



## Dynamo/Dash League Game-Day Procedures 2018/2019 Seasonal Year



The below procedures are to be followed by teams participating in the Dynamo/Dash 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).
  - a) Game-Day Roster Limits:
    - a. 16U-19U: 22 player roster; 18 players eligible for Game-Day Roster.
    - b. 13U-15U: 18 player roster; 18 players eligible for Game-Day Roster.
    - c. 11U-12U: 16 player roster; 16 players eligible for Game-Day Roster.
  - a) Jersey numbers for all players should be entered in the DDL 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).
  - b) 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.
  - c) Primary and Club Pass players must be in the “Active” player list or they will not print on the Game Report.
  - d) 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.
  - e) 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 (**PINK**) 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.
  - 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. **For the 2018/2019 season, this will be strictly enforced.**
  - 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 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.

- 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 be reviewed by the DDL administrator who will determine eligibility and assess any forfeit.

#### **AFTER THE GAME**

- 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.**
- The signed Game Card will be kept by the referee and turned into the field coordinator by the referee.
- 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.
- 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.
- 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 at the STYSA Office within 48 hours of the protest and must include a detailed letter or email to the DDL administrator with the account of the events surrounding the protest. Judgement calls by the referee may not be protested.







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### **Preparing Your DDL Game Day Roster**

The team manager will need to prepare the game day roster by activating players 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.

 <p><b>Organizations</b> Directors, Registrars, States &amp; Assignors <a href="#">Login</a></p>	 <p><b>Event Scheduling/Scoring</b> Leagues &amp; Tournaments <a href="#">Scheduling</a>   <a href="#">Scoring Input</a></p>
 <p><b>Teams &amp; Team Officials</b> View and print rosters, schedules, game cards, and submit risk management reports. <a href="#">Login</a></p>	 <p><b>Players &amp; Families</b> Players &amp; Parents - update your contact information and find forms. <a href="#">Login</a></p>
 <p><b>Referees &amp; Assignors</b> Create and verify assignments, and submit game reports. <a href="#">Login</a></p>	 <p><b>College Coaches</b> Search player profiles and register to attend events. <a href="#">Login</a></p>

From the Home screen the Event Registration History screen can be viewed which displays all of the current events which the team is entered.

Home Events Game History Email Team College Search Rewards Help Log Out  
 Overview Team Profile Manager Coach Roster Roster History Account Assistance

Team - Girls U17 Lonestars 96G Red STH  
 GotSoccer TeamID # 568779

Update Team Age and More View/Print Team Contacts Sheet  
 View Team Rankings Page Team Fundraising

Get the most out of your account  
 Teams U15 and Older - How to add players to your Roster  
 Click Here to access the roster page.  
 Account Merge Tool is Now Available! Click Here to get started.

Your Club  
 Lonestar SC (TXS)

Event Registration History  
 Items 1 - 20 of 25

Name/Date	Type	Status	Applied	Accepted	Paid	Roster	eTravel	Support
WDDOA 2012-2013 Team Registration (roster/cards) 8/1/2012 - 7/31/2013	Registration	Accepted	08/14/2012	Yes	No	Yes (18)	N/A	Request
STYSA State Classic League 8/1/2012 - 5/31/2013	League	Applied	07/18/2012	Yes	Yes	Yes (18)	Request	Request
2012 Girls Austin Labor Day Cup 9/1/2012 - 9/3/2012	Tournament	Accepted	07/12/2012	Yes	Yes	No	Request	Request
Texas South State Cup 2012 5/26/2012 - 6/1/2012	Tournament	Accepted	06/15/2012	Yes	No	N/A	Request	N/A
2012 Lonestar Girls College Showcase 2/11/2012 - 2/12/2012	Tournament	Accepted	01/05/2012	Yes	Yes	No	Request	Request
2011 Girls Austin Labor Day Cup 9/3/2011 - 9/5/2011	Tournament	Accepted	07/27/2011	Yes	Yes	No	Request	Request

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.

### Girls U17 Lonestars 96G Red STH - Team Player List and Rosters

View by Event: STYSA State Classic League (8/1/2012) Print Contacts » Email Players »

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

Add Club Pass Player

Photo	LName	F.Name	ID#	Jrjy#	Gender	DOB*	Date Added	Type
	Bailey	Pressley	3945303	48	Girls	██████████	8/30/2012 8:25:49 PM	Deactivate P
	Baker	Audrey	1637202	33	Girls	██████████	8/30/2012 8:25:49 PM	Deactivate P
	Blanks	Megan	3945346	30	Girls	██████████	8/30/2012 8:25:49 PM	Deactivate P
	Brignole	Sydney	3945354	41	Girls	██████████	8/30/2012 8:25:49 PM	Deactivate P
	Coyle	Rachel	3945300	39	Girls	██████████	8/30/2012 8:25:49 PM	Deactivate P

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. 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 (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 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.

## Girls U17 Lonestars 96G Red STH - Team Player List and Rosters

View by Event: **STYSA State Classic League (8/1/2012)** [Print Contacts »](#) [Email Players »](#)

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

[Add Club Pass Player](#)

**Add Club Pass Player** Cancel

Girls	U17	L.Name	F.Name	ID#	Search
Level <input type="text"/>					

Enter the player first & last name or ID number to search.

