



Game Day Information

Games

Games may end in a tie (no overtimes, etc).

Passes and Rosters

Teams should surrender Players Passes and a copy of the Roster (with players' jersey numbers) to the Referee prior to the beginning of the game. The referee should check the players against the Player Passes prior to the start of the game. If a team does not have their USYS player passes and/or a copy of their official state roster at the start of the game the game may be started but must be present and checked by the end of the match. If the team is unable to present passes and /or roster at the end of the match the opposing team will be awarded a 4-0 win. Note an electronic copy of a roster (shown on an electronic device such as IPAD) will be sufficient at the game if the passes are present at the field.

Games roster for Competitive Teams that allow more than 18 players on their roster:

State Wide League Games

Each team may only have 18 players listed on their game report. The names of the players who will not be participating in the game shall be marked through on the game report. Players serving a suspension must be identified and the game roster reduced accordingly. The player may return to the complex for the next game but he/she must sit on the spectator side of the field as a spectator. He/she cannot use a bench pass to sit with the team.

Additional players listed on the team roster, but not playing and are not on the game roster cannot be in uniform but may be seated with the team in the technical area. These non-playing persons of the team will be considered team officials. Although team officials cannot commit misconduct or be shown a card, they may be dismissed from the field for irresponsible behavior. Any player so ordered will not be allowed to participate in their next scheduled game and may be subject to additional penalties.

Regional League Games

All players listed on the LSA roster are eligible to play unless there is a player serving a suspension.

Red Cards Received in a Game

If a player is sent-off during a game, the team manager shall retain possession of the player pass

Referees at LCSL Games

If a Louisiana Competitive League Game does not have 3 referees, the game can be played as long as both coaches agree. Every effort should be made to contact the assignor to see if referees can be obtained in a reasonable time. If both coaches do not agree to play the game with less than 3 referees, then the team that had been the home team and was responsible for scheduling the referees will give up their home field advantage for the rescheduled game. If the game was originally to be played at a neutral location, then the game will be re scheduled again at a neutral location.

Game reports

Both teams should bring a copy of the game report and get it signed by the referee. To obtain a game report, log into your team account and click on the LCSL event (front page or under Events tab). Once there go to the schedule tab and click on the game number to download a pdf of the game report. Make sure you do not print all the game reports at once as they will be updating throughout the season with any red cards, etc.

Paying Referees

Payment of referees will be “CASH-IN-HAND” at the field by the team managers prior to the games. Each team will contribute one-half the total referee fees for that age group. Referees will NOT make change so you must have the exact amount for your team.

Age Group	Game Length	Referee	AR	AR
U11-U12	60 minutes	\$30	\$20	\$20
U13-U14	70 minutes	\$35	\$20	\$20
U15-U16	80 minutes	\$40	\$25	\$25
U17-U18	90 minutes	\$45	\$30	\$30

Games Played in a Tournament:

The game report should also be brought to these games and completed by the referees. Payment of referee fees will be handled by the tournament, not paid by the teams at the game.

Reporting scores

Please report all scores within 48 hours of the game, otherwise many of the GotSoccer functions do not work. The home team should report the score and all yellow/red cards issued in the game.

All game reports where a red card is received or a red card suspension is being served must be sent to the LSA Office and received by the Friday following completion of the game. Please send the report via email to jenniferdavis@lsa-soccer.org. If you cannot scan then please fax it to 225-766-0623.

If the above deadlines are not complied with the offending team and club will be notified by the Louisiana Competitive Committee Chairperson and given one week to remedy the situation. If the situation is not remedy the \$250 Club Performance Bond check will be deposited. If a Club's bond check is deposited, the Club must submit another \$ 250.00 bond check within 10 days or all of its teams will not be able to participate in Competitive League or State Cup.

Entering Scores

The Event ID, PIN and phone number are listed at the top of the game report.

Scoring:

There are three ways to enter a score in the GotSoccer system.

- 1) Using a smart phone – (This is the fastest way).
- 2) Calling in a phone – (We have limited phone service, if you cannot get through please enter the score using a smart phone or your computer).
- 3) Your personal computer

In order to enter a score you will need at minimum

- 1) The event ID number
- 2) The event PIN
- 3) The game Number
- 4) To know the Home team and Away team
- 5) The web address for results or the call in phone number.

Most of this information can be found on your game card.

