South Texas Youth Soccer
Game Day Procedures
Dynamo/Dash League

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. 22 player roster (U16-U19)…18 players eligible to play in a given game.
      b. 18 player roster (U13-U15)…18 players eligible to play in a given game.
      c. 16 player roster (U11-U12)…16 players eligible to play in a given game.
   b) Jersey numbers for all players should be entered in the DDL event roster in GotSoccer. Game cards should not have hand written jersey numbers, nor should any players 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 Wednesday prior to the regularly scheduled match. For U13-U19, there is a maximum of 4 Club Pass players that may appear on a Game-Day roster. For U11-U12, 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 Report.
   e) Players serving a suspension must be included on the Game Day roster and do count toward your Game-Day Roster Limit. Suspended player 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 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. A valid Adult Participation Pass is properly prepared (laminated), has the adult's current picture (permanently attached) on the front, and has the adult's signature on the back. GREEN is the only color Adult Participation Pass that is acceptable.

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 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.

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 are not to be written in on the game reports. 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 DDL administrator who will determine eligibility and assess any forfeit.

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 completed by both teams the same day as the scheduled game played 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 at the STYSA Office within 48 hours of the protest and must include a detailed letter with the account of the events surrounding the protest. Judgement calls by the referee may not be protested.

Preparing the 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.

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

Team - Girls U17 Lonestars 96G Red STH
GotSoccer TeamID # 568773

⊞ 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

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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	01/03/2012	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	L.Name	F.Name	ID#	Jrsy#	Gender	DOB*	Date Added		Type
1		Bailey	Pressley	3945303	48	Girls	▓▓▓	8/30/2012 8:25:49 PM	Deactivate	P
2		Baker	Audrey	1637202	33	Girls	▓▓▓	8/30/2012 8:25:49 PM	Deactivate	P
3		Blanks	Megan	3945346	30	Girls	▓▓▓	8/30/2012 8:25:49 PM	Deactivate	P
4		Brignole	Sydney	3945354	41	Girls	▓▓▓	8/30/2012 8:25:49 PM	Deactivate	P
5		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 manger can also update the jersey numbers for players from this screen by highlighting the number field, entering the correct information and then hitting the Tab key.

Adding a Club Pass Player

Club pass players may be added to a team's player pool with a maximum of 8 players per team and must be registered to another PRIMARY team from the club. Once added to a pool the player may not be removed. 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, typically Wednesday prior to the game day. Up to 4 club pass players may participate in a game for U13-U19 teams. Up to 3 club pass players for U11-U12 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 [▾]

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 Anderson | F.Name Kate | ID# [   ] | Search |

Level [▾]

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

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	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	Deactivate	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	Activate	CP
2		Tamayo	Mariah	4276737	29	Girls	■■■	8/30/2012 8:25:48 PM	Activate	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 the 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. 2016/2017 Dynamo/Dash League) in the team's Events Registration History screen.

This will display the team's event 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.
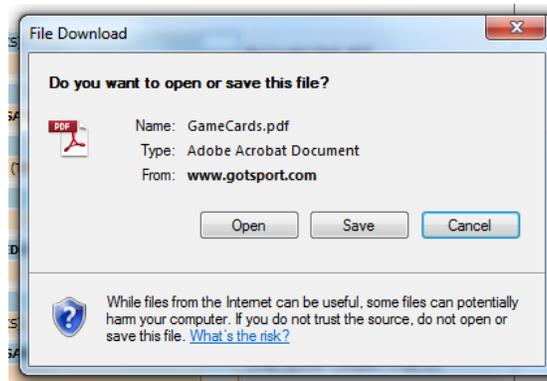
This will then open up the PDF file and the game report can be printed.

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 (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:
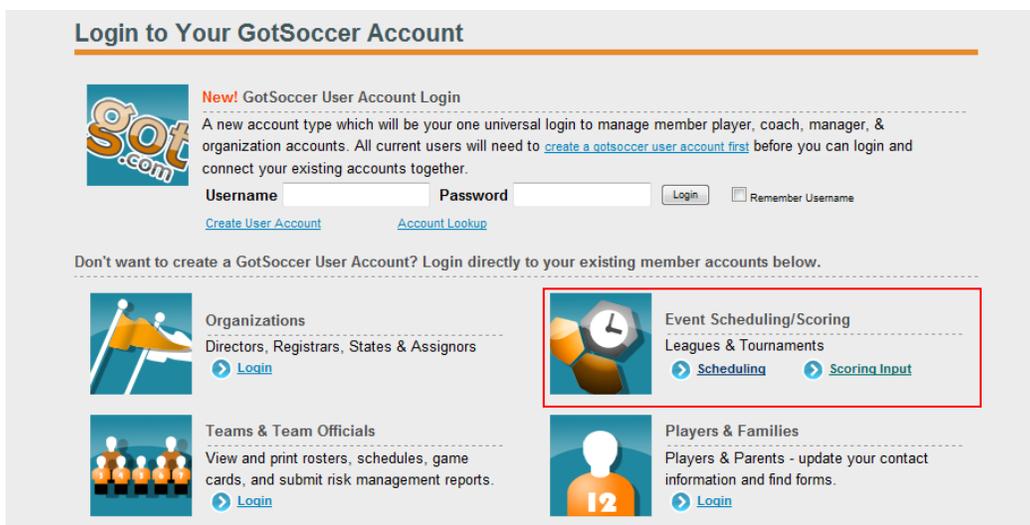
This will display the Event Scoring Access screen where, after entering the Event ID and PIN the user should click the Go button:
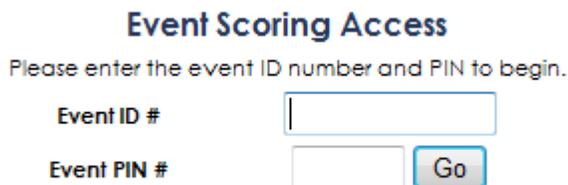
This displays a screen where the user will input the Game Number and click Go again:

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.

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.

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 | |
| A | LONESTARS 96G RED STH (TXS) | | A | | Y | | R | |

Final Scores Home [ ] Away [ ] [Save]

[Back]

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 # [ ] [Go]

Enter a Game Number