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.

## Girls U17 Lonestars 96G Red STH - Team Player List and Rosters

View by Event: **STYSA State Classic League (8/1/2012)** [Print Contacts »](#) [Email Players »](#)

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

[Add Club Pass Player](#)

**Add Club Pass Player** Cancel

Girls	U16	L.Name	F.Name	ID#	Search
Level <input type="text"/>					

ID#	Level	L.Name, F.Name Name	Jrsy#	Sex	DOB	Group	Team	Add
3380930	C - State Class	Anderson, Kate	16	Girls		U16	Lonestars 97G Red STH	Add

Items 1 - 1 of 1

	Photo	L.Name	F.Name	ID#	Jrsy#	Gender	DOB*	Date Added		Type
1		Bailey	Pressley	3945303	48	Girls		8/30/2012 8:25:49 PM	<a href="#">Deactivate</a>	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		Anderson	Kate	3380930	16	Girls		9/2/2012 5:31:34 PM	<a href="#">Activate</a>	CP
2		Tamayo	Mariah	4276737	29	Girls		8/30/2012 8:25:48 PM	<a href="#">Activate</a>	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 DDL Game Report**

Game reports **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 report and bring to the game. To access the schedule for the team, click on the event name link (i.e. 2018/2019 Dynamo/Dash League) in the team's Events Registration History screen.

Name/Date	Type	Status	Applied	Accepted	Paid	Roster	eTravel	Support
<a href="#">WDDOA 2012-2013 Team Registration (roster/ cards)</a> 8/1/2012 - 7/31/2013	Registration	Accepted	08/14/2012	Yes	No	Yes (18)	N/A	<a href="#">Request</a>
<a href="#">STYSA State Classic League</a> 8/1/2012 - 5/31/2013	League	Applied	07/18/2012	Yes	Yes	Yes (18)	<a href="#">Request</a>	<a href="#">Request</a>
<a href="#">2012 Girls Austin Labor Day Cup</a> 9/1/2012 - 9/3/2012	Tournament	Accepted	07/12/2012	Yes	Yes	No	<a href="#">Request</a>	<a href="#">Request</a>
<a href="#">Texas South State Cup 2012</a> 5/26/2012 - 6/1/2012	Tournament	Accepted	06/15/2012	Yes	No	N/A	<a href="#">Request</a>	N/A
<a href="#">2012 Lonestar Girls College Showcase</a> 2/11/2012 - 2/12/2012	Tournament	Accepted	01/03/2012	Yes	Yes	No	<a href="#">Request</a>	<a href="#">Request</a>
<a href="#">2011 Girls Austin Labor Day Cup</a> 9/3/2011 - 9/5/2011	Tournament	Accepted	07/27/2011	Yes	Yes	No	<a href="#">Request</a>	<a href="#">Request</a>

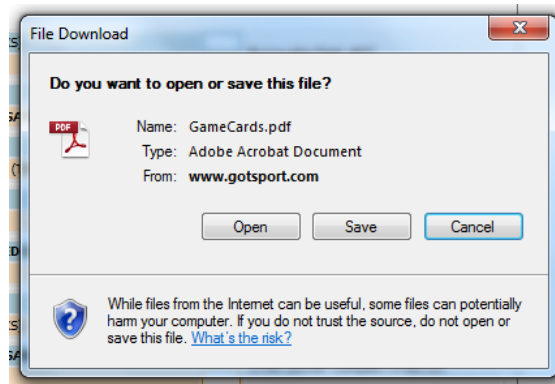
This will display the team's event application:

Application Information	Contact Information (This Event)	Manager Information
<b>Event</b> <a href="#">STYSA State Classic League</a> <b>Group</b> Girls U17 <b>Club Name</b> Lonestars <b>Team Name</b> <a href="#">Lonestars 96G Red STH</a>	<input checked="" type="checkbox"/> <a href="#">Copy from Team Contact</a> <b>Organization</b> <input type="text"/> <b>Contact Name</b> Erin Krieger	<a href="#">Update Manager Information</a> <b>Manager Name</b> <input type="text"/> <b>Address</b> <input type="text"/> <b>City</b> <input type="text"/>

Click on the "Schedule" tab and the schedule will be displayed:

