



## **Concussion Policy**

It is the policy of Clay County Soccer Club, Inc. [CCSC] to adhere to all rules and regulations of U.S. Youth Soccer [USYS], Florida Youth Soccer Association [FYSA] and the Florida Statutes applicable to concussions.

CCSC provides for the education of players/parents, referees, volunteers and administrators through the utilization of resources such as the GotSoccer, USYS, FYSA, Centers for Disease Control and Prevention [CDC] and the American Academy of Family Physicians [AAFP].

As part of the player registration process the parent or guardian of a youth who is participating in the CCSC programs shall sign and return an informed consent that explains the nature and risk of concussion and head injury, including the risk of continuing to play after concussion or head injury. This shall be completed each year/season before participating in athletic competition or engaging in any practice, tryout, workout, or other physical activity associated with the youth's candidacy for an athletic team.

It is the policy of CCSC to require each youth athlete who is suspected of sustaining a concussion or head injury in a practice or competition to be immediately removed from the activity.

A youth athlete who has been removed from an activity may not return to practice or competition until the youth submits to a CCSC Director of Coaching a written medical clearance to return stating that the youth athlete no longer exhibits signs, symptoms, or behaviors consistent with a concussion or other head injury. Medical clearance must be authorized by the appropriate health care practitioner trained in the diagnosis, evaluation, and management of concussions as defined by the Sports Medicine Advisory Committee of the Florida High School Athletic Association.

Concussion video from the Centers for Disease Control and Prevention:

<http://www.cdc.gov/headsup/youthsports/training/index.html>

Concussion article from American Academy of Family Physicians:

<http://www.aafp.org/afp/2001/0915/p1007.html>