

WAYS Procedures

For BAYS Team Selection

updated November, 2008

- A board member chairs a committee for each age group. The board chair is responsible for instructing the committee on the team formation process.
- All coaches from the season just concluded are to be invited. The goal is to have each team represented by a coach.
- Team selection is to be skill-based following the procedures listed below.
 - Formation of each team is to be done by the whole group.
 - Children are to play with their appropriate age group. No playing up.
 - Age group coordinators are to abide by the both team selection procedures and team roster parameters
 - Coordinators are to seek approval from the President and Commissioners for all exceptions. All final decisions are the responsibility of the Board of Directors which has the authority to waive procedures and team size parameters when circumstances dictate.
- After team formation meetings rosters are to be kept confidential until they are posted and announced prior to the ensuing season. ALL meeting deliberations are to be kept completely confidential.
- Roster changes after team formation meetings are limited to accommodating late registrations. Once rosters are announced and posted there will be no roster changes. Only in exceptional circumstances will any changes be considered by the President and Commissioners.

WAYS TEAM FORMATION GOALS

1. *WAYS' goal is to ensure that our kids are playing at a level where they can succeed and have fun so that they want to keep playing and enjoying the game of soccer!*
2. *Player movement is an integral part of our team formation procedures.*
3. *We recognize that player movement is not always easy. It is up to all adults involved to help get our kids through any disappointment they may feel and help them to get back to having fun playing soccer regardless of the team level they are assigned to. Kids are resilient and will follow the lead of their parents. Please read (5b) below.*
4. *Check your adult competitive instincts. These are young kids, especially our elementary school players. Our priorities are fun and development NOT wins and losses.*
5. **We look to our coaches to respect these procedures.**
 - a) *Do not use the team formation meetings to try to manipulate your child's placement or that of a child's friend. Let the other coaches recommend the skill level for your own child.*
 - b) *Respect and support the player movement procedures. Player movement allows kids the chance to play at different skill levels. Playing at different skill levels provides important growth opportunities.*

In towns like Wayland a common view is that only playing at higher skill levels will improve a child's skills. Nothing could be further from the truth. Every year we have continuing examples of kids who gain confidence and skills from the extra time and space playing at lower skill levels provides as well as from the larger role kids get to play. Player movement needs to be broad and inclusive. Coaches must understand that WAYS is about development, not wins and losses.
 - c) *Do not place teams with the goal of an undefeated. The goal should be to win as many games as you lose. Kids learn important lessons from both winning and losing.*
 - d) *Do not place teams at a level that restricts your ability to play kids at multiple positions. Playing kids at different positions is critical to their development. Please keep in mind that as kids get older and play on high school teams, depending on the mix of players kids will often end up playing positions they or their parents never imagined they would play.*

Procedures for U9 and U10 6v6 Teams

Player rating sheets distributed at team formation meetings should be sorted by team from preceding season.

- Team selection for all 6v6 teams should aim to have a cross section of children from each elementary school on every team. Putting only one child from a particular school on a team is to be avoided
- Team formation is skill-based. Do not place a clear high division player on a low division team. Do not place a clear low division player on a high division team.
- **U9-U10 coaches should play all players at multiple positions including goal.** Players should not be selected for team placement based on their ability to play goal

PLAYER MOVEMENT #1: From season to season there should be player movement between the different division/skill levels. At least **3 to 4 players per team** should be moved up or down a level.

Coaches must actively respect and support the player movement procedures.

Player movement allows kids the chance to play at different levels. Playing at different skill levels provides important growth opportunities.

In towns like Wayland a common view is that only playing at higher skill levels will improve a child's skills. Nothing could be further from the truth. Every year we have continuing examples of kids who gain confidence and skills from the extra time and space playing at lower skill levels provides as well as from the larger role kids get to play. Player movement needs to be broad and inclusive. Coaches must understand that WAYS is about development, not wins and losses.

PLAYER MOVEMENT #2: From season to season teams playing at the same level should also exchange at least two players from each team in addition to players who are moved to or from different division/skill level teams. This will expose players to different coaches and different groups of teammates. Keeping the same kids together on the same team from season to season is to be avoided.

TEAM FORMATION: Teams should be divided into 2 to 3 skill levels. The top group of teams should be of equal strength, composed of the top rated players and similar BAYS placements requested, ideally consecutive and in the same division. The second group of teams should also be of equal strength, composed of the middle rated players, and similar BAYS placements requested, ideally consecutive and in the same division. The third group of teams should follow the same pattern for the remaining players.

There should always be two equal strength teams at the lowest skill level except in the rare instance where there may only be 3 teams in an age group.

# of teams	Group 1	Group 2	Group 3
3 (U9)	equal strength teams		
3 (U10)	Team 1 & 2	Teams 3	
4	Teams 1 & 2	Teams 3 & 4	
5	Teams 1 & 2	Team 3	Teams 4 & 5
6	Teams 1 & 2	Teams 3 & 4	Teams 5 & 6

Procedures for U11 & U12 (8v8)

Player rating sheets distributed at team formation meetings should be sorted by team from preceding season

TEAM FORMATION Team formation beginning in the U11 year is straight skill based. Teams are formed one at a time based on skill level. The most skilled players make up the first team. The next most skilled players make up the second team and so on. When there are more than three teams within an age group, the last two teams in these age groups are to be of equal strength.

