



WCSSF Coaches Meeting
August 28, 2018

Purpose

Discuss and review
current issues and
practices of the
WCSSF.

Select Pass

Intent:

1. To allow teams to have at least the minimum number of players for a game so that teams were not having to play down and not work as a team and play as they had practiced.
2. To allow clubs to keep registration open longer and thus allow more kids to participate.
3. Allow clubs to work together in anticipation of kids playing together in High School.

Select Pass

Perception:

1. Some teams used it to allow all of the best players to play all the time on every team and make it unfair for those less talented teams or smaller clubs.
2. Some teams used it to be able to sub out almost whole teams at a time when others had the minimum number of players.
3. Coaches used it to be able to boost their scores by having kids come and then those on the regular team roster sat and did not get equal playing time.
4. Coaches are adding select pass players and then not pulling those kids off the field when they are ahead on the scoreboard.

Select Pass

Reality:

1. We cannot make a rule for every possible abuse that occurs.
2. We do not have the time, personnel nor the desire to do this or try to enforce it.
3. We are trying to be our own entity but to do what the other groups like us within the state are doing.
4. We are trying to do what is best for all kids who want to play at a less competitive level for FUN.

Select Pass

Your Role/Responsibility:

1. Make sure that YOU are following the rules. You are all that you can control, if each of us do this then it should work.
2. You may add Select Pass players only to get you to the minimum roster for clubs registering two or more teams in one division.
 - a. 15 players for 15U division;
 - b. 13 players for 12U;
 - c. 15 players for HS Spring division
 - d. 13 players for the HS Fall division.
3. A player is NOT allowed to play with another team without their laminated player pass for the referee to see and use to check them in. No laminated pass then they should not be allowed to play.

Your role/responsibility continued:

4. Coaches must be part of this process if it is going to be followed and used correctly. You are responsible for and able to be present when the other team is checked in. You can print a game card and see the roster and compare it to what is being used and who is being checked in to play.
5. Yes, referees should be doing this BUT it is ultimately your responsibility as not all clubs within the WCSSF have people who monitor their referees at the fields. Some clubs simply have people who assign referees.

Your role/responsibility continued:

6. There will be no changes made once the game has started. You may add any issues in your game report but the outcome of the game will not change once the game has started or has been played.
7. Coaches need to make sure that new players are being checked in if they come late to a game. A non-rostered player may join **ONLY** if the team is under the minimum roster once the game starts, **IF** they have their player card. They cannot **JUST** be listed on the game card. A select pass player **MUST** have their laminated card with picture to be able to play.

Game Report responses:

1. We cannot respond to an issue if we are not aware.
2. Game reports are essential for us to know what is going on and how it is going. The more timely these are completed and with more detail the better we can respond.
3. There are 2 people at present whose task it is to review game reports. This process takes multiple HOURS to complete for each day of games. The board is always looking for more members who can help share the load of running WCSSF as all of us are volunteers and have full time jobs on top of being part of WCSSF.
4. If it is an issue you feel needs immediate attention contact your Select Coordinator and tell them about the issue so that they can contact a board member or report it directly to the board. If you cannot get ahold of your coordinator please use wcssfgamereviewer@gmail.com

Anything is possible

1. The referee may not know the WCSSF rules.

You can make sure the referee is aware of any rules you think they might not know. (IE. Select pass rule)
You can make them aware by showing them the WCSSF rules (wcssf.org) before the game starts. Then if there are issues include it in your report so that we can make sure that referee is told that they are being monitored and will not be allowed to referee WCSSF games or tourneys if they do not adhere to and enforce the WCSSF rules.

Anything is possible

The referee is using different rules?

There are several different leagues around and each one has rules that vary slightly. YOU are the one who should know the WCSSF rules. Please make sure that if you have any doubts you put that in your report. That is the only way we can make sure that the referees are following our rules. When in doubt have your team captain approach the referees. As a coach you should NEVER approach a referee during the game (this includes half time or after the game). Put it in your game report. If you think it needs immediate attention please use the wcssfgamereviewer@gmail.com email and contact your coordinator.

Anything is possible

You think the other coach team was playing dangerously and the game was out of control:

- ▶ You as a coach can pull your team at any point in time. You must make that call. It will be a forfeit for your team but if your players safety is really a concern then you must do what is right for your players.
- ▶ Once you have ensured your players safety they you must report the issue to your coordinator and file it in your game report. Your coordinator will then either email or call a board member.

We try to respond to all calls/emails within 24 hours. Your coordinator has contacts for us but again we have other jobs and have had situations in the past where board members have been threatened and treated unacceptably which is why we ask that you go through your coordinator.

We will then get input from all parties and the referees which may take some time as everyone involved usually has a fulltime job that they do on top of coaching or refereeing. We will notify your coordinator as soon as we have all the needed information so please check in with your coordinator.

Be the solution not part of the problem!

Your players and parents take their cues from you.

If you are yelling at the referees they will follow your example.

If you are encouraging and praising so will the players and parents.

If you are down or upset they will respond in kind.

Our goal is to give a venue where kids can play, have fun and learn more about soccer. That will look different to every player parent and coach.

PLEASE!!!

Do NOT do something
permanently stupid
because you are
temporarily upset!

Bottom Line Reality

It is a game.

No one is going from Select Soccer directly to playing for the World Cup.

This does not define any one player or coach.

Winning is fun but it does not last forever.

Growth comes from mistakes and tough times.

We as coaches and parents decide what our kids take from the game, whether they feel like their best was good enough regardless of the score.

There is something to be learned from every situation we encounter in life we have the opportunity to make a positive impact.

Lets do this right! For the all kids! For the game!

Important Dates

- Opening Day is Friday, September 7th
- Player Passes MUST be in order by Thursday, September 13th. After that date, players may not participate if they do not have a completed player pass. (If the team wants a player to participate without a player pass, the game will be considered a "friendly" and be listed in the scores as a forfeit. The team MUST notify the opposing coach and referee staff.)
- Rosters are frozen on Saturday, October 13, at 10 PM.
- Tourney Check-in Dates are Wednesday, October 24 and Thursday, October 25, at the Brownsburg Middle School West (Door #6).
- 10U Jamboree is Saturday, October 27, in the afternoon
- 12U, 15U and High School Tourney - - Friday, October 26 - Sunday October 28