



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

BRING TO FIXTURE

AT FIELD:

- Team Benches
- Central Check in area: Tent and/or table close to fields for away team to check in

TWO (2) COPIES OF THE OFFICIAL US CLUB SOCCER ROSTER: Please indicate legibly on both copies

- Cross off players not dressing
- Indicate players serving red card suspension (also cross off)
- Write down any Home Club DEV players playing off roster in accordance with PreECNL/NPL/FPL Rules and Regulations

ONE (1) COPY OF THE OFFICIAL FPL GAME REPORT: Please indicate legibly

- game day players names, pass# and jersey numbers accurately completed
- Confirm Home players indicated on USCS roster are shown on the DEV game report
- Developmental Division, Game #, game date, age group and gender completed

ONE (1) COPY OF THE US CLUB SOCCER SUMMARY FACT SHEET: Evaluation and return-to-play protocols for players who have suffered head injuries

BLANK COPIES OF THE US CLUB COMPETITION INCIDENT REPORT

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

- Check home players on roster and game report have a pass (no pass, no play)

REFEREE FEES: Paid by the home/hosting club . Venue games will be paid in advance by both teams.
U11/U12 \$80 (\$40/20/20)

PRIOR TO THE MATCH

MEET WITH AWAY TEAM MANAGER:

- Obtain both copies of Away team official USCS roster and collect game day passes
- Confirm Away players indicated on USCS roster have a pass (no pass, