



# Grand Valley Soccer Association Game Day Procedures –Update 08/20/22

The Grand Valley Soccer Association (GVSA) is an affiliate of MSYSA, US Youth Soccer and USSF. Games in our league follow the *Laws of Soccer* (which may be found online at [www.fifa.com](http://www.fifa.com)), with modifications for youth, as players are seven to nineteen years old. GVSA is a competitive league. It is also intended to provide player development, and offer a safe, friendly atmosphere for playing and watching games. It is an objective of the League that all coaches, players, and spectators will behave at the highest ethical level and will respect officials and their decisions at all times.

As coaches it is important to realize that your role during a game of soccer is very limited – **the game belongs to the players**. During play you may only offer tactical advice to your team from the team area and may not enter the field at any time during the game, including half time, without the Referee's permission. The game and its rules must be respected at all times. In particular, **the officials are due your respect at all times**. There is no place in the game for dissent or verbal abuse of any sort from the coaches. No matter what you think of a call, you are not the referee. Like the players, many of our referees are young and learning. They do not need abuse from spectators or coaches under any circumstance – you are not helping or teaching when you yell at an official. If there is an issue the players need to sort it themselves with the referee. A game of soccer is an opportunity for the kids to make their own decisions and learn how to deal with triumph and adversity.

You have an important responsibility to help ensure the safety of the players by making sure they have proper equipment, at games and practices, especially a face covering, shin guards, and that all jewelry is removed before play commences. The referee should never have to remind the players of this. Unless your club has provided a trainer, the job of assessing injuries and treating injured players during a game will fall on your shoulders. Make sure you are prepared to do this when the occasion arises.

Remember that it's just a game. Please make sure your parent spectators remember this as well. Never do or say anything to the players or officials that you would not want them to hear from a teacher in the classroom. Players will learn from everything you do and say, positive or negative.

**Additionally, coaches are responsible for knowing and understanding the GVSA rules. A plea of ignorance to the bylaws, game day procedures or GVSA rules, regulations and policies is not sufficient, and violators may expect appropriate action by the board of directors of GVSA.** Coaches are encouraged to download and print a copy of the GVSA rules for their reference from the GVSA website [www.gvsoccer.org](http://www.gvsoccer.org) . Additionally, should you need to review rules at the field, you may go to the GVSA website, click on the GVSA rules tab. If you then press and hold on the rules page, a PDF will be created that you can then scroll through. If you do not press and hold on the document, you will only be able to view the first few pages.

Good luck to you and your team and may your players enjoy every game, win, lose or draw.



# GVSA Game Reporting Procedures

Updated 8/20/2022 and subject to change

## Individual Responsibility

### A. Coaches (and Managers)

- MSYSA and GVSA encourage our members to carefully consider CDC guidance with respect to personal COVID mitigation measures now and in the future.
- Conduct verbal health check of each player before each game – send anyone home who says they are not feeling well. In the instance of a positive COVID case, please follow guidance from your local health department on quarantine and isolation periods.
- Assist players with coming to the fields fully prepared. TIP: Arrange team colors with opponents in advance of the game to minimize the need to change clothes.
- As required for competition, **bring a laminated photocopy of all pass cards. Cards may be printed on one sheet or individually to give to the referee for check-in. (The referee will return them after check-in.)**
- **Bring a copy of the game sheet to be retained by referees.** See Protocols, Section D for Pre, and Post game processes.
- **A maximum of three (3) coaches, assistant coaches or managers may be on the team side of the field.** All must possess valid pass cards and a current risk management card.
- **Coaches are expected to promote high standards of behavior in the game.** The abuse of match officials and the unacceptable behavior of over competitive parents, spectators and coaches on the sideline is one of the biggest issues within GVSA. We ask coaches to play their part and observe GVSA's Respect Code of Conduct in everything they do.

### B. Players

- Stay home if not feeling well or displaying symptoms of COVID.
- Arrive at field fully dressed (uniforms, shoes, shin guards, etc.).
- **Each player is expected to follow the GVSA Code of Conduct principles in everything they do.**

### D. Spectators

- Sit only in the area(s) designated for spectators. (Opposite ends of the same side of the field) Do not encroach on space designated for referees or teams.
- Where possible the spectators should sit 10 feet back from the touchline.
- Do not go to the team side of the field.
- Do not go to the opponent's side of the field.
- Some facilities may eliminate restrooms – be prepared for that possibility.

