

Eastern District Division 2 League

Game Day Procedures



The following procedures are to be followed by teams participating in the D2L League.

THE GAME CARD

1. The game card needs to be printed by each team not earlier than 5:00 PM on Friday prior to each game and brought to the game by each team.
 - a) Game-Day Roster Limits
 - a. 13U-19U 22 player roster; 18 players eligible to play in a given game.
 - b. 11U-12U 18 player roster; 16 players eligible to play in a given game.
 - b) Jersey numbers for all players should be entered in the D2L event roster in Got Soccer. While game cards should not have hand written jersey numbers, jersey numbers may be manually updated on the game card as a last resort (prior to the referee checking in the team). Players should not be written in on the game cards.
 - c) Teams may use the Club Pass Pool to include players as part of the Game-Day roster limit (see League Rules for details). Club Pass players must be on the Game Card and added no later than 4:59 PM Friday, prior to the regularly scheduled match.
 - a. 13U-19U- maximum of 4 Club Pass players that may appear on a Game-Day roster.
 - b. 11U-12U- maximum of 3 Club Pass players that may appear on a Game-Day roster.
 - d) Primary and Club Pass players must be in the "Active" player list or they will not print on the Game Card.
 - e) Players serving a suspension must be included on the Game Day roster and **do** count toward your Game-Day Roster Limit. Suspended player(s) must appear on the Game Card as sitting out a suspension by writing "Sit-out" next to the player's name.
 - f) Players that are on the team roster but who are not eligible to play in a game or are not participating in the game are allowed to be on the team side of the field but cannot be in uniform.

AT THE GAME

1. At every game, each team coach or manager must have proof of his or her players' registration available for inspection by the match referee(s). Proof of registration is a properly prepared (laminated) US Youth Soccer / STYSA identification card for each player with the player's current picture (permanently attached). Virtual Player Cards in Got Soccer may be used if physical cards are not available. Adults on the team sideline (maximum of 4 per team) must present a current valid Adult Participation Pass to the referee prior to the game and must have it visibly displayed during the game. A valid Adult Participation Pass is laminated, has the adult's current picture (permanently attached) on the front/back, and has the adult's and registrar's signature on the back.
2. The teams will occupy the same side of the field. Teams are to remain on their half of the field between the halfway line and eighteen yards from their goal line.
 - a) Spectators are to occupy the opposite side of the field from the teams on the same end of the field as their team bench area and between the halfway line and eighteen yards from their goal line.
 - b) Coaches/Managers are required to maintain control of their players and their team's fans on the sideline. A coach or an assistant coach may be cautioned and / or ejected by a referee for the misconduct of a fan of the team which he / she coaches.

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- c) Coaches, Players, Parents, fans or supporters of any STYSA team by attending a STYSA sponsored event subject themselves to the jurisdiction of the member association and its affiliates, the Eastern District D2 League, STYSA Appeals Committee, Executive Committee and the STYSA Governing Board. As such, misconduct by a parent, fan or supporter can be investigated and disciplinary action can be taken by any of the various levels which have jurisdiction over the team involved. If action is not taken on the local level, the STYSA Appeals Committee may investigate the matter and hold a hearing to determine what discipline, if any, should be provided. Such discipline can include, but shall not be limited to, prohibiting the parent, fan or supporter from attending any STYSA sponsored event, including games, practices and tournaments for a period of time or indefinitely. The failure to comply with the discipline shall be cause for STYSA Appeals Committee to discipline the player related to the parent, fan or supporter; the team which the parent, fan or supporter supports; and or the coach of such team.
3. Both teams should present the referee with a Game Card (printed from Got Soccer). The referee will complete one of the Game Cards. The Game Card should have all team information on it; if not, the teams need to complete the information on the Game Card the referee will be using. Players should not be written on the Game Card. A team that writes in players may forfeit the game in which the written in players participated. All written in players will reviewed by the D2L administrator who will determine eligibility and assess any forfeit and fine.

AFTER THE GAME

4. The team representative of each team is to sign the Game Card at the conclusion of the game verifying the accuracy of the Game Card. **PLEASE REVIEW ALL INFORMATION PRIOR TO SIGNING.**
5. The signed Game Card will be kept by the referee and turned into the field coordinator by the referee.
6. Game Scores and Penalties (yellow cards and red cards) must be entered / verified by both teams the same day as the scheduled game in Got Sport. Event ID and Pin are located at the top of all game reports. If the score and cards are already entered in Got Sport, then the team should verify accuracy.
7. In the event of any suspension, such as a red card or accumulated penalty points, the coaches are responsible for ensuring that individuals that are sent off sit out the appropriate number of games.
8. **Any protest must be noted on the game card prior to submission to the referee.** The referee and opposing coach must be made aware of the protest at the field. The Protest Fee of \$200 must be received by the D2L Administrator within 48 hours of the protest and must include a detailed letter or email to the D2L administrator with the account of the events surrounding the protest. Judgement calls by the referee may not be protested.