

SAN DIEGO DEVELOPMENTAL ACADEMY
MAY 12, 2014
MEETING MINUTES

I. Call to Order.

Meeting called to order by Bob Turner at 10:15 a.m.

Member Clubs Present: Albion SC, Arsenal FC – SD, Atlante, AYSO Matrix, AYSO Matrix 11-S, Aztecs, Cardiff Mustangs, Carlsbad United, Chula Vista FC, Chula Vista Rangers, Coronado, Crusaders, DMCV Sharks, FC Heat, FC Sol, La Jolla Impact, Liverpool, Nomads, Notts Forest FC, Pumas, Oranje, Poway, RSF Attack, Rebels, Riptide, SDSC, SD United, Scripps, Temecula United, Vista Storm

Guests: Eric Roddy - Barca Cantera, Luca Pacelli – CalSouth District 2 Commissioner

Board Members Present: Bob Turner – President, Kathy Stanton – Director SDDA Boys

II. Special Committee Reports.

A. Executive Committee – No report.

B. Transfer Committee – Presented a draft Player Transfer Rule and a draft Team Official (Coach, Assistant Coach or Team Manager) Club Transfer Rule.

III. Unfinished Business.

A. National Guard – A session is scheduled for May 23 in the South Bay with clinicians Rene Ortiz and Memo Medina.

B. Rules and Regulations – Significant discussion/comments ensued regarding the draft Player Transfer Rule and the draft Team Official Club Transfer Rule. The Transfer Committee will reconvene on May 20 at 10:00 a.m. to revise the draft Rules pursuant to today's discussion/comments. The Transfer Committee will present a revised Transfer Rule and Team Official Club Transfer Rule at the SDDA meeting on May 27, 2014.

A question was asked whether the Transfer Committee has enforceable power. Rene Miramontes stated that it does not. Enforcement will be done by the Executive Committee.

Comment was made regarding the fact that Member Clubs could activate team rosters on July 1 and in looking to protect teams, should the transfer deadline of August 1 that was passed by motion at the April 28, 2014 meeting be moved to July 1?

MOTION: Made by Dan Raeihle. Seconded by Brian Quinn.

To keep the same transfer deadline of August 1.

Motion passed.

Discussion on the motion: Brian Quinn stated that a July 1 deadline would not give players, especially the olders, much time to make sure they chose the right team. It is not right to lock them in for longer.

C. Showcase Events – A motion was presented as follows:

MOTION: Made by Manny Neves. Seconded by Rene Miramontes.

To play the Showcase games in August as scheduled on the proposed timeline.

Motion passed.

Discussion on the motion: A reminder was given that teams do not have to sign up for the Showcase events. However, if a team does sign up and then fails to show – they will be charged a \$500.00 drop fee.

D. Seeding – There are some pending appeals. The Executive Committee will look at the SDDA appeals and let the Member Clubs know.

E. Website (Pictures/Articles) – The Executive Committee has received three proposals for new website design.

IV. New Business.

A. All Star Team – All Star teams will be formed and will play at the end of the season.

B. SDDA Older Team Applications – Reminder that all applications are due by midnight on May 23, 2014. Initial seeding will be done by the Executive Committee. Seeding placement approvals will be done at the SDDA meeting on June 2, 2014.

V. Good of the Game.

A. San Diego United GU16 – Are the CalSouth President’s Cup finalists and will attend the Region IV President’s Cup and is asking for help with finances from SDDA.

CalSouth District 2 Commissioner Luca Pacelli announced that all teams advancing to the Regional tournament will receive the same amounts from CalSouth.

B. World Cup Email Campaign to SD Union Tribune – Brian Quinn stated that there has not been any coverage in the Union Tribune regarding the upcoming World Cup and he feels we need to start an email campaign from Member Clubs to the Union Tribune demanding coverage. He will provide contact information for the Union Tribune and provide a letter template for Member Clubs to use.

VI. Motion to Adjourn.

The meeting was adjourned at 11:55 a.m. The next meeting will be May 27, 2014 (Tue.) at 10:00 a.m. in the Del Mar Sharks office.