



Team Formation Policy

The American Youth Soccer Organization (AYSO) is a non-profit, all-volunteer program. In alignment with the AYSO Philosophy of Balanced Teams, Region 878 strives to form balanced teams each season. It allows each player to gain the experience of a wide variety of teammates of different skill levels.

Volunteer Impact

The initial process of forming teams is assigning the player to their adult volunteer that is registered in one of the following roles: Head Coach, Assistant Coach, or Team Manager. A referee is also needed in the 10U-19U divisions.

Each team has three (6U/8U) or four (10U-19U) volunteer positions required in order to be a well-functioning team. Based on the volunteer requirements for each team, a partnership of up to 3 volunteers per team is permitted. This includes up to three related players for the team. This is to keep the team as balanced as possible. We will provide the opportunity for the head coach to identify an assistant coach, team manager, and referee for their team based on their order of preference. We will roster the first and second ranked volunteers first. If the team balancing permits, we will add the third requested volunteer.

*Volunteers are encouraged to make arrangements with other volunteers to staff their team. The request to partner with a specific *volunteer must be submitted via the [Volunteer Partnership Request](#) form prior to the coach meeting.

*The volunteers must have an active volunteer application on file and be making progress on the volunteer requirements. If the request is made after the rostering is completed, the request might not be honored due to team formation and uniform order deadlines.

The region will do its best to allocate known referees amongst the teams randomly to maintain fairness and 1 per team to maximize distribution. Volunteer partnerships may result in more trained referees being assigned to a team. This partnership takes precedence, and all other referees will be allocated after. **Team referees are required in the 10U-19U division.** If a full referee team is not available, a club linesman will be assigned from the teams participating in the match. This does not provide the best experience for the teams playing as many aspects of play cannot be called by a club linesman.

Once teams are formed, additional volunteers to fill open positions such as a referee, field preparation, or field monitor can be determined.

Roster Size

Roster size is dictated by the age division and the number of volunteer head coaches. As a region, we try our best to limit roster size that permits $\frac{3}{4}$ gameplay time. In the event that not enough coaches can be secured, it will be necessary to roster teams so that the players may only receive $\frac{1}{2}$ gameplay time. This is not optimal as the players learn best when they have more time on the field (and opportunities to have their foot on the ball).

Sibling Maximum



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Siblings within the same division/gender may play on the same team. This includes step siblings and half-siblings. If the players are not registered under the same account, you must notify the region (info@hesperiaayso.org) so that we can identify the affected players.

Due to the small rosters in the 6U and 8U divisions, there will be a sibling cap of two per team to ensure that a lack of attendance by one family does not impact the ability of the team to participate in games.

Team Requests

Due to the volunteer nature of our program, we are unable to honor requests for teams or specific coaches. This includes requests based on:

- Practice days/times/locations
- Carpool reasons
- Cousins, distant relatives, or family friends

The nature of the team assignment process and the number of teams in a division MAY result in players with these requests being on the same team or the requested coach, but this is not indicative of a change in the stance of the Region Board on the nature of team formation and team requests.

Division Change Requests

Players WILL NOT be eligible to play in a younger age division than their birth date determines they are eligible for ("Play Down").

Parents may request for their child to play in an older age division than their birth date determines they are eligible for ("Play Up"), provided the child is in the second year of that division. The Region Board will consider all such requests based on the following factors:

- Knowledge of the player's ability
- Age eligibility of the child
- Space available in the requested age group
- Determination of the appropriateness of the player playing in this age group

The Region Board reserves the right to refuse any request to change a child's assigned age division, for any reason, and the decision of the Region Board is final. In the event that a request is made, and no information is currently available on the player's skill level, the Region Board may request an evaluation of the player's skill level either through observation at a practice, a game or at a separate evaluation event.

The Region Board recommends the majority of players play in the assigned age group and will only approve requests to change age level based on the needs and skill level of the child, to maximize the player's experience.

Waitlist

At the end of the initial registration period, the registration will be available for the wait list only. During this time, the board is working to ensure we have the appropriate volunteer commitment needed to roster the teams. We will activate players as roster space is determined. Players placed on the waitlist will be activated due to one of the below scenarios:



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- Roster space is available after a coach has been secured
- A new coach is located and the team can be activated. This will not be an option after the onset of practices
- A player formally submits a request to drop from the team

Players activated from the waitlist will receive a system email notifying them that their player has been activated. Typically, you will be provided with a 3-day window to make payment and complete the registration process. After that date, your waitlist registration will be canceled and the player removed from the waitlist.

