

# Eastern District D2 League (D2L)

## Game-Day Procedures

### 2018/2019 Seasonal Year

The below 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 12:00 PM (noon) on Friday prior to each game and brought to the game by each team (see instructions for **Printing Game Cards** below).  
**IF A PLAYER IS NOT LISTED ON YOUR GAME CARD, THEY MAY NOT PARTICIPATE IN THE GAME. DO NOT WRITE IN PLAYERS ON THE GAME CARD! IF A PLAYER IS NOT LISTED ON YOUR GAME CARD, THE TEAM NEEDS TO CONTACT THEIR CLUB OR ASSOCIATION REGISTRAR TO ADD. PLEASE DO NOT RISK A \$50 FINE AND FORFEIT BY WRITING A PLAYER ON THE GAME CARD.**
  - a) Game-Day Roster Limits
    - a. 22 player roster (16U-19U)...18 players eligible to play in a given game.
    - b. 18 player roster (13U-15U)...18 players eligible to play in a given game.
    - c. 16 player roster (11U-12U)...16 players eligible to play in a given game.
  - b) Jersey numbers for all players should be entered in the D2L event roster in GotSoccer. 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 (see instructions below).
  - 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 (see instructions for **Preparing Game Day Rosters** below) and **added no later than Friday (9am)**, prior to the regularly scheduled match. For 13U-19U, there is a maximum of 4 Club Pass players that may appear on a Game-Day roster. For 11U-12U, there is a 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

2. 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 GotSoccer 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. **PINK** is the **only** color Adult Participation Pass that is acceptable for the 2018/2019 seasonal year.
3. 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

- 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.
4. Both teams should present the referee with a Game Card (printed from GotSoccer). 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**

5. 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.**
6. The signed Game Card will be kept by the referee and turned into the field coordinator by the referee.
7. Game Scores and Penalties (yellow cards and red cards) must be entered / verified by both teams the same day as the scheduled game in GotSoccer (see instructions for **Reporting Game Results** below). If the score and cards are already entered in GotSoccer, then the team should verify accuracy.
8. 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.
9. **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.


## Preparing Your D2L Game Day Roster

The team manager will need to prepare the game day roster to show who will appear on the game card. To create the game day roster the team manager will need to log-in to their GotSoccer team account. Game-Day rosters must be finalized **no later than 9:00 AM on the Friday** prior to the game date.


Don't want to create a GotSoccer User Account? Login directly to your existing member accounts below.




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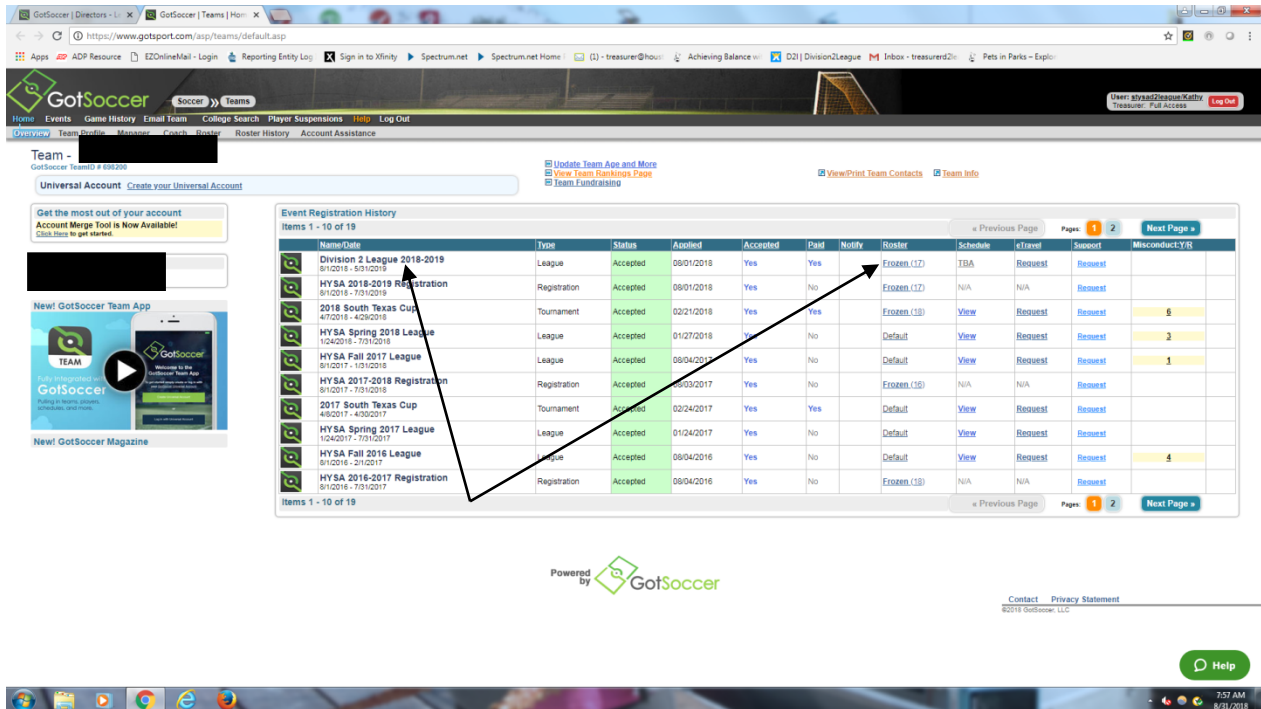


**Referees & Assignors**  
Create and verify assignments, and submit game reports.  
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**College Coaches**  
Search player profiles and register to attend events.  
[Login](#)

From the Home screen the Event Registration History screen can be viewed which displays all of the current events which the team is entered. To access the roster information click on the link in the "Roster" column for the event. This will then display the current roster for the team in the event.



GotSoccer | Directors | Teams | Home

https://www.gotsoccer.com/asp/teams/default.asp

Apps ADP Resource E2OnlineMail - Login Reporting Entry Log Sign in to Xfinity Spectrum.net Spectrum.net Home (1) - treasurer@house Achieving Balance D21 Division2League Inbox - treasurer@house Pets in Parks - Explorer

GotSoccer Soccer Teams

Home Events Game History Email Team College Search Player Suspensions Help Log Out

Overview Team Profile Managers Coach Roster History Account Assistance

Team - [REDACTED]

GotSoccer Team # 486208

Universal Account Create your Universal Account

Get the most out of your account  
Account Merge Tool is Now Available!  
Click Here to get started.

New! GotSoccer Team App  
Public Integrated with  
GotSoccer  
Push to Mobile, connect  
your app, and more.

New! GotSoccer Magazine

Event Registration History  
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Name-Date	Type	Status	Accepted	Accepted	Paid	Notify	Roster	Schedule	eTravel	Suspect	Misconduct-Y/N
Division 2 League 2018-2019 6/1/2018 - 6/31/2018	League	Accepted	08/01/2018	Yes	Yes		Frozen (17)	TBA	Request	Request	
HYSA 2018-2019 Registration 6/1/2018 - 7/31/2018	Registration	Accepted	08/01/2018	Yes	No		Frozen (17)	N/A	N/A	Request	
2018 South Texas Cup 4/1/2018 - 4/30/2018	Tournament	Accepted	02/21/2018	Yes	Yes		Frozen (18)	View	Request	Request	5
HYSA Spring 2018 League 10/4/2018 - 7/31/2018	League	Accepted	6/1/27/2018	Yes	No		Default	View	Request	Request	2
HYSA Fall 2017 League 6/1/2017 - 1/31/2018	League	Accepted	08/04/2017	Yes	No		Default	View	Request	Request	1
HYSA 2017-2018 Registration 6/1/2017 - 7/31/2018	Registration	Accepted	08/03/2017	Yes	No		Frozen (16)	N/A	N/A	Request	
2017 South Texas Cup 4/1/2017 - 4/30/2017	Tournament	Accepted	02/24/2017	Yes	Yes		Default	View	Request	Request	
HYSA Spring 2017 League 10/4/2017 - 7/31/2017	League	Accepted	6/1/24/2017	Yes	No		Default	View	Request	Request	
HYSA Fall 2016 League 6/1/2016 - 3/31/2017	League	Accepted	08/04/2016	Yes	No		Default	View	Request	Request	4
HYSA 2016-2017 Registration 6/1/2016 - 7/31/2017	Registration	Accepted	08/04/2016	Yes	No		Frozen (16)	N/A	N/A	Request	

