

GVSA
Board of Directors Meeting
February 7, 2022 – 7:00 pm

- I. Call to Order - 7:04pm by Kevin - John, Bruce, Kevin, Jane, Chris, Bre, Josh, Sue, Elisa
 - a. Guests = Gordon
- II. Minutes of Previous Meeting (January 11, 2022)
 - a. Approved
- III. Officer's Reports:
 - a. Elisa gave a report on fees, profit/loss, etc. She will present at the AGM on where we are as a league.
 - b. John gave a report on how low the numbers of referee's are. John feels increased pay would help keep the longer term referees to do more games and stay involved vs recruit new referee's. A discussion was held on ways to help increase the issues with the referee shortage.
- IV. Administrator's Report
 - a. Teams are uploaded to Gotsport
 - b. Cards and rosters will be out by March 18
 - c. Down to 25 clubs for the Spring season (down 2 clubs from last spring as Fenwick and Oakridge are not taking part. Oakridge plans to come back for the fall of 2022 with 4 or more teams.
 - d. 385 teams for spring - up 36 teams from last spring
 - e. Elite teams schedules are final tonight
 - f. Select schedules will start being posted tomorrow
 - g. MSYSA ad will be due in March, Sue is working on it and will finalize it
- V. Old Business
 - a. Bylaw Review
 - i. Jane took our bylaw revisions to a lawyer to review. Jane has a redline document from the lawyer to review. Jane will get it to the board in the next week and then we will discuss it at the March meeting and circulate it prior to the AGM.
 - b. Referee shortage- Programs and financial support

- i. Was approved last month. John discussed the program and how we intend to recruit more referees. John and Jane are working with clubs to find opportunities to get in front of potential referees.

VI. New Business

- a. Referee 1099 information - John discussed options for issuing 1099's for clubs. It was discussed and the board decided not to pursue it.
- b. Proposal made to move the AGM to in-person on March 26th. All approved. Location TBD.

VII. Executive Session

- a. Disciplinary Items - Jane