

SCYS OPEN, PMSL and NL

Game Day Procedures

Updated Check-in Process (Directive from SCYS)

The coaches (or team manager) of each team are responsible for verifying the roster and player cards of the opposing teams' players and coaches prior to kickoff. They are expected to call out player names, and cross check their photo and number.

If it is deemed that a player or coach is not identifiable by their photo roster or card, the match officials will make the final determination if the player or coach is identifiable or not. If the player or coach is deemed unidentifiable, they are not permitted to participate.

- This process must be completed at least fifteen (15) minutes before kickoff to not disrupt each other's warm-ups (30 minutes preferred).
- Physical roster and cards can be used as well as the [PlayMetrics Game Scoring Assistant digital check-in](#) (preferred).
- Before the game starts, referees must be provided with the QR code from the [game scoring assistant](#) or a [physical match card](#). The QR code will open the game day roster. On the opening screen, you can verify that all players have been properly checked in.
- Players or coaches that arrive after kickoff must be verified by match officials.

No player or coach is permitted to participate if they are not on the roster; and no match is permitted to be played if a team is not able to present a valid roster with player cards (physical or digital).

A forfeit will be issued if your team does not participate in check-in per league rules.

Home Teams: (**Home wears light, away wears dark**)

The team listed first in each pairing on the schedule is the home team. The home team shall change jerseys and/or socks if, in the opinion of the referee, there is a color conflict.

Game Ball (Required): It is the responsibility of both teams to provide a playable game ball to the referee at the beginning of each match. U13-19 uses a size five (5) game ball.

Rules of Competition:

All matches will be conducted in accordance with FIFA's "Laws of the Game", consistent with the following additional requirements of the SCYS rules:

Player Substitutions:

Unlimited substitutions are allowed. Substitutions may be made on the following stoppages of play;

- Prior to a throw-in your favor (opponents CANNOT sub)

- Prior to a goal kick by either team
- After a goal by either team
- After any injury by either team when the referee stops play (unlimited substitutions)
- At the beginning of the second half

When the referee stops play to caution a player, only the cautioned player may be substituted prior to the re-start of the game.

After the match, record the score & any cards issued using the Playmetrics link from the QR code provided before the match. Also record the score in your arbiter account. Please make note if you had to issue a red card to a player or coach or eject a parent/spectator.

**A USSF Report and Supplemental is required if a Red Card is issued, a parent is ejected or there is an injury that may require a visit to the hospital.

Length of Match and Referee fees:

SCYSA National League (NLSC)				
Age Group	Referee Fee	Asst Referee	Due Per Team	Match Length
U13-U14	\$60.00	\$40.00	\$70.00	2 x 35'
U15-U16	\$70.00	\$45.00	\$80.00	2 x 40'
U17+	\$80.00	\$50.00	\$90.00	2 x 45'

SCYSA Open League/PMSL				
Age Group	Referee Fee	Asst Referee	Due Per Team	Match Length
U13-U14	\$50.00	\$35.00	\$60.00	2 x 35'
U15-U16	\$60.00	\$40.00	\$70.00	2 x 40'
U17+	\$70.00	\$45.00	\$80.00	2 x 45'