- Parents of GVSA players serve as important role models to their children and to all other children that they encounter on and around the soccer field. Therefore, GVSA expects each parent to follow the GVSA Code of Conduct principles.

## Protocol

### Referee Payment

- The home team is responsible for referee payment.
- Place cash payment for each referee position into their own separate envelope. Write the referee position name, game # and team name on the envelope (example: Center Referee, 2235-2, AYSO 09 Girls).
- If an official does not show up, do not pay the remaining officials extra.
- No referees will be assigned by GVSA for 4v4 games. The home team will be responsible for assigning the referee and paying them. The fees will be determined by the home club.

Age Group	Center Referee	Assistant Referee (each)	Total Per Game
U7-U8	TBD by home Club	None	TBD by home Club
U9-U10	\$35	\$25	\$85
U11-U12	\$40	\$30	\$100
U13-U14	\$55	\$40	\$135
U15-U16	\$65	\$45	\$155
U17-U19	\$75	\$50	\$175

### B. Pre-Game Check-In

- A **legible laminated** copy of the pass card document printed from GotSport must be presented to the referee. Individual laminated cards are ok too. Players/coaches must be identifiable in the photo. A black and white copy is acceptable.
- Give the referee the Game Report. **Cross out the names of any players and coaches who are not present or are fulfilling a suspension!** If a name is not crossed out it will be assumed that the player/coach participated in the game and could result in a forfeit for due to ineligible participants.
- Referees check-in individual players. Each player/coach must be listed on the game sheet and have a GVSA pass card included in those given to the referee for check-in.
- Player photos must be attached prior to laminating the cards if they are not entered
- A maximum of 3 coaches/team officials may be on the sideline with the team during the game. All extras including managers must be crossed off and remain on parent side of the field.
- Under no circumstance may a player play for your team if he/she is not registered on your team through GVSA, other than
  1. Club Pass Card (CPC) Players playing **up** in competition **to GVSA Elite Teams** (up to 3 players)
  2. U15 Boys Fall and U15 Girls Spring teams only (up to 3 players)
  3. Players must be age eligible to passcard.

4. Players registered to teams in other leagues (MSPSP for example) **may not** passcard to GVSA select teams! Each player must have a GVSA issued pass card to participate.

\*\*\*Using an ineligible player is a serious offense and any coach who does so will be subject to suspension and further disciplinary action.\*\*\*

- **If a pass card is not available, the Referee cannot allow the player to participate.** However, if the Coach playing the player(s) with missing pass cards concedes the game as a forfeit, the game is to be played as normal IF they can provide a photo of the pass card AND the official roster with the player listed (see GVSA rules section C 4). If this is not presented, the player(s) may not participate in any way and teams may not scrimmage. The GVSA office will verify the players listed are registered to the team. Unregistered players will result in additional fees and suspensions (see GVSA rules).
- **All adults present on the sideline must be in possession a GVSA Pass Card showing their SafeSport/CDC information and their Risk Management Card.** These items cannot be expired (Currently, the pass card does not show the risk management date. This is why you must carry your card). If an adult does not have this, he or she will not be allowed to participate as a coach under any circumstance. **There must be at least one adult coach present during the game.** If not, the game shall not be played. The referees will be paid, and the absence of a coach reported to GVSA. The use of just a risk management card is not allowed.
- **Game Day Minimums:** If either team does not have the required game day minimum number of players within fifteen minutes of the stated game time, the game will be forfeited to the other team.
  - U13-U19 minimum is seven (7) eligible players
  - U11-U12 minimum is five (5) eligible players
  - U9-U10 minimum is four (4) eligible players
  - U7-U8 minimum is three (3) eligible players
- If referees do not show up for the game, the home team should contact their assignor for assistance. If the assignor can't be reached, you may use a qualified referee from another field if possible. As a last resort, the coaches may agree to play the game with an agreed upon appointed referee. They must agree that the result of the game will stand and no reschedule will be allowed. If they choose to not play, a reschedule will be allowed. The home team Club Rep needs to report the issue to GVSA within 24 hours.
- ***Referees will email the game sheets within 24 hours of completion of the game. You no longer need to provide a stamped envelope***

### C. The Game

- Each player must have a number on his/her jersey (at least 5" high). **Two players on the same team may not have the same number, nor may a player change numbers during a game, without the referee's prior permission.**
- The home team shall wear white or other light colored jersey. The visiting team shall wear dark colored jerseys. Goalkeepers shall wear colors that distinguish them from all other players and referees. In the event that the

colors are too similar (as determined by the referee as a color conflict) the non-conforming team must change jerseys. The home and away jersey colors must be contrasting (e.g., teams may not have colors such as navy blue for their 'light uniform color' and black as their 'dark' uniform color). The Referee shall be the sole arbiter of what constitutes a color conflict.

