

Albuquerque Soccer League Game Day Procedures

Thursday before your Sunday game:

Check the team folder for your opponent to determine their uniform color. Simply go to the Teams folder, click the link for your opponent and their uniform colors will show on their login page. If the colors do not clash, it is the responsibility of the home team to change colors.

Check your player passcards to make sure you have all of them.

Print your game roster from your team folder.

Prior to game time on game day:

Game time is listed on your schedule. Your players should be at the field no later than 30 minutes before game time to dress out and check in with the referee.

You should have prepared a game roster, listing all of your players who will participate in today's game. The referee and the league will use that roster for the game report, determining who scored goals and who engaged in misconduct. **PLEASE PRINT THE "ADDITIONAL GAME ROSTER" FROM THE LINK IN YOUR TEAM FOLDER ON THE REGISTRATION PROGRAM.**

Find out from the referee how the referee wants to handle players who arrive late and substitutions. If you provide the referee with two copies, the referee will return a copy to you with the name of the referee and the assistant referees. By your team using the League form, this avoids any requirement you or any of your players may feel to go get the referee's name. You will already have the name if you follow this procedure.

If that wasn't clear enough, we don't need you to get us the referee's name so we can fire the referee. We already know the referee's name and can complete firing the referee without your help.

Players who do not have passcards may not play.

If your team is dressed and your roster complete when the referee approaches you for player check in, it makes a very good impression and you'll discover that the referee is much more likely to respect the players on a team who show that they respect the game by taking these steps.

Every player should have a uniform shirt of the same color with a number different from every other player. The numbers should be professionally applied, not tape or permanent marker.

Starting the game on time:

The referee is supposed to blow the whistle to start the game at the time listed on the schedule. If your team is NOT ready to play, but your opponent is, then your opponent has the option to either accept a forfeit or to allow your team additional time to get ready to play. If the opposing team allows such time, the amount of time by which the game starts late is removed from the 90 minutes for the entire game, with each half reduced by an equal amount.

If neither team is ready to play, then the referee can allow a reasonable amount of time for the teams to get ready and, again, reduce the game by that amount of time.

During the game:

ASL allows free substitutions during specific plays

- (a) Prior to a goal kick in either team's favor;
- (b) After a goal by either team;
- (c) After an injury, when the referee stops the game, by either team;
- (d) At half-time, by either team;
- (e) Prior to a throw-in in favor of the substituting team.

Please follow the referee's direction in having substitutes enter and leave the game.

If players arrive late, the referee will determine with whom they check in, either the center referee or an assistant referee. Players checking in late is a prime opportunity for passcards to not be returned to the team after the game. Please note after the game that we strongly encourage you to pay attention and count your passcards when you receive them back from the referee.

The behavior of your fans is your team's responsibility. If their actions rise to the point of the game being stopped, the League is going to hold your team accountable for that behavior. People who are cheering for your team are considered your fans, regardless of whether you claim to know them or not.

If you have fans or bench players enter the field to engage in any matter, the referee is directed by the League to terminate the game, retain the passcards of both teams, and return them to the office with a report. The League will then contact you regarding any actions to be taken with regard to the incident.

If you have a player sent off during the game, that player is to immediately collect his or her things and leave the field to a minimum 100 yards. The player is not to return for any reason during the game or after the game and is not to approach the referee after the game for any purpose. As we have explained above, the roster form has the referee names and we do not need the player to get the referee's name for any reason. If the player will not

leave, the referee is directed to terminate the game, retain all the passcards, and return them to the League with a report.

After the game:

When the referee blows the whistle to end the game, it's time to forget the game and shake your opponent's hand. The point of the 90-minute exercise is to have fun.

Give the referee about ten minutes to complete the roster form to return your copy. Some referees prefer to send their assistant referees back to each team with passcards and the duplicate roster. Others expect the captain to come pick them up. Ask the referee before the game.

The interaction between you and the referee should be brief. Be aware that you can be cautioned or sent off after the game is over and arguing with the referee after the game is pointless. Nothing is going to come of that to change the outcome of the game. While it seems obvious to the League, a person who has been sent off should not be the person going to pick up the passcards from the referee.

COUNT YOUR PASSCARDS!!!! Make sure you have all of your passcards and that you do not have any of your opponents. If you do not have all of your passcards, advise the referee that you are missing a card. If you do not follow this simple step, you probably won't notice until the following week and have to explain to your player why he or she doesn't get to play. That situation can be avoided very easily by counting the cards immediately after you receive them back.

If a card is lost, contact the League office so we can arrange to produce a replacement card. If we do not hear until the next week, a replacement card is \$10.

If you have a player who wishes to file a protest, generally for being sent off, the protest, including the \$25 fee, must be received at the office no later than close of business on Wednesday following the Sunday game. For games on anything other than a Wednesday, protests must be received by close of business no later than three days after the game.

Check the list of uniform colors for next week's game to make sure you and your opponent wear different colors. If you are listed first on the schedule, you're the home team and are obligated to change colors. The League office has scrimmage vests you can borrow for this purposes if your team doesn't own two sets of numbered uniforms.