new schedule, select the **Add New Schedule** button.

Game Scheduling 1. Add Schedule 2. Select Teams 3. Select Fields 4. Schedule Pref 5. Schedule Listing tegion # 9695 Add Schedule Program Primary * Division U-10 * Sender All *	2.
1. Add Schedule 2. Select Teams 3. Select Fields 4. Schedule Pref 5. Schedule Listing egion # 9695 Add Schedule Program Primary * Division U-10 * *	
Add Schedule Program Primary * Division U-10 *	
Program Primary * Division U-10 *	
Program Primary Division U-10	
Gender All 💌 *	
Schedule Name Spring 2011 *	
Start on 3/1/2011 🔳 *	
Ends on 5/27/2011 🔳 *	
Previous Next	

Enter the Schedule Name, Division and season dates and click on "next".



MyeAYSO	Region	Area	Section	NSTC	Signup	Lookup	Reports	Preferences
			Gar	ne Sche	duling			2.8.2
1. Add Schedule	2. Selec	t Teams	3. Select Fie		4. Schedule Pref	5. Sche	edule Lis	ting
Region # 9695	Schedule	Name Sp	ring 2011	Division	U-10			
67				Select T	eams			
		L	Available Tear	ns	Selected	d Teams		
					GU10-2 GU10-1			
				>>	GU10-3 GU10-4			
				>				
				<<	1			
					-1			
			Team	Name	Home Field			
			GU10-2	2				
			GU10-1	L -				
			GU10-3	3 -	. 🗸			
			GU10-4	ŧ [-				
			Pre	evious	Next			

The next step is to include the teams in the schedule and identify home field locations/designations. Click "next" to continue and select/ add fields for games.

MyeAYSO	Region	Area	Section	NSTC	Signup	Lookup	Reports	Preferences
								2.8.3
				ne Sche	A CONTRACTOR OF			10
1. Add Schedule	2. Select	Teams	3. Select Fie	elds	4. Schedule Pref	5. Schee	dule Lis	ting
Region # 9695	Schedule	Name <mark>Sp</mark>	ring 2011	Division	U-10			
		Δ	vailable Field	Select I		d Fields		
		test 2		>>	test 1 field			
				>	-			
				<<				
		Add Ne	w Field					



Set schedule preferences including games per team per day, maximum number of games per team, games per week and number of times teams play each other:

MyeAYSO	Region	Area	Section	NSTC	Signup	Lookup	Reports	Preferences
					-			2.8.4
			Gai	me Sche	duling	-		
1. Add Schedule	2. Select	Teams	3. Select Fi	ields 4	. Schedule Pref	5. Sche	edule List	ting
Region # 9695	Schedule	Name Spr	ing 2011	Division	U-10			
		Min # of g Max # of (-	eek per tea veek per tea	im am against each o	12 1 ¥ 1 ¥ ther 4 ¥		
				Back				

A schedule is generated:

MyeAYSO	Region	Area	Section	NSTC	Signup	Lookup	Reports	Preferen	ces
			6	c.h.d					2.8.5
1. Add Schedule	2. Select	Teams	3. Select Fi	ne Sched alds 4.	uling Schedule Pref	5. Sche	dule Li	sting	
Region # 9695	Schedule I	Name Spri	ng <mark>2</mark> 011	Division L	J-10	-			
Add New Game			today 💌	2/28/201	11 - 3/6/2011		Day	Week Month	n Timeline
Unscheduled Games			Mon, 28	Tue, 1	Wed, 2	Thu, 3	Fri, 4	Sat, 5	Sun, 6
Unscheduled Games Teams		8 am							
B· ♥ Check All ··· ♥ GU10-2		9 am						Game 1:test 1 field:GU10-3	
🗹 GU10-1 🗹 GU10-3 🗹 GU10-4		10 sm						Vs GU10-2	
Fields		11 ^{am}						Game Intest	
🗏 🗹 test 1 field		12pm						Vis (6010-4	
		1.pm							
		2pm							



A schedule listing is also available:

-	MyeAYSO	Regio	n Area	Section	NSTC	Sign	up L	ookup	Reports	Pref	erences
				G	ame Sche	dulina					2.8.6
1	. Add Schedule	2. Se	lect Teams	3. Select		4. Schedul	e Pref	5. Sched	ule Lis	sting	
Reg	ion # 9695	Schedu	ule Name Sp i	ring 2011	Division	U-10					
Game #	Date	Day	Start Time	End Time	Field	Home	Visitor	Referee	Asst. Refe	eree 1	Asst. Referee
Game 1	03-05-2011	Saturday	9:00AM	10:30AM	test 1 field	GU10-3	GU10-2				
Game 2	03-05-2011	Saturday	11:00AM	12:30PM	test 1 field	GU10-1	GU10-4				
Game 3	03-12-2011	Saturday	9:00AM	10:30AM	test 1 field	GU10-2	GU10-1				
Game 4	03-12-2011	Saturday	11:00AM	12:30PM	test 1 field	GU10-3	GU10-4				
Game 5	03-19-2011	Saturday	9:00AM	10:30AM	test 1 field	GU10-1	GU10-3				
Game 6	03-19-2011	Saturday	11:00AM	12:30PM	test 1 field	GU10-2	GU10-4				
Game 7	03-26-2011	Saturday	9:00AM	10:30AM	test 1 field	GU10-3	GU10-2				
Game 8	03-26-2011	Saturday	11:00AM	12:30PM	test 1 field	GU10-1	GU10-4				
Game 9	04-02-2011	Saturday	9:00AM	10:30AM	test 1 field	GU10-2	GU10-1				
Game 10	04-02-2011	Saturday	11:00AM	12:30PM	test 1 field	GU10-3	GU10-4				
Game 11	04-09-2011	Saturday	9:00AM	10:30AM	test 1 field	GU10-1	GU10-3				
Game 12	04-09-2011	Saturday	11:00AM	12:30PM	test 1 field	GU10-2	GU10-4				
Game 13	04-16-2011	Saturday	9:00AM	10:30AM	test 1 field	GU10-3	GU10-2				
Game 14	04-16-2011	Saturday	11:00AM	12:30PM	test 1 field	GU10-1	GU10-4				
Game 15	04-23-2011	Saturday	9:00AM	10:30AM	test 1 field	GU10-2	GU10-1				
Game 16	04-23-2011	Saturday	11:00AM	12:30PM	test 1 field	GU10-3	GU10-4				
Game 17	04-30-2011	Saturday	0.00VW	10.30AM	tast 1 field	GU10-1	GU10-3				

Team Rosters

To print Team Rosters, Select Reports>Team:

MyeAYSO	Region	Area	Section	NS	ятс	Signup	Looku	p	Reports	Preferences	
									Volunteer		
									Vol Export		
									Vol Applicar	nt Export	
			G	ame S	chedu	ina			Vol Parent	Jobs	
					circuu				Vol Labels		
Regio	on# 🧕	695 👻			Membe	ership Yea	ar I	MY2	Vol Certifica	ations	
									Vol Positior	Certification	
Schedule	Resched	ule							Vol Access	Rights	
									Vol App Red	eived	
			Division A	- II		Gender	All 🔻		Player		
			Division 7	MI T		Gender			Player Expo	ort	
		Sched	ule Name	# of Ga	ames Sc	heduled	Division	G€		icant Export	
	Delete	ff		<u>0</u>			U-08	All	Team		
								_	Member Dir		
				Add New	v Sched	ule			Ref Schedu	le	

	AYSO						-	Feam Roste
MyeAYSO	Region	Area	Section	NSTC	Signup	Lookup	Reports	Preferences
								8.1
			Т	eam Rep	ort			
		Sec	tion 90 👻	Area C 🔻	Region 96	95 🔻		
		N	1embership Y	ear MY201	1 -			
		F	rograms	All	-			
		т	eam Gender	All Tea	ims ·	•		
		0	Division	All		•		
		F	Roster sort	Last N	ame/First N	ame 🔻		
		F	Report type	Tourna	ament Roste	ers 🔻		
		F	Report format	PDF	•			

Tournament or Non-Tournament Rosters can be generated for teams based on Program and Divisions.