The waitlist will be closed and no players activated after the second week of games.

6U-8U Team Formation

Teams are created within the SportsConnect registration system. The selection process assigns players based on age, gender, and experience. All assignments are made based on data available within the registration system. The Region Board cannot account for inaccurate information provided at registration, or information otherwise unavailable at the time of team formation. The board will review all team formations and make manual adjustments if required.

10U-14U Team Formation

As players move into the older divisions, the team formation process shifts slightly as the older divisions begin to learn more about the game and become eligible for postseason play. The need to better understand the player's current abilities and knowledge of the game is essential to creating balanced teams. As players get older, their age and years of experience become less salient determinants of their skills on the field. The teams will most often be drafted administratively. Coach involvement may be possible based on a number of factors including, but not limited to, the administrative support for evaluations and drafting as well as sufficient team volunteers eligible to participate in the evaluation and drafting process. This decision will be made prior to the coach meeting.

16U-19U Team Formation

For these divisions, it is preferable to roster for separate divisions for 16U and 19U as well as gender-specific teams. If this is not possible due to the number of registered players and/or eligible volunteers, these divisions may play in merged divisions as follows:

- 16U/19U divisions merged but they are gender-specific. These teams would participate at the 19U level of play.
- Coed teams in the appropriate age divisions. These teams would participate in the boys' division.

Team size may also vary based on the number of registrants as there is often difficulty in securing enough players to participate consistently in the games. This may mean that the roster size would account for 20 players while playing 11v11. This increases the chance that enough players will be able to attend the game. The risk with this is in the event that all players are active participants, the players will most often receive ½ game time play.



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When enough players register to provide multiple teams in the division, player data included on the registration forms will be used to administratively balance the teams.

Player Evaluations

Player Evaluation sessions will be scheduled at the onset of registration.

Designated regional board members and guest coaches will assess the players at the evaluation and make notes. This information will be available for coaches not in attendance at evaluations. Coaches that have completed the application are HIGHLY encouraged to attend the player evaluations and participate in making notations for the draft.

Coach Drafting Process

Coach drafting will only occur if all coaches have been secured and their volunteer requirements completed prior to the player evaluations.

Coaches must have their application submitted and volunteer requirements completed to participate in the draft. If a coach is unable to attend the draft, they may elect a representative to draft their team for them. If no one is in attendance for a team, a board representative will draft the players for that day.

Note, the coach will not receive roster information until the application with the background check, AYSO LiveScan Fingerprinting, Safe Haven, Red Cross Sudden Cardiac Arrest, and CDC Concussion training have been completed. Coaches may not begin practices until their online coach training component is completed. Each coach will randomly select a number to determine the draft order. The coach may designate a registered volunteer to draft on their behalf. A board member must hold a draft place for teams without representation.

Players will be divided into drafting pools. The drafting pools are divided as follows:

- Pool 1: Players with associated volunteers
- Pool 2: Players without associated volunteers.

The draft will begin with Pool 1, once the players in Pool 1 have been exhausted, Pool 2 will open for drafting.

The coach will draft one player at a time (siblings are an exception) based on the draft order selected.

Once a player has been drafted, they will be removed from the list of eligible players.

Below is an example of how the snake draft process will flow.

Example: We have four coaches (Mickey, Donald, Daisy, and Daffy) Mickey draws 1, Donald draws 2, Daisy draws 3, and Daffy draws 4.

1 st Round	Mickey	Donald	Daisy	Daffy
2 nd Round	Daffy	Daisy	Donald	Mickey
3 rd Round	Mickey	Donald	Daisy	Daffy
4 th Round	Daffy	Daisy	Donald	Mickey



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Volunteer Associated Players

Players will be assigned to the roster of their associated volunteer, unless specifically noted not to assign the player to their team. Teams will forfeit their first draft pick(s) for each player already assigned to the team based on the volunteer's associated players.

Siblings

Siblings must be drafted together when appropriate by division. Therefore, when drafting siblings, the drafting coach will pass on the next draft round to ensure equal distribution.

Roster Late Adds

Players registering late will be assigned to a team continuing the established snake draft order defined during the draft process.