



FLORIDA DEVELOPMENTAL LEAGUE
AWAY CLUB RESPONSIBILITIES (updated 8/2018)

BRING TO FIXTURE

TWO (2) COPIES OF THE OFFICIAL US CLUB SOCCER ROSTER:

Please indicate legibly on each copy

- Cross off players not dressing
 - Indicate players serving red card suspension (also cross off)
 - Write down any Home Club NPL DEV players playing off roster in accordance with PreECNL/NPL/FPL Rules and Regulations
- (a) ONE (1) COPY OF THE US CLUB SOCCER SUMMARY FACT SHEET: Evaluation and return-to-play protocols for players who have suffered head injuries
<https://floridapremiership.org/wp-content/uploads/2017/08/protocol-for-head-injury-1.pdf>

BLANK COPIES OF THE US CLUB COMPETITION INCIDENT REPORT

PLAYER AND COACH PASSES: Current, non-expired passes from your club

- Check players on official US Club Soccer roster have a pass (no pass, no play)

REFEREE FEES: Home club will pay. Neutral site matches will be paid by both venue teams one week prior to the game www.sportsoperationservices.com

PRIOR TO THE MATCH

MEET WITH HOME TEAM MANAGER:

- Provide both copies of away team official USCS roster to Home club
- Provide game day USCS passes to home club
- Complete Away team portion of DEV game report by either:
 - (b) Using Florida Premiership Approved label. Away teams should use the Game Report Away Roster template. Please note that the template is formatted for Avery Template 22827 or 5168 labels. This is found on the Florida Premiership Website
 - (c) **Avery Roster Templates – [Home](#) / [Away](#)**
 - (d) If no label is provided Away team must hand write all player information on the DEV game report provided by the Home club and this information must match the USCS roster
- When complete both Home and Away TM or coach signs the DEV game report under player names. Any player listed on the game report is deemed to have played in that game

DURING THE GAME

AWAY TEAM COACH:

- Maintains discipline on sideline
- When substituting gives player his/her pass in order to enter game (see REFEREE below)

REFEREE:

- Keeps track of goals: Player jersey# and time of goal (minute)
- Keeps track of yellow cards: Code of Misconduct(CD), jersey# and minute
- Keeps track of red cards: Code of Misconduct(CD), player name, jersey# and minute
- Keeps log of injuries and cards: completes competition incident report & referee report
- Substitutions: Unlimited at any stoppage at referees discretion
 - (a) New player stands at halfway line
 - (b) AR1 verifies pass ,player and equipment
 - (c) Player waits to be beckoned by Center referee
 - (d) New player enters field once the substituted player has left the field of play

AT END OF GAME

Away team coach signs completed NPL game report to verify score (near score box)