- Team selection for U11 teams should continue to have a cross section of children from each elementary school on every team. Putting only one child from a particular school on a team is to be avoided
- **U11-U12 coaches should play all players at multiple positions.** Players should not be selected for team placement based on their ability to play goal

Note for U10 teams who will be U11 in the fall – the move to straight skill based teams from the equalized format of the U9 and U10 years can be a difficult transition. Some kids who have been on one of the top two teams will not be placed on the top team for the fall. The same will happen for some kids who played on the mid-level equalized teams.

PLAYER MOVEMENT: From season to season there should be player movement between the different division/skill levels. At least **3 to 4 players per team** should be moved up or down a level.

Coaches must actively respect and support the player movement procedures.
Player movement allows kids the chance to play at different levels. Playing at different skill levels provides important growth opportunities.

In towns like Wayland a common view is that only playing at higher skill levels will improve a child's skills. Nothing could be further from the truth. Every year we have continuing examples of kids who gain confidence and skills from the extra time and space playing at lower skill levels provides as well as from the larger role kids get to play. Player movement needs to be broad and inclusive. Coaches must understand that WAYS is about development, not wins and losses

Procedures for U13 and U14 (11v11)

Player rating sheets distributed at team formation meetings should be sorted by team from preceding season

BAYS combines the U13 and U14 age groups into a single U14 age group. Unless there are compelling reasons to combine ages, WAYS forms only single age group teams. (i.e., either all U13 or all U14 players.)

Only with board approval can players of mixed ages may be placed together should enrollment numbers dictate (if keeping teams age-homogeneous were to lead to too large or too small a roster for teams within an age group.)

- U13 and U14 11v11 teams should be formed one at a time and based on skill level. The most skilled players should make up the first team. The next most skilled players should make up the second team and so on. When there are more than three teams within an age group, the last two teams in these age groups are to be of equal strength.

Note for U12 teams moving up to U13: the transition from 8v8 to 11v11 means that rosters will grow by 3-5 players. This represents a new opportunity for 2nd team players to play on the 1st team.

- Player movement between teams from season to season should continue at the U13 and U14 age levels as circumstances warrant. Giving deserving players from equalized lower level teams the chance to play at a higher level should continue. This could mean movement of as many as 2-3 players from each of the lower level equalized teams. In order to make this happen 4-6 players from the next higher level team would need to rotate onto the lower level equalized teams.

Recommendations for Bays Team Placement

- Use previous season BAYS IDs if the record of that team is an indicator that supports your requested placement. Otherwise indicate that it is a new team. For all equal strength teams, indicate that they are equal strength and request placement in consecutive sections.
- Endeavor to place teams at a level that will allow for at least a .500 record. The goal should always be for players to play multiple positions.

Special Considerations for the combined U14 Age Group

The U14 age group coordinator should coordinate with his or her U13 counterpart to determine the relative recommended placements. If teams are all of a single age group (either U13 or U14), the recommended relative placement order is as follows:

1. Top U14 team
2. Top U13 team
3. 2nd U14 team
4. 2nd U13 team
5. 3rd U14 team
6. 3rd U13 team etc.

This order may change if an age group has an exceptionally strong team, or if there are fewer numbers of teams than the other age group. In most instances, however, this ordering should apply.

U14 spring time placement for our U13 teams

U13 coaches need to be aware of towns positioning their teams for MTOC qualification in division 2. Many towns' top U14 teams are placed in middle to low division 2 sections, which are all MTOC eligible. The difference in player sizes between true U14 teams and U13 teams are substantial, and can lead to unpleasant mismatches. Therefore, we recommend the following:

1. On your placement request forms, be sure to note that your team is 100% young, and request that you be placed with teams of similar numbers of U13 players.
2. The top U13 team should consider requesting a low division 2 section or high division 3 section.
3. Carefully review your preliminary section assignment when available in February, and confirm that your opposing teams are appropriate for you. Request a change if this is not the case.

WAYS PROCEDURES FOR TRAVEL TEAM ROSTER SIZE

Total numbers for an age group drive final team size. The following are procedures. Note that a distinction is made between top division and lower division teams. In general players on top division teams are more committed and generally with better stamina. As a result, roster size for top division teams should be slightly smaller than for lower division teams.

Due to multiple commitments of many kids and the potential of injury, illness etc, WAYS recommends erring towards larger rather than smaller teams.

6v6 (U9-U10)

Divisions 1 and 2

Ideal is 10-11. Maximum of 12. Avoid 9 if possible.

Divisions 3 and 4

Ideal is 11-12. Maximum of 12.

8v8 (U11-U12)

Divisions 1 and 2

12-14. Maximum of 15.

8v8 Divisions 3 and 4

13-15. Maximum of 16.

11v11 (U13-U14)

Divisions 1 and 2

14-18. A roster of 16-18 is advisable for U13 teams due to Bah/Bat Mitzvah conflicts.

BAYS roster by-law: In the spring season the BAYS maximum roster size for all Division 1 and 2 teams (MTOC eligible) is 18.

11v11 Divisions 3 and 4

16-20. A roster of 18 is advisable for the U13 teams due to Bah/Bat Mitzvah conflicts.

BAYS roster by-law: The BAYS maximum roster for divisions 3 and 4 is 22.