

## Game Scheduling Guidance for SCYSL Teams

This document provides guidance regarding home game scheduling for SCYSL teams.

### ***Game Scheduling***

U10-younger home games are scheduled by the relevant SCYSL age-group coordinators and the SCYSL Referee Coordinator. This includes games for teams playing in Rec, Delgado and Abronzino leagues.

Most U11-older home games are scheduled by the SCYSL Field Scheduler ([fieldscheduler@scyouthsoccer.org](mailto:fieldscheduler@scyouthsoccer.org)).

All U17-older Abronzino games (home and away) are played at the Morgan Hill Soccer Complex. These games are scheduled by the Abronzino League.

All SCYSL home games are posted on the Arbiter scheduling system (<http://www.thearbiter.net/>). If you do not have access to the Arbiter, please contact the Ref Coordinator ([refs@scyouthsoccer.org](mailto:refs@scyouthsoccer.org)).

For U11- older scheduling of SCYSL home games follow the home/away game dates for Abronzino League, Delgado League, and the West Valley Play-Through League, as posted on those websites:

Abronzino: <http://abronzinosoccer.org/index>

Delgado: <http://www.delgadosoccer.org/index>

West Valley Play-Through: <http://www.wvysl.org/play.htm>

**it is each team's responsibility to check that the home game schedule posted on the Arbiter correctly matches the home/away schedule posted on your playing league's website.**

And, it is the team's responsibility to post their home game dates, times, and locations on the Abronzino or Delgado websites, as appropriate, and to contact their opponents well in advance of each game hosted by SCYSL.

### ***Game Fields***

SCYSL typically use of the following fields for hosting home games: Curtis; Sutter (only U11-U12 ages); Scott Lane (minimal use on highest volume dates); and the Santa Clara Youth Soccer Park (grass fields #1 & 3; turf field #2).

We attempt to assign every U11-older team as many games as possible at the Soccer Park, we try to give every team games on the grass fields at the Soccer Park, within the usage limits set by the City. Because Soccer Park game schedules must be submitted to the City at least 10 days in advance, games there is limited flexibility in game

schedule changes at the Soccer Park.

### ***Game Changes***

The Ref Scheduler, Ref Coordinator and Field Scheduler understand that in some cases teams may need to make changes to their assigned game field and time. But, please, follow the rules listed below which will reduce the hassle for everyone involved. Any changes to games that have been scheduled and assigned refs makes much more work for those of us who are also volunteering their time to help the League. Thanks for your consideration.

- 1) Please keep to the schedule. Many hours of work go into scheduling fields and referees, which is based upon your playing league home game assignment.
- 2) Reasonable requests for changes to your home game schedule must be received by the SCYSL Field Scheduler (for U11-older games) or Ref Coordinator (for U10-younger games) at least seven (7) days before the game date to allow adequate time for updating the schedule and re-assignment of referees (except for Soccer Park games; see below). Thus, a change request for a Saturday game needs to be received before the preceding Saturday. When you do communicate with the Field Scheduler or Ref Coordinator, make sure you use the team name as it shows on the Arbiter AND be very specific about which game you are talking about. (Use Arbiter game number or date, time, and field.)
- 3) Because the Arbiter is used by referees as well as the teams as the reference for times and places games are scheduled, it is important to ensure that when games are canceled or time/place of games are changed the referees who have been scheduled to officiate the game are notified in a timely manner. Therefore, the following procedures must be followed to ensure that this happens:
  - a. When a game is changed or canceled more than a week before the game was originally scheduled to be played, as posted on the Arbiter, the change shall be noted on the Arbiter leading to automatic notification of the referees by the system.
  - b. When a game is changed one week or less before the game was originally scheduled to be played, the change shall be noted on the Arbiter, and an official of the team (coach or manager) shall notify the referees assigned to the game (if any) by e-mail or phone (contact information is available on the game listing in the system).
- 4) No games shall be changed or canceled less than 48 hours before the date and time scheduled on the Arbiter without approval from the SCYSL Field Scheduler, Referee Coordinator, and Referee Scheduler.

- 5) Abronzino League teams have additional restrictions, and **any changes to Abronzino League games MUST go through the SCYSL Abronzino Coordinator** ([select@scyouthsoccer.org](mailto:select@scyouthsoccer.org)).
- 6) Any new game requests or changes to the Soccer Park game schedule must be made at least 14 days in advance. All Soccer Park game schedules are set two Wednesdays before each weekend.
- 7) If your playing league makes any changes to your schedule, you must notify the SCYSL Field Scheduler as soon as possible. The Scheduler may not get notified about changes by your playing league.
- 8) As soon as you know your home games times and field schedule, contact each of your opponents and tell them the date, time, and place for each game. If the game will be played at the Soccer Park, refer them to the SCYSL website for directions and special rules for use of the facility (<http://www.scyouthsoccer.org/Fields.htm>). Please remember that all SCYSL teams using the Soccer Park must provide Field Marshals for every game.

Thanks for your consideration of these procedures. Good luck with your season.

Todd Rogers  
SCYSL Field Scheduler