



WYS COMPETITIVE WYOMING LEAGUE
Spring League Information
Qualifying league for the
Wyoming State Cup/USYS National Championship Series



IMPORTANT NOTICE: For Spring 2010 there will be several changes, combined with more consistent enforcement of policies, that is hoped will go a long way in improving communication and overall satisfaction with WYOLeague.

For more details go to www.wyomingsoccer.com and click the "REGISTRAR'S PAGE" link. There you'll find a link to a presentation on issues and suggestions for WyoLeague and the updated WYOLeague rules and policies manual. Any changes are shown in red.

All of the forms in this packet are "fillable". This means you can 1) complete the form on a computer and, 2) print it. This helps assure legibility and will hopefully save you some time! *Because they are .pdf files you may not be able to save the completed forms.*

Do you have enough blank player card stock and laminating pouches? If you need more please email (wssa@wyomingsoccer.com) the state office with your request and include a mailing address. Laminating pouches are \$13 for a box of 100; player card stock is free.

SPRING LEAGUE:

- **Three weekends: April 18; April 24 & 25; May 15 & 16;** two games per day; total of six games
- This is a traveling league. Joining commits each team to play all scheduled games. If a team refuses to travel to a scheduled game fees will be imposed on the team's club. *Included in this packet is the WyoLeague Game Postponement, Rescheduling, Make-Up Games policy.*
- Open to U10 – U14 Boys and Girls Teams
- Registration Fee: \$75.00 per team
 - Performance bonds are no longer required with team registration. Clubs will be billed directly if any of its teams fail to perform. Strict penalties will be enforced if the fine is not paid as directed.
- U10, U11, and U12 play small sided games. Please adjust your fields accordingly.
- U10s have only a center referee; no side-line ARs
- No off-sides are called on U10s.

CLUB AND FIELD INFORMATION:

- Complete and return the field information form with your club's home filed information. Lack of fields and incomplete field information are two problems that WyoLeague is trying to correct. If no new information is submitted WYS will assume that what we have on file is correct.
 - If club members know about other fields that WYS may be able to use please email the state office with any details.
- **Board Member and Club Contact Information:** please submit a current WYS board member and club contact information form. *Successful communication is only possible with current information!*

TEAM REGISTRATION:

- **Deadline:** March 8, 2010
- **The authorized club registrar** will submit the team registration forms and fees. All fees shall be paid by check, made payable to **WYS**. Cash cannot be accepted.
- **Coach/Team Manager Contact Information:** It is very important that the head coach and assistant coach or team manager's address, phone number(s) and email(s) are on the team registration form,

are correct, and are legible. Coach or team manager cell phone numbers and email addresses vital - especially for last minute game day questions or problems.

- **Game Day Preference:** Please indicate team preferences or conflicts on the team registration form. We need to have this information *BEFORE* making the schedule. If any of these change after the form is submitted, but before the final schedule is posted, email requests to: wssa@wyomingsoccer.com. This includes conflicts with fields, tournaments, graduations, etc.
- **Mail team registration forms and fees to:** Wyoming Youth Soccer, PO Box 1068, Laramie WY 82073. Include update and field information forms, or fax those forms to 742-2705.

IMPORTANT REMINDER: U14 Division: WYS will allow up to 3 U15s to play down in league play if they are 8th graders and unable to participate in their high school's soccer program. You **MUST** request permission on the team registration form. An email, granting (or refusing) permission, will be sent to the club registrar and team coach. The team coach should keep a copy of the email in his/her possession during all league games. ***Be aware that individual tournaments may not accept these players on a U14 roster! U15 age players also cannot participate with a U14 state championship team that advances to FWR or Presidents' Cup.

PLAYER AND COACH REGISTRATION DATA

Competitive Player Data Submission Deadline March 15 – 19, 2010 All player and coach registration data (for competitive and recreational) must be submitted to the state office in electronic format. Do not send member cards or hard copies of rosters. Because of the loss of the online registration system instructions will be emailed separately. We are working on an interim solution for spring with the hope of a new, permanent system by Fall 2010 registration.

All registration information is available on the web site: www.wyomingsoccer.com

SPRING 2010 LEAGUE DEADLINES

Feb 19	Registration packet emailed to club registrars and Fall 09 team coaches; available at www.wyomingsoccer.com
Mar 1	Updated and new coach/team volunteer VDS's due in state office
Mar 8	DEADLINE for team registration and fees
Mar 15 – 19	Competitive player and coach registration data files due by email
Mar 22	DRAFT game schedules emailed to team coaches and club registrars
Mar 29	FINAL game schedules emailed to team coaches and club registrars and posted on the website

SPRING 2010 TOURNAMENTS AND EVENTS

Feb 19 – 21	Gillette Winter Blast
Mar 6 & 7	4th Annual WYS Coaching Symposium – Casper
April 17	4th Annual Casper Spring Jamboree
May 8 & 9	MARS Big Horn Mountain Classic
May 29 & 30	Wyoming State Cup, Open, Kohl's Cup - Sheridan
June 5 & 6	Cody 6-Shooter 6v6 Tournament – tentative
June 5 & 6	JHYS Tournament of the Tetons
June 16 – 20	USYS Region IV Presidents' Cup – Medford Oregon
June 21 – 27	USYS Far West Regionals – Albuquerque, New Mexico

Remember to check the WYS website – www.wyomingsoccer.com for information on tournaments, coaching education and tips, upcoming events, contact information, Wyoming State Cup and much more.