South Texas Youth Soccer
Game Day Procedures – GROUP PLAY
Applicable to State and Presidents Cup

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) Jersey numbers for all players should be entered in the Cup event roster in GotSoccer.
   b) Teams with 22 player rosters (U16 and above) can only dress 18 of the players on Game Day. Players not dressing for the game should be crossed off of the game day roster prior to handing it in to the referee.
   c) Only primary players are permitted on the game day roster; NO CLUB PASS.
   d) Players serving a suspension must be included in the 18 players on the Game Day roster and indicated on the Game Card as sitting out a suspension by writing "Must 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.

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 identification card for each player with the player's current picture (permanently attached). Adults who will be on the team sideline (maximum of 4) must present a current (GREEN) valid Adult Participation Pass to the referee prior to the game and must have it visibly displayed during the game.

3. 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 are not to be written in on the game reports.

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. REVIEW the game card before signing!

5. The signed Game Card will be kept by the referee and turned into the field coordinator by the referee.

6. 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 the 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) 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.

7. Game Scores and Penalties (Yellow Cards and Red Cards) must be completed by both teams the same day as the scheduled game played in GotSoccer (see instructions for **Reporting Game Results** below). If the scores/cards are already entered, verify they are correct.

8. In the event of an ejection, coaches are responsible for ensuring that individuals that are sent off sit out the appropriate number of games. Should the situation warrant (i.e. violent conduct, spitting, fighting, etc.) the referee will submit a supplemental report to South Texas Youth Soccer for review and additional suspensions.

9. Cup Competition Contacts:
   a. Andrew Frisque (State Cup): andrewf@stxsoccer.org
   b. Mike Leland (Presidents Cup): mikel@stxsoccer.org
   c. Noah Taylor (all competitions support): noaht@stxsoccer.org

Printing the Game Report:

Game reports should be printed on the Friday prior to the scheduled game date. Both teams should print a copy of the game report and bring to the game. To access the Cup schedule for the team, click on the respective Cup link in the team's Events Registration History screen.

Event Registration History

GotSoccer Account								
Connect to your GotSoccer Account								

Items 1 - 10 of 10

Name/Date	Type	Status	Applied	Accepted	Paid	Roster	Schedule	eTravel	Support
U13 SCL Qualifying 2/23/2013 - 5/12/2013	League	Accepted	02/20/2013	Yes	No	Frozen (17)	View	Request	Request
South Texas State Cup 2/23/2013 - 5/27/2013	League	Accepted	02/05/2013	Yes	Yes	Default	View	Request	Request
Spring Cup 2013 - Warm Up Event 2/2/2013 - 2/3/2013	Tournament	Accepted	01/09/2013	Yes	Yes	Default	View	Request	Request
Capital City Classic 12/8/2012 - 12/9/2012	Tournament	Accepted	10/23/2012	Yes	Yes	Frozen (16)	View	Request	Request
EDDOA State Registration (Rosters & Cards) 8/1/2012 - 7/31/2013	Registration	Accepted	09/06/2012	Yes	No	Frozen (17)	N/A	N/A	Request
2012 Boys Austin Labor Day Cup 9/1/2012 - 9/3/2012	Tournament	Accepted	08/06/2012	Yes	Yes	Default	View	Request	Request
Memorial Day Cup Houston 2012 5/26/2012 - 5/27/2012	Tournament	Accepted	04/16/2012	Yes	Yes	Default	TBA	Request	Request

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

Albion Hurricanes FC (TXS)

This will display the team's application:

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

To print a game report click on the "PDF" icon next to the game and choose Open on the screen that is displayed.
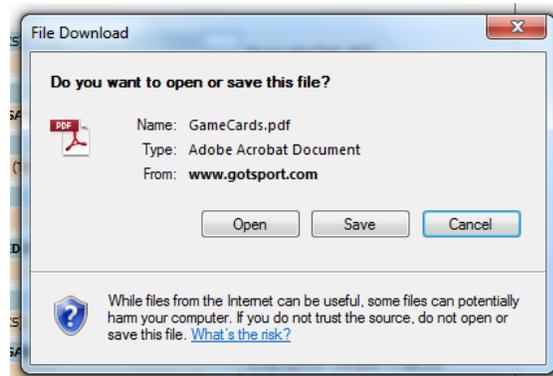
This will then open up the PDF file and the game report can be printed.

Reporting 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.

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:

Event Scoring Access

Please enter the event ID number and PIN to begin.

Event ID # [ ]

Event PIN # [ ] Go

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

GotSoccer 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:

GotSoccer 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 [ ] Y [ ] R [ ]
A LONESTARS 96G RED STH (TXS)   A [ ] Y [ ] R [ ]

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.

GotSoccer 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 [ ] Y 0 R [ ]

Yellow Cards

Player	Code	
* (select player) ▼	[ ] ▼	Add

Back

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.

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