a mencar and	S/A/F	2 90/0	C/9695 9		m Tournamer	nt Roster R	eport			м	IY MY2011
Tean	Roster Div	v U-10/	/B (U10B-01)		Program	Primary			No	of Players 9
Tean	Name			Team	Color	Sponsor					
		N	lame	AYSO ID	Cell Phone	E-mai	I		Certificatio	n/Train	ing
Tean	Coach										
Asst.	Coach										
Term	Parent										
rean	Parent										
#	AYSO ID	Jrsy		Na	me/Address		Home Pl	none	Birth Date	Age	Reg. Date
1	69206452		aron, aron 23, dfsdf, I	-52355			(464) 363	-6464	03/12/02	9	11/29/11
2	66801804	08	eeee, cccc 15, Chicago	, AK-60640			(213) 456	-7898	06/13/02	9	07/08/11
3	69206458		gfhgf, dfhdf 456, fggfjgf	h , KS-43634			(645) 757	-5745	03/18/03	8	11/29/11
4	68241194		jjjj, jjjj				(454) 745	-7455	05/26/03	8	06/16/11

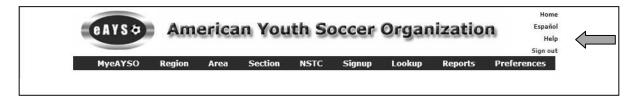
When coaches are assigned, Team Coach and Assistant Coach contact information and certifications are printed.



Online User Guides

eAYSO has detailed HELP features including Tips from the Help Desk, User Guides, and the Online Lab that offers Registrars an online training exercise in a practice setting.

To find the HELP features, select Help from the main menu:



For detailed eAYSO instructions on Player Registration open the *Player Registration User Guide:*

Help									
Helpdesk tips	User guides	Online lab Webinar	Contact us						
		User gu	uides	- 107					
		Name	Size Downloa	8					
		My eAYSO	7.9 MB Download	1					
		Player Registration	4.3 MB Download						
		Volunteer Registration	3.6 MB Download						
		Treasurer	4.6 MB Download	1					
		Referee Scheduling	0.4 MB Download	I					

And for further assistance or questions on eAYSO call the eAYSO Help Desk at the AYSO National Office: 1-866-588-2976, or email eaysosupport@ayso.org.



Conclusion

At the conclusion of this manual, we hope that you have a greater understanding of the vital role the position of a Division Coordinator plays in promoting a fun, fair, and safe family environment for children to enjoy and experience soccer. Please follow through with your commitment to this role by completing the required certification and job training:

AYSO's Safe Haven[®]
 Division Coordinator

Division Coordinators may also find the following Management Program workshops helpful:

- Introductory Management
- Dispute Resolution
- Dealing with Difficult People
- 30 Great Volunteer Recruiting Ideas
- Budgeting for the Regional Board
- Developing a Regional Calendar
- eAYSO Team Management/Game Scheduling webinars

If there are any questions, concerns, or issues that you and your Regional Commissioner would like assistance with, please contact the AYSO National Office:

AYSO National Office (800) USA–AYSO or (800) 872-2976 www.ayso.org

Be sure to check the AYSO website for FAQs, updates, forms and other valuable resources.

AYSO would like to take this opportunity to thank you for volunteering your time and for helping to fulfill the vision of providing world class youth soccer programs that enrich children's lives. You are one of over 250,000 who volunteer annually to serve the children of AYSO and whose dedication and commitment make it all possible. Thank you!



Appendix

Incident Reporting

The purpose of the AYSO Incident Report Form is to capture all pertinent facts and contact information, while the information is readily available, whenever there is a serious incident involving AYSO participants, activities, facilities or property.

Incident Report Forms should be completed by any coach, referee or Regional staff member witnessing any serious incident involving, but not limited to:

- Injuries
- Threats of bodily harm
- Fighting whether or not a serious injury occurs
- Property damage
- Hospitalization of a participant
- Law enforcement summoned
- Service or notification of a pending lawsuit

Regional staff, coaches, and referees should submit Incident Report Forms to the Regional Safety Director, who in turn, should call the NATIONAL OFFICE Risk Management/Insurance Department at 800-872-2976.