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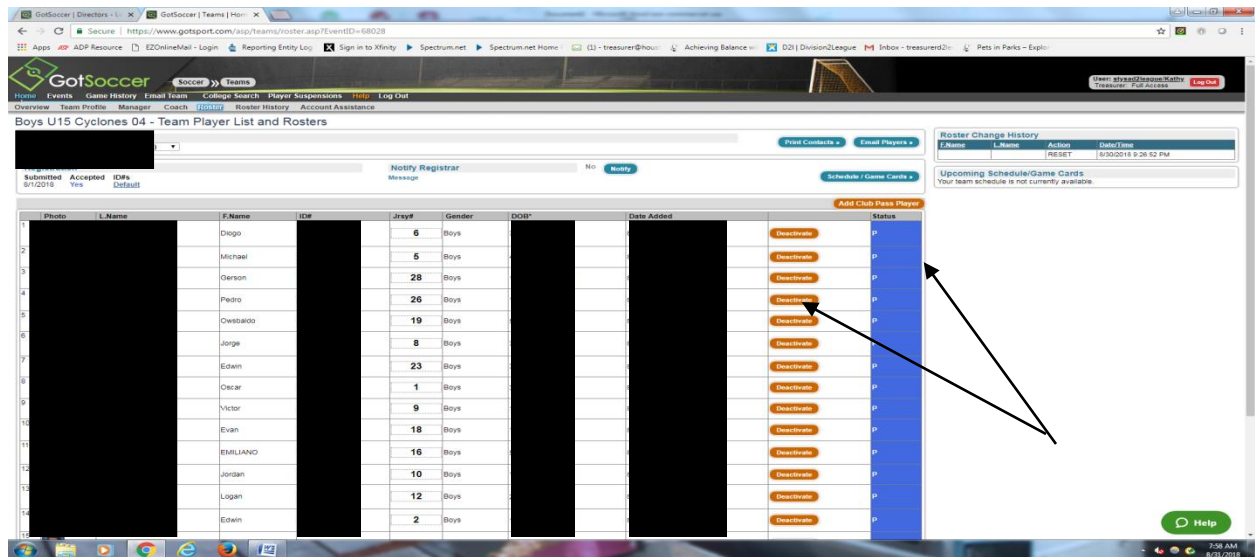
Powered by GotSoccer

Contact Privacy Statement  
©2018 GotSoccer, LLC

Help

7:57 AM  
8/31/2018

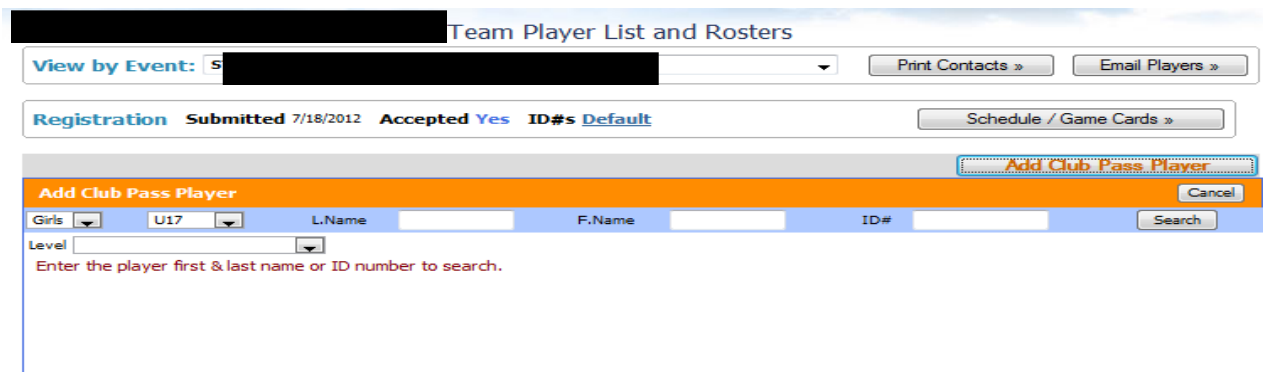
From this screen the manager can choose to “Deactivate” a player from the game roster or Add Club Pass Players (see instructions below) to the team pool. Deactivating a player removes them from the Active Player list (and game card) and places them in the Inactive & Club Pass Player list. **DO NOT DEACTIVATE A PLAYER THAT NEEDS TO SERVE A SUSPENSION!** The manager can also update the jersey numbers for players from this screen by highlighting the jersey number field, and entering the correct number. Jersey numbers save automatically.



### Adding a Club Pass Player

Club Pass players may be added to a team's player pool with a maximum of 8 club pass players per team (a maximum of 4 Club Pass players are eligible for any given game). **Club Pass players must be registered to another PRIMARY team from the SAME club** (a “tournament team” is not a Primary team). Once added to a pool the player may not be removed until the end of the season. A player may appear in multiple club pass player pools (more than one team) but can only play for one team per day. Club pass players must be added to the pass pool by the deadline specified in the League Playing Rules, which is Friday 9am prior to the game day. Up to 4 club pass players may participate in a game for 13U-19U teams. Up to 3 club pass players for 11U-12U teams.

From the screen above, clicking the Add Club Pass Player button will display the Add Club Pass Player search screen as shown.



From the search screen enter the player's information (last name and first name or player ID#). Note that the **age** refers to the player's age group not the age group of your team. To be part of the search pool, players must be part of the same registration event. Once information is entered, then click on the "Search" button and results of the search will be displayed as shown below.