- Length of Game and Size of Ball
  - U7, U8                      20 Minute Halves      #4 Ball
  - U9, U10                    25 Minute Halves      #4 Ball
  - U11, U12                  30 Minute Halves      #4 Ball
  - U13, U14                  35 Minute Halves      #5 Ball
  - U15, U16                  40 Minute Halves      #5 Ball
  - U17, U18, U19            45 Minute Halves      #5 Ball
- Number of players
  - U7,U8                      4 v 4    No Goalkeeper
  - U9,U10                    7 v 7
  - U11, U12                  9 v 9
  - All others                 11 v 11

#### D. Post-Game Processes

- Both coaches must sign the game report after the final score is filled in by the referee, along with the record of goals scored, and all cards issued. Coaches must check the score that is recorded. This is the official record of the game.
- **The Coach must sign the game report!** The coach may ask the Referee change errant information. If the referee declines to make the requested changes, the coach should submit a written report to GVSA through their Club Representative within 24 hours of the game. There is a check box on the game report under their signature to dispute goals or cards. Calls of the referee may not be disputed.
- Any coach that refuses to sign the game report is subject to an automatic one (1) game suspension. The report is the referee's official record, not a subject for protest by the coach.
- **Each team is issued one Referee Observation Form.** Please complete for the game assigned and return it to the email address listed at the bottom of the sheet. They are very useful in identifying both good and bad officials. If you want better official, please do your part by returning this report.
- Each team's coach is responsible for making sure all player suspensions are served. While we try to notify each club of all suspensions **it is the responsibility of each coach to know the rules and enforce them!**

#### E. When You Get Home

- **Post the Result at once on the website-** [www.gvsoccer.org](http://www.gvsoccer.org)! This is the responsibility of the winning team (Home Team in the event of a tie).
- Results posted on the website are immediately viewable. If you don't see the result of a game, we did not receive it.

#### F. Deliberate Coughing and Spitting

- Deliberate coughing at or spitting at an opponent, referee, or any other participant will result in an immediate red card. Suspension length is to be determined by the Disciplinary Committee.

- Spectators are held to the same standard and referees have the same authority to enforce as they do with all other spectator-related issues.

#### **G. Facilities & Field Set-Up**

- When Possible, Spectators to be minimum of 10 feet back from the touchline.
- Team technical areas will be between the bottom of the center circle and the top penalty area.
- Build Out Lines (dashed) are to be used for 7v7 games (U9 and U10)
- Arc for 4v4 games

#### **Team/Club Process for Game Day Referee Follow-up**

USSF certified referees working GVSA games receive up to 30 hours of training on techniques, mechanics and laws of the game by their second year of officiating. This training continues with every year and includes on field assessments, mentoring and season clinics as well as meetings to focus and improve skills. The objective of GVSA, GVSOA (Grand Valley Soccer Officials Association) and USSF is to have the best qualified officials possible. Specifically, West Michigan has one of the best referee programs in the state and Michigan stands out as one of the best programs in the nation – one which we are very proud of.

This investment in knowledge and skill development of referees is made because USSF and the Michigan Referee Committee realize the importance of quality referees. However, referees can and do make mistakes. Referee decisions are not disputable, nor can they be the basis of a protest but should any club feel that one of their games was officiated by an unqualified or inappropriately placed referee, GVSA would request that clubs follow the procedure below:

- Submit a written report to your Club's Board or Executive Director, detailing why you feel a follow-up with the referee is necessary.
- Within 24 hours after the game, the GVSA Club should report the issue in writing to the GVSA administrator with exact details and as much information as possible.
- If the GVSA league feels this complaint deserves further investigation, then they will request that GVSOA look into the situation.
- The administrators of GVSOA will follow established procedures to evaluate the situation and arrange any follow up needed.
- GVSA will be advised of the results of this evaluation and any action taken.
- GVSA will notify the Club of the results of the evaluation and any action taken.

**[WWW.GVSOCCKER.ORG](http://WWW.GVSOCCKER.ORG) ON THE RULES TAB!**

**Please Remember at all times  
FAIR PLAY!  
It's FIFA's motto and GVSA's goal!**

