

WISCONSIN YOUTH SOCCER ASSOCIATION

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WYSA Game Day Protocol Southwest Classic League & Northwest Classic League

Expectations of Club & Team	Expectations of Referee
Teams MUST submit: 1. Approved Game Card.	 Be currently registered with the U.S. Soccer.
 Club passed players must be in game card. 	Have a working knowledge of the Laws of the Game and league rules.
3. Coach Pass	3. Be professional in attitude and effort.
 Proper referee payment prior to the game. 	 Report scores and incident reports in Game Officials.

Player Passes

 No player pass is required for Southwest Classic League (SWCL) and Northwest Classic League (NWCL) play.

Game Cards

- Each team must provide official Game Card.
 - Team and Club Admins are able to print.
 - State League, SECL, SECL Developmental
- Youth Academy Clubs are required to bring Team Rosters.
- Club pass players must be assigned and listed on the printed Game Card or roster.
 - Club pass players not listed are NOT eligible to play.
- NO OFFICIAL GAME CARD GAME IS PLAYED! Have the team provide a handwritten roster and FILE AN INCIDENT REPORT.
- Teams not providing an official team roster are subject to a \$25 fine per incident.
- MAX of 18 players can be game active for 13U-18U.
- MAX of 16 payers can be game active for 11U-12U.
- MAX of 14 players can be game active for 9U-10U
- Verify jersey number on roster matches the number player is wearing change on roster if necessary.

Coach Pass

- All coaches are to present a Coach pass.
- No Coach Pass GAME IS PLAYED! File an incident report
- Verify Coach's name with roster. If different, OK to write it on roster.
- In the event a coach is unavailable or is dismissed, and no other coaches or licensed, approved adult, with a current year pass is available, a parent is able to start or complete the match. Note this on the INCIDENT REPORT.
- A driver's license is NOT a substitute for Coach pass but can be used to verify name for roster.

Incident Reports

 Issues with any of the above MUST be filed in an Incident Report within 24 hours of game completion.