**Team Player List and Rosters**

View by Event: XXXXXXXXXX Print Contacts » Email Players »

Registration Submitted 7/18/2012 Accepted Yes ID#s Default Schedule / Game Cards »

**Add Club Pass Player** Cancel

Girls U16 L.Name Anderson F.Name Kate ID# Search

Level

ID#	Level	L.Name, F.Name Name	Jrsy#	Sex	DOB	Group	Team	
3380930			16					<span>Add</span>

Items 1 - 1 of 1

Photo	L.Name	F.Name	ID#	Jrsy#	Gender	DOB*	Date Added		Type
1								<span>Deactivate</span>	P

Click on the "Add" button and the player will be added to the Inactive & Club Pass Players list. This will show all inactive as well as club pass players below the Active player list as shown. Note that "P" indicates a primary player that has been deactivated and that "CP" indicates a club pass player.

**Inactive & Club Pass Players**

Photo	L.Name	F.Name	ID#	Jrsy#	Gender	DOB	Date Added		Type
1							9/2/2012 5:31:34 PM	<span>Activate</span>	CP
2							8/30/2012 8:25:48 PM	<span>Activate</span>	P

To add a player to the Active roster, click on the Activate button for the player and they will move up to the Active list.

Once the correct players with jersey numbers are listed in the Active roster list (Primary and/or Club Pass) with a game day roster limit, the game day roster is complete and only these players will appear on game cards until an update is made to the Active roster. **Be aware that any player who is serving a game suspension must appear on the game card with an indication they are serving a suspension in order to receive credit for the sit-out.**

### **Printing your D2L Game Card**

Game Cards **should be printed no earlier than 12:00 PM (noon) on the Friday** prior to the scheduled game date. This will ensure that any changes to the game roster have been completed by both teams. Both teams should print a copy of the Game Card and bring to the game.

Log into your GotSoccer team account by going to [https://www.gotsport.com/asp/users/login\\_menu.asp](https://www.gotsport.com/asp/users/login_menu.asp)

In the big grid on the right, look at the current seasonal event (ie. Division 2 League 2018-2019) and follow it over to the Schedule column which should have a link called "View". Click that link to see this season's schedule page.

On that page your games will be listed. At the left end of each row is a pdf symbol and the game number. Click on that game # to download the game card for that game.

This allows you to save it to your computer and print it out to bring to the game. Both teams should bring a game card to the field. Please do not print out the entire season at once as information may change; for example, if a player gets a red card that is properly reported in GotSoccer along with the rest of the game results, that player will have a red line through their name on the game card for their team's next match. If that card has been printed before the red card was reported, it would not already be noted on the card and the player may not get credit for missing the game (if not properly notated by the referee), or they may be allowed to play in a match for which they are not eligible, resulting in a forfeit.

### **Reporting Your D2L Game Results**


Game results (score and cards both yellow and red) must be reported by both teams within 24 hours of the scheduled game in GotSoccer.

Teams can call in the results by using the phone number, Event ID and PIN from the game card as shown below (Note: The Event ID and PIN number will be different each year, your game card will print with the correct information).

Alternatively, teams can use the GotSoccer web site to report game results by following the instructions below.

Access the GotSoccer web site and click on the Scoring Input link-your game card will have the information you need. If you did not keep it, you can copy the information by following the instructions above to view the game card:

### Login to Your GotSoccer Account




**New! GotSoccer User Account Login**  
A new account type which will be your one universal login to manage member player, coach, manager, & organization accounts. All current users will need to [create a gotsoccer user account first](#) before you can login and connect your existing accounts together.


Username
 Password
☐ Remember Username

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This will display the Event Scoring Access screen where, after entering the Event ID and PIN the user should click the Go button:

### Event Scoring Access

Please enter the event ID number and PIN to begin.

Event ID #

Event PIN #

This displays a screen where the user will input the Game Number and click Go again:

### GotSoccer Event Scoring

Select Game

Game #

Enter a Game Number

After entering the Game # and clicking the Go button the game scoring screen will be displayed:

Enter any yellow or red cards issued by clicking in the Y or R boxes to input any yellow or red cards for the team selected. Be sure to select the correct box for the appropriate type of card given.



## Go!Soccer Event Scoring

Select Game Game # 212 Go

Yellow Cards

Player	Code
(select player)	

Back Add

The dropdown boxes for Player and Code should be used to select the correct player and card reason. After entering the information, click on the Add button. Additional players should be entered as necessary. Click in the "R" box to enter any red cards issued and then once all cards have been entered, click on the Back button to return to the Event Scoring screen for the game. If necessary click on the **Y or R boxes** for the other team to enter any cards issued. Once all cards are entered the user should be back on the Event Scoring Screen.

Click in the **Home or Away score box** to display the screen below to enter the game score. After entering the score be sure to click the Save button.

## Go!Soccer Event Scoring

Select Game Game # 212 Go

Final Scores

Home	Away

Back Save

If the game result is updated successfully, then the user will see a screen similar to the one displayed below.

Game #212 Updated Successfully

## Go!Soccer Event Scoring

Select Game Game # Go

Enter a Game Number