



GAME DAY PROCEDURES

These procedures are to be followed each FSPL game-day.

- Referees are to check teams in using the FYSA or FSPL rosters and the USYS player/coach passes before each game. ONLY players, primary rostered to the team or club pass players that have been added to the roster are allowed to participate in FSPL games. Check-In should be done no later than 15 minutes prior to kick-off time.
- Teams are to pay the referees when they supply their rosters and player passes. Each team shall pay ½ of the total Referee and Referee assignor fee for each given match. The current fees are as follows. All fees will be paid in cash.
 - 14U – Center: \$50, AR1: \$25, AR2: \$25
 - 15U & 16U – Center: \$60, AR1: \$30, AR2: \$30
 - 17U, 18U, & 19U – Center: \$70, AR1: \$35, AR2: \$35

Game procedures

Pre – Game

Any roster changes should be made within GotSoccer by 5pm on the Thursday prior to the games. Teams may elect to use either the Official FYSA Registration Event Roster or the FSPL Event roster. FSPL Event rosters allow for clubs to add Club Pass designated players.

Team Managers give the referee the following items:

- Referee Fees
 - 14U (\$50 per team, two \$20s and two \$5s)
 - 15U & 16U (\$60 per team, two \$20s and two \$10s)
 - 17U, 18U, & 19U (\$70 per team, two \$20s, two \$10s, and two \$5s)
- Player Passes
- FSPL roster (This roster is only to show 18 players designated to be playing in the game. If your roster has 22 players, you must cross off those players not participating.)
 - Players serving a red card count towards the 18 players designated to playing the game.

The HOME team manager will give the referee these additional items:

- Game Card as generated within GotSoccer
- FSPL Substitution Card

Both team managers are to ensure that players and/or coaches serving suspensions are properly marked on the referee report. Coaches in attendance should be marked off on the roster.

D license Requirement

Each team will have a rostered and properly registered “D” Licensed coach in the bench (technical) area for the duration of the match.



Substitution of Player

All Divisions: Seven substitutes can be made per half. A player who is substituted may not reenter in the same half. Substitutions may be made at any stoppage at the discretion of the Referee. Referees are to record the substitutions.

Immediate Post-Game

The referee will complete and sign the official FSPL match report. Reports should include the printed name of all 3 USSF licensed referees and USSF ID Number. Each coach must verify the match results before legibly signing the report.

- Team managers should retrieve their passes and rosters from the referee
- Make sure that the referee completes the game card/referee report. If there are red cards – please ensure that the referee has documented
- **Make sure the substitution card and a copy of each roster is attached to the game report.**
- **Game cards must show all players/coaches that were crossed off due to not being in attendance.**
- Both team coaches must sign the referee report.
- Both team managers should re-confirm that suspensions served are properly marked on the report

Post-Game Reporting

The Home Team must complete the following items within 48 hours of the game:

- Call the score into GotSoccer using the phone number listed on the game card or via the GotSoccer mobile app.
- Send a copy of the Game Report, each Team Roster and Substitution Card to FYSA via email (scores@fysa.com) or fax (863) 268-8221.
- Complete the [Referee Evaluation Form](#)

The Visiting Team must complete the following items within 48 hours of the game:

- Complete the [Referee Evaluation Form](#)

Please refer to the FSPL rules for further clarification if needed.

Should you encounter any issues in regards to a scheduled FSPL game, you should contact Jonathan Spradley at (985) 778-9573, or Allison Cochran at (205) 215-7440.