AYSO Incident Report Forms are available on the AYSO website:

http://www.ayso.org/resources/insurance/insurance_forms.aspx



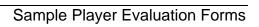
Incident Report Form

AND CONFEE OF AN	Coaches: Re Safety Directo Region, Area	eturn comple or or Tournar or Tournam	ted form to nent Directo ent Staff: F	the Re or. orwa	port for gional Commission of copy of comple ne, CA 90250.	er, Area E		1. Inj 2. Ind 3. Ind 4. Pn	plete this fo uries ident – thre ident – figh operty dama w enforcem	eats ting – anj	100
AFFECTED P	ARTY: D Play	er 🗆 Officia	I 🗆 Coach	🗆 Sp	ectator 🗆 Volun	teer 🗆 O	ther Section	<i>F</i>	rea	Region	
Last Name		First	Name		MI			_	Male		Female
								Birth	date:		
Address:								AYSC) ID #		
City:		State:		Zip:	Telephone	()					
Contact email(s):			T.	No Ifyet plane	brovide name o	f company and policy	83			
Does the injured	person have other	medical insurance	e?	Yes	#:	provide name o	, company and poircy				
Employer Name					32 - 65						
GUARDIAN/ Last Name	PARENT (if off		a minor): Name		МІ		Т	elenhone l	Number: ()	
Last Harre		(in set	- units				10	acpriorie	tumbur. (,	
Address:					City:			State:	Zip:	5	
	Date of Incident:			1.000			oys 🛛 Girls				
INCIDENT INFO:	Date of Incident:			Age	Division:		oys LI Girls	Time of	Incident:		AM / PM
	ame & Location (if applicable)									711
Team Involved		ij applicable)			Coach Nam					Regio	on #
Team Involved					Coach Nam					Regio	
Team involved	11.000	RT INIURED	8		If ankle injury, w			PRIMA	RY INIUR		11 #
🗆 Ankle (L/R)		Shou Ider(L/R)	C Tooth	2	LI Taped/Supported			DDi	slocation		in
Knee (L/R)		Wrist (L/R) Finger	Back		Unsupported Shoes: Yes No		🗆 Burn	🗆 Fo	reign Body		eizures
Foot		Eye (L/R)	Neck Intern		If knee injury, wa		Cardiac		acture at Exhaustion		ing/Bite
□ Toe □ Arm		Ear (L/R) Nose	🗆 No inj	ury	Braced/Supported		Concussion	🗆 La	ceration		
🗆 Arm 🗆 Hand	10775.0	Nose Head	□ Other		Unsupported Knee Pads: Yes	No	Contusion		iusea		
	ATION				DENT	17 - 2323			POSITIO		
Before Comp During Comp		Collision (p	articipant/spectate	or)	Animal/insect t	oite/sting	No care give	en:	Not Nee Patient R		
After Compet	tition/Event	Collision (p	articipant/particip		nt) Overexertion Released:				To Parer	nt	
Competition)			ectator/spectato						To Perso		ie
Concession A Parking Lot	rea		Illing /flying obje on, between go		Property Damage						
Restrooms							EMS transp	ort:	Region R	ecommen	ded
Off Property Bleachers/State	nds								□ Patient/P	arent Req	uested
FIELD	Dirt Grass		ASSIFICAT	ION	□ Non-Injury (threa	(and a with)	Minor Injury	an Illenses	🗆 Seriou	e leinen er	. Ille oce
SURFACE	Turf I Indoo	r		Converting .				1940 I 127 (2014) - 177 - 177	244224577224423	s injury of	in ress
POLICE REP	ORT FILED:] Yes 🗆 No 🛛 I	f yes, report n	umber:			Officer's Named	& badge #			
	v the incident, i Game Misconduct				rred: (use the backs		h a separate she	et if nec	essary – may	attach a	сору
	Name		WITNES	SINF	ORMATION - Con	Address				Teleph	none
										Num	
	teer completin	g/submitting	this form:						DL /		
Name:				Signa	ture:				Ph: (Cell: ({	
Position Title:				e-mai	il address:					ate:	
Regional Commissioner: print name				Signa	Signature:				D	ate:	



Sample Player Evaluation Forms

Player Evaluation											
Player:											
Season: Spring			Fa				Ye	ear:			Team:
Instructions: Score each evaluation category on a scale of 1 to 10 rating by the indicated weight factor. Add all the weighted ratings to obtain the final rating.											
Rating:							Po	or	Av	veraç	ge Good
Category	1	2	3	4	5	6	7	8	9	10	Weighted Rating
Skills: Kicking, heading, trapping, ball control, shooting, dribbling, passing, tackling, throw-ins, speed											Rating x 3
Soccer Sense: Understand game strategy, plays position correctly, anticipates well, applies coach's instructions, intelligently aggressive, team player											Rating x 2
Personal Qualities: Follows instructions, listens well, good influence on other team members, attends practices, desires to succeed											Rating x 1
Rate of Improvement:			1	1	1				1		Rating x



Courtes	Notes
A9509)	

Player Evaluation					
All Regional Team Coach	nes:				
Please complete all se			•		•
your cooperation is appre	eciated.				
Coach's Name: _				_ Tea	am Name:
Age Group: Coordinator:	Воу	/S	Girls		_ Division
SECTION A. Player Eva	luation:				
Complete this information	n under the	correspondin	g numbei	r below.	
 (1) List the players on you most skilled player a players, not goalkeep (2) Indicate players' AYS (3) Years of experience ((4) Size in comparison to (5) Evaluate player in coor age group. Assign A. Exceptiona B. Good Play C. Average P D. Below Ave (6) Specific comments (if etc. 	and Number ers. Indicat O age (as c include this age group mparison to the letter g al Player er layer trage Player f necessary	er him/her 1. te GK ability u of this year) – (small, ave o the players rades only.	Rate g inder No. rage, or la on other	oalkeepe (6). arge) teams ir	ers as soccer n your Region er, aggressive,
(1) List of Players	(2)	(3)	(4) Oin 1	(5)	(6)
1	Age	Experience	Size	Skills	Comments
2					
3					
4					
5					
6					
7					
<u> </u>					



SECTION B. Player Evaluation:

Please list at least three parents who were very helpful and enthusiastic either in terms of telephoning and paperwork, or as assistant coach, assistant referee, etc.

Name	Phone Number	Abilities

SECTION C. Suggestions:

1. Three things you really like this year:

2. Three things you really didn't like this year:

_

3. Three suggestions for improvement.



Sample Player Evaluation Forms

			<u>tion Form</u> J-19 Player		
Player Name:				_Evaluation Date:	_
	nis evaluation is to provide /e soccer player.	a neutral, qualified	evaluator's	opinion of the soccer skills relative to a typical	
non-verbally w skills required	ith teammates; has a willin to develop tactical play. Is	igness to assume r	esponsibility at constitutes	eld of play; is able to communicate verbally and for taking charge on the field; and has the so organization and shape of play; is able to play defense and creates options with appropriate	cer
Points 1-25	1= needs improvement	25=outstanding	Total		
incorporating f passing, passe possession. W	eints/fakes to unbalance a es are accurate, of correct /hen controlling, uses all co	n opponent, and co pace, well timed, d ontrolling surfaces	onsistently us eceptive, and while maintai	fender, maintains excellent field vision while ses change of speed to beat an opponent. Wh d successful in advancing the ball or maintaini ning eye contact with the ball, moves into the and consistently prepares the ball for the next	ng line
Points 1-25	1= needs improvement	25=outstanding	Total		
Has great defe	DEFENDING ending control and balance s able to prevent an attack			e marking distance; maintains a goal-side, ball ional tackling skills.	-
Points 1-25	1= needs improvement	25=outstanding	Total		
ls able to cons turn on a defei when to shoot	nder; has the ability to take	on a defender; red , decisiveness and	ognizes and I timing wher	ble to create individual and team space; is ab I takes the direct route to goal; is able to antici In shooting. Is able to maintain possession of t Ind at times team space.	pate
Points 1-25	1= needs improvement	25=outstanding	Total		
the initiative av communication technical skills	e ready position; is constar way from the attacker; has n that is instructive in natur	the ability to read a e and clear and lou ne goalkeeper posi	and assess th ud enough to tion; is profic	as the angle of the ball changes; is able to ta he line; is focused at all times; uses carry to teammates; has excellent physical an ient at initiating the attack; consistently makes	nd
Points 1-25	1= needs improvement	25=outstanding	Total		
Rating For: B	ehavior, Sportsmanship,	Coachability, and	Attitude	_	
Points 1-25	1= needs improvement	25=outstanding	Total		
Final total:					



Notes
