



Southern Regional Premier League (SRPL) Game Day Procedures & Details 2017-2018 (as of 7/20/17)

The Game Report (Game Day Roster) is to be printed from the team's GotSoccer account prior to each game and brought to the game by each team. Please note that the Club Pass Players must be entered into the GotSoccer Game Day Roster via the team's GotSoccer account no later than Thursday (11:59 pm) prior to the match date. The referee will select one of the Game Day Roster's to use and that copy will be the official game report. Each team is to complete their portion of the Official Game Report prior to the beginning of the game. At the conclusion of the match, a representative from each team must sign the Game Report to verify accuracy.

Each team must present at the game site its laminated and pictured US Youth Soccer Member Passes for players and coaches. Electronic player passes will only be accepted on an emergency basis if member passes are not available for each participating coach and player. They must be provided by the appropriate State organization and validated according to the State's procedures/policies. Additionally, each team must present an approved Game Day roster of no more than 22 players. Prior to kick off, the Game Day roster, if it contains more than 18 players, must be reduced to show the match active 18 players. Additional players must be crossed out with a line. The Game Day Roster must include all players serving suspensions for prior ejections (**Note:** the player is not required to be present at the game and does not count towards one of the 18 match active players). Team players not on the active 18 player Game Day roster may sit on the team bench in street clothing.

Steps following the completion of game(s):

- The completed Game Report will go to the winning team or to the home team in case of a tie.
- The winning team, or the home team in case of a tie, will record the game score immediately following the game in 1 of 2 ways:
 - o **Scan the "QR" code** using your mobile devices QR code app. After scanning, the app will take you directly to the webpage where you can input the score and cards issued for your game.
 - o **Call-In the Score** via the phone number listed on the Game Report. Use the "event code" and "PIN" listed on the Game Card to enter the score appropriately. The phone system will guide you through the process.
- Scores need to be posted within two hours of the game being completed.
- Red and Yellow Cards. The winning team or, the home team in case of a tie, must record any red or yellow cards that were issued to either team. This can be done through and at the same time as recording the score.
- The completed Game Report, after the score has been posted, must be uploaded into the winning team or the home team's GotSoccer account in case of a tie, under "Documents". Please use the Game # as the file name.
- Each team's official (team manager or coach) is responsible for ensuring they have received all their player and coach passes prior to leaving the field.

- Teams are responsible for making sure that their benches and technical area are cleaned following the match. All water bottles, tape, and garbage must be removed. Teams may be subject to a fine if the technical areas are left a mess.

In the event of an ejection during the game, the “Southern Regional Premier League Ejection Report” (http://regioniii.usyouthsoccer.org/premier_league/documents/) must be completed and submitted to the SRPL Commissioner within 48 hours of the game. The individual receiving the red card is suspended for one (1) game. If the red card is for “Violent Conduct” (VC as designated by referees), then the suspension is two (2) games. The SRPL reserves the right to add additional game suspensions based on review of the incident. Suspensions must be served in the league they were received in. If the ejection occurred in the final game of the league, the sit-out must be served in the teams’ respective State Cup Competition. Sit-outs are validated by filling out the “Southern Regional Premier League Sit-Out Form” and having the referee of the “sit-out” game sign the form. The Sit-out form should then be sent to the SRPL Commissioner within 48 hours of the sit-out. In addition, the suspended player must appear on the Game Report as one of the eligible players, but does not have to be in attendance and does not have to be included in the match active 18 players. A suspended player may not Club Pass play for another team until the suspension(s) is/are served. All forms can be emailed to: SRPL.Admin@usyouthsoccer.org.

Once the Ejection Report and Sit-out Forms have been emailed, it is required they be uploaded into your GotSoccer team account, under Documents. Name file as: Game# RedCard

Substitution Procedures: Limited Substitution Procedure for 15U-19U teams (13U and 14U have unlimited substitution). Prior to the beginning of the match, each team official is to hand the Referee or AR the starting 11 player passes for their respective team.

- A team may have NO more than seven (7) substitutions per half.
- Upon approval by the Referee, a substitute player will enter the field at the mid-field line. Prior to entering the game, the player must hand his/her player pass to the Referee or AR. The player being replaced will return to his/her team bench. The substituted player is NOT permitted to re-enter the game for the remaining half of play.
- At the conclusion of the first half, the Referee or AR will return the player passes to the team’s official.
- Prior to the beginning of the second half, each team’s official is to hand the Referee the starting 11 player passes from their respective team.
- At the conclusion of the game, the Referee or AR will return the player passes to each team’s official.
- Each team’s official is responsible for ensuring they have received all their player passes prior to leaving the field.
- 13U and 14U have unlimited substitution

Game Ball. SRPL recommends the Nike Ordem 4 Match Soccer Ball to be used for competition. Each team (home and away) should have three (3) game balls available for the match.

Sideline. 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 (18) yard line. A limit of four (4) adults with USYS adult passes will be allowed with each team. Spectators are to occupy the opposite side of the field directly across from their team.

Referee Payment Procedures. Teams will split the cost of the referees and are to pay them in cash prior to the start of the game. Please note the West Sub-Region (OK, NTX, STX) payment will be handled differently. State Representatives from OK, NTX, and STX will contact teams on referee payment procedures.

13U: \$145.00 (total). \$72.50 per team. Center \$65.00, ARs \$40.00 each.
Breakdown of denomination: 3 x \$20.00, 1 x \$10.00, 1 x \$2.50 – Per Team

14U: \$145.00 (total). \$72.50 per team. Center \$65.00, ARs \$40.00 each.
Breakdown of denomination: 3 x \$20.00, 1 x \$10.00, 1 x \$2.50 – Per Team

15U: \$145.00 (total). \$72.50 per team. Center \$65.00, ARs \$40.00 each.
Breakdown of denomination: 3 x \$20.00, 1 x \$10.00, 1 x \$2.50 – Per Team

16U: \$145.00 (total). \$72.50 per team. Center \$65.00, ARs \$40.00 each.
Breakdown of denomination: 3 x \$20.00, 1 x \$10.00, 1 x \$2.50 – Per Team

17U: \$175.00 (total). \$87.50 per team. Center \$75.00, ARs \$50.00 each.
Breakdown of denomination: 1 x \$50.00, 1 x \$20.00, 1 x \$10.00, 1 x \$5.00 1 x \$2.50 – Per Team

18U: \$175.00 (total). \$87.50 per team. Center \$75.00, ARs \$50.00 each.
Breakdown of denomination: 1 x \$50.00, 1 x \$20.00, 1 x \$10.00, 1 x \$5.00 1 x \$2.50 – Per Team

19U: \$175.00 (total). \$87.50 per team. Center \$75.00, ARs \$50.00 each.
Breakdown of denomination: 1 x \$50.00, 1 x \$20.00, 1 x \$10.00, 1 x \$5.00 1 x \$2.50 – Per Team

Rules. Each team is responsible for reading and being familiar with the Region III Southern Regional Premier League rules, posted at http://regioniii.usyouthsoccer.org/premier_league/documents/.

Uniforms. The team listed first in GotSoccer is the HOME team and is to wear white or light colored uniforms, including socks. The team listed second is the AWAY team and is to wear dark colored uniforms, including socks. If there is a conflict, the team not in compliance must change. The referee's judgement is final.

Ejection/Sit-out forms and links to schedules may also be found on the Southern Regional Premier League page of the Region III website.

Weekend Contacts. Each SRPL event style play dates will have at least one field coordinator on-site for teams to use as their primary contact on game day. If the coordinator cannot remedy the situation, then the coordinator and/or team will contact the state rep of the hosting state. If neither of those individuals can be reached, a team manager or coordinator can contact the SRPL Administrator. Email is the best communication method to use if the situation does not require an immediate response. Email: SRPL.Admin@usyouthsoccer.org.

Contact Information:

Bill Fisher – League Director – email: srpl3@usyouthsoccer.org cell: 561-901-8194

Bill Rivera – League Administrator – email: srpl3@comcast.net cell: 786-351-4394

Jane Llewellyn – League Registrar – email: ncstatereg@gmail.com
(Only questions pertaining to roster and club pass players matters)