



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
<p>Teams MUST submit:</p> <ol style="list-style-type: none"> 1. Approved WYSA League roster. 2. Club passed players also must provide a copy of his/her team WYSA roster. 3. Coach Pass 4. Proper referee payment prior to the game. 	<ol style="list-style-type: none"> 1. Be currently registered with the U.S. Soccer. 2. Have a working knowledge of the Laws of the Game and league rules. 3. Be professional in attitude and effort. 4. 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.

Roster

- Each team must provide a copy of the teams official WYSA roster.
- For club pass players a copy of the players official WYSA roster must be provided.
- **NO OFFICIAL ROSTER - 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** in Game Officials within 24 hours of game completion.