Team	Hotels	Rooming	Sales	Application Status	Schedule	Requests	Misconduct	Guests	Support & Feedback
STYSA State Classic League									
8/1/2012-5/31/2013									
Girls U17 LONESTARS 96G RED STH (TXS)									
Click on the game number to download a printable game card.									
#212	9/9/2012 12:00 PM-2:00 PM	H CHALLENGE SC CHALLENGE 96 KINGWOOD (TXS)	<input type="checkbox"/>	LONESTARS 96G RED STH (TXS)		<input type="checkbox"/>	Burroughs Park #07		
#215	9/16/2012 1:00 PM-3:00 PM	H LONESTARS 96G RED STH (TXS)	<input type="checkbox"/>	LONESTAR SC SA LONESTARS 96G RED EAST SAN (TXS)		<input type="checkbox"/>	WCRP WCRP 02		
#219	9/23/2012 2:00 PM-4:00 PM	H LONESTARS 96G RED STH (TXS)	<input type="checkbox"/>	ALBION HURRICANES FC AHFC 96G BLACK W (TXS)		<input type="checkbox"/>	Burroughs Park #07		
#222	9/30/2012 3:00 PM-5:00 PM	H LONESTARS 96G RED STH (TXS)	<input type="checkbox"/>	CHALLENGE SC CHALLENGE 96 (TXS)		<input type="checkbox"/>	NEMP NEMP 05		
#223	10/4/2012 7:00 PM-9:00 PM	H LONESTAR SAN ANTONIO LONESTARS 96G RED SAN (TXS)	<input type="checkbox"/>	LONESTARS 96G RED STH (TXS)		<input type="checkbox"/>	WestCreek		
#227	10/14/2012 1:00 PM-3:00 PM	H LONESTARS 96G RED STH (TXS)	<input type="checkbox"/>	CHALLENGE SC CHALLENGE 96 KINGWOOD (TXS)		<input type="checkbox"/>	NEMP NEMP 06		
#230	10/21/2012 1:00 PM-3:00 PM	H LONESTAR SC SA LONESTARS 96G RED EAST SAN (TXS)	<input type="checkbox"/>	LONESTARS 96G RED STH (TXS)		<input type="checkbox"/>	STAR Soccer Complex STAR 03		
#234	10/28/2012 3:00 PM-5:00 PM	H ALBION HURRICANES FC AHFC 96G BLACK W (TXS)	<input type="checkbox"/>	LONESTARS 96G RED STH (TXS)		<input type="checkbox"/>	STAR Soccer Complex STAR 04		
#237	11/4/2012 12:00 PM-2:00 PM	H CHALLENGE SC CHALLENGE 96 (TXS)	<input type="checkbox"/>	LONESTARS 96G RED STH (TXS)		<input type="checkbox"/>	Burroughs Park #04		
#238	11/11/2012 2:00 PM-4:00 PM	H LONESTARS 96G RED STH (TXS)	<input type="checkbox"/>	LONESTAR SAN ANTONIO LONESTARS 96G RED SAN (TXS)		<input type="checkbox"/>	WCRP WCRP 02		

To print a game report click on the "PDF" icon next to the game and choose Open on the screen that is displayed.





This will then open up the PDF file and the game report can be printed.

## Reporting Your DDL 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).

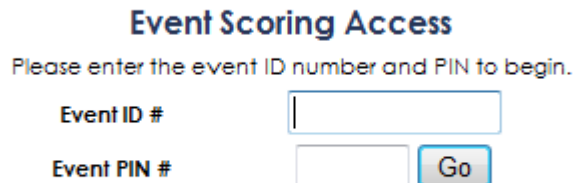
		<b>STYSA State Classic League</b>		
Phone-In Scores: 904-758-0875		Card Generated: 9/2/2012		
Event ID: 26352 PIN: 2536		<a href="#">Reprint Game</a>		
		Suspensions indicated with red line		
<b>Field: Burroughs Park #07</b>		<b>Date: 9/9/2012</b>	<b>Time: 12:00 PM</b>	
<b>Girls U17 GU17</b>		<b>Game #: 212</b>		

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:



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



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

## GoSoccer Event Scoring

Select Game Game #  Go

Enter a Game Number

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

## GoSoccer Event Scoring

Select Game Game # 212 Go

STYSA State Classic League - GU17 - GU17 #212  
9/9/2012 12:00 PM Burroughs Park #07

H	CHALLENGE SC CHALLENGE (TXS)	H	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
A	LONESTARS 96G RED STH (TXS)	A	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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.

## GoSoccer Event Scoring

Select Game Game # 212 Go

STYSA State Classic League - GU17 - GU17 #212  
9/9/2012 12:00 PM Burroughs Park #07

H	CHALLENGE SC CHALLENGE (TXS)	H	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Yellow Cards

Player	Code	
* (select player)	<input type="text"/>	<input type="button" value="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.

## GoSoccer Event Scoring

Select Game Game # 212 Go

STYSA State Classic League - GU17 - GU17 #212  
9/9/2012 12:00 PM Burroughs Park #07

H	CHALLENGE SC CHALLENGE (TXS)	H	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
A	LONESTARS 96G RED STH (TXS)	A	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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.



## GotSoccer Event Scoring

Select Game Game #

STYSA State Classic League - GU17 - GU17 #212  
9/9/2012 12:00 PM Burroughs Park #07

H	CHALLENGE SC CHALLENGE (TXS)	H	<input type="text"/>	Y	<input type="text" value="0"/>	R	<input type="text"/>
A	LONESTARS 96G RED STH (TXS)	A	<input type="text"/>	Y	<input type="text"/>	R	<input type="text"/>

Final Scores Home  Away

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

**Game #212 Updated Successfully**

## GotSoccer Event Scoring

Select Game Game #