Smart Phones and Home Computers

On your smart phone (web enabled phone). Go to www.gotsoccer.com and look for the Scoring link. If you are using a PC or MAC you will need to go to www.gotsport.com/m

The system will return a screen that looks like this



Click it and enter the event ID (19887) and Pin (9999)

Enter the game number and press go.



The system will return:

Game List Game #

2011 Region 3 Premier League - BU15 - Premier League #1
 9/18/2011 8:00 AM [Georgia Soccer Park #3](#)

H	GASTON UNITED SC GUSC (NC)	H	<input type="text"/>	<input type="text" value="Y"/>	<input type="text"/>	<input type="text" value="R"/>	<input type="text"/>
A	CONCORDE FIRE ELITE (GA)	A	<input type="text"/>	<input type="text" value="Y"/>	<input type="text"/>	<input type="text" value="R"/>	<input type="text"/>

If you click on the "H" or "A" box the system will return

Game List Game #

2011 Region 3 Premier League - BU15 - Premier League #1
 9/18/2011 8:00 AM [Georgia Soccer Park #3](#)

H	GASTON UNITED SC GUSC (NC)	H	<input type="text"/>	<input type="text" value="Y"/>	<input type="text"/>	<input type="text" value="R"/>	<input type="text"/>
A	CONCORDE FIRE ELITE (GA)	A	<input type="text"/>	<input type="text" value="Y"/>	<input type="text"/>	<input type="text" value="R"/>	<input type="text"/>

Final Scores Home Away

Enter the scores and press Save. Please press Save before moving on to entering cards.

To enter red or yellow cards and assign them to a player click on the Y or R box for the desired team. The system will return the Team, card type, here Red and a drop down of all players.

2011 Region 3 Premier League - BU15 - Premier League #1
 9/18/2011 8:00 AM [Georgia Soccer Park #3](#)

H	GASTON UNITED SC GUSC (NC)	H	<input type="text"/>	<input type="text" value="Y"/>	<input type="text"/>	<input type="text" value="R"/>	<input type="text"/>
---	----------------------------	---	----------------------	--------------------------------	----------------------	--------------------------------	----------------------

Red Cards

Player	Code
* (select player) <input type="button" value="Add"/>	<input type="text"/>

Select the player, the code and press Save.

Game List Game #

2011 Region 3 Premier League - BU15 - Premier League #1
 9/18/2011 8:00 AM Georgia Soccer Park #3
 H **GASTON UNITED SC GUSC (NC)** H

Red Cards

Player	Code	
<input type="text" value="14 - Ethan Quinlan"/>	<input type="text" value="S3 (S)"/>	<input type="button" value="Add"/>

If you've made a mistake you can remove the card.

2011 Region 3 Premier League - BU15 - Premier League #1
 9/18/2011 8:00 AM Georgia Soccer Park #3
 H **GASTON UNITED SC GUSC (NC)** H

Red Cards

Player	Code	
1 14 - Ethan Quinlan	S	<input type="button" value="Remove"/>
* <input type="text" value="(select player)"/>	<input type="text"/>	<input type="button" value="Add"/>

LCSL advises that all teams subscribe to the GotSoccer *Get Scores* feature. This module will automatically send a text and or email of any score entered for the team and or division depending on your subscription choice. There is no cost other than your normal text message costs. No advertisements will be sent and once the league is finished, no other scores will be sent. This feature is event specific. We suggest this because you will see the exact score entered within a minute or two (depends on your text provider) of the system receiving the game score. Any corrections should be made at the field. Simply reenter the score.

Phone IN:

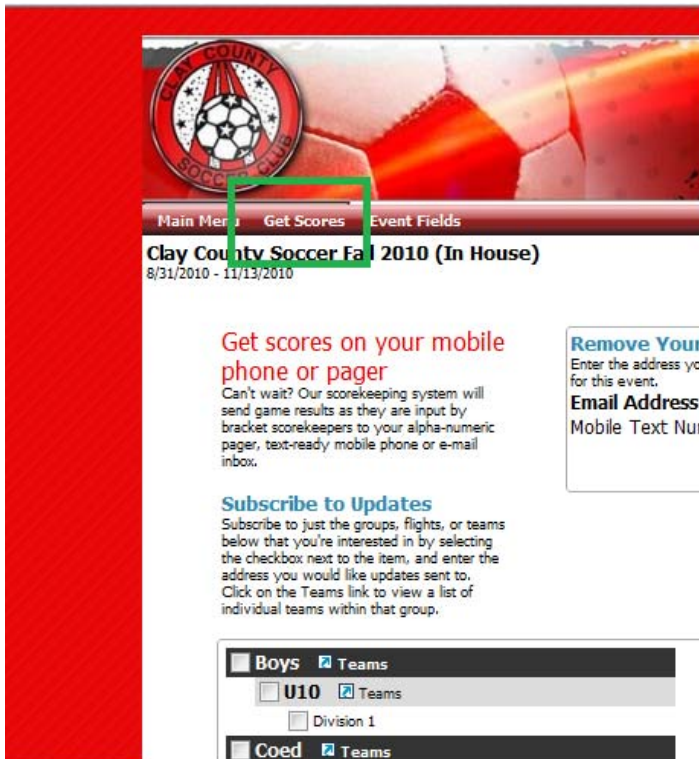
- Call 904-758-0875
- Press 1 to update scores
- Enter event ID – 19887
Press #
- Enter pin – 9999
Press#
- Game number – press #
- Press 1 for scores
Enter Home team score Press #

Enter Away team score Press #

- Press 2 for Yellow card
- Press 3 for Red Card
- To save press 1
- To report another game press 2

To Subscribe to Get Scores (Optional):

- 1) Click on the league public schedule page (<http://www.gotsport.com/events/?EventID=13034>)
- 2) Click on the **Get Scores** link on the menu bar (or click this link):
(<http://www.gotsport.com/events/getscores.aspx?EventID=13034>)



- 3) Using U12 as an example:

Subscribe to Updates
 Subscribe to just the groups, flights, or teams below that you're interested in by selecting the checkbox next to the item, and enter the address you would like updates sent to. Click on the Teams link to view a list of individual teams within that group.

- Boys [Teams](#)
 - U10 [Teams](#)
 - Division 1
- Coed [Teams](#)
 - U5 [Teams](#)
 - COED U5
 - U6 [Teams](#)
 - U6
 - U8 [Teams](#)
 - U8 Coed
- Girls [Teams](#)
 - U10 [Teams](#)
 - Division 1

- a. If you click on just *U12* you will receive scores from all U12 games,
- b. If you click on *Red* you will receive scores for just the Red Division
- c. If you click on *Teams* and then select your team you will receive scores for just your team. Anyone can subscribe, again there is no cost other than normal text message fees.

Main Menu Get Scores Event Fields

Clay County Soccer Fall 2010 (In House)
 8/31/2010 - 11/13/2010

Get scores on your mobile phone or pager
 Can't wait? Our scorekeeping system will send game results as they are input by bracket scorekeepers to your alpha-numeric pager, text-ready mobile phone or e-mail inbox.

Subscribe to Updates
 Subscribe to just the groups, flights, or teams below that you're interested in by selecting the checkbox next to the item, and enter the address you would like updates sent to. Click on the Teams link to view a list of individual teams within that group.

Remove Your Address
 Enter the address you would like to remove from the subscription list for this event.

Email Address

Mobile Text Number @

Boys [Teams](#)

U10 [Teams](#)

Division 1

Coed [Teams](#)

U5 [Teams](#)

COED U5

U6 [Teams](#)

U6

U8 [Teams](#)

U8

Boys U10 Teams

- B3CCS CLAY COUNTY SC CCS042-CROSBY (FL)
- B3CCS CLAY COUNTY SC CCS043-MCTAMMANY (FL)
- B3CCS CLAY COUNTY SC CCS044-BLITCHINGTON (FL)
- B3CCS CLAY COUNTY SC CCS047- O'NEILL (FL)
- B3CCS CLAY COUNTY SC CCS049-ADAIR (FL)
- CLAY COUNTY SC CCS045-CHANCEY (FL)
- CLAY COUNTY SC CCS046-PRICE (FL)
- CLAY COUNTY SC CCS048-LEARN (FL)

- 4) Once you have made your selection, scroll to the bottom of the page and enter one or both, your email or text message number, your text message number is just your cell phone number, then select your provider from the drop down list.
- 5) Finally, click **Subscribe**

- Red
- U14** Teams
- Red
- Green
- Yellow

Email Address

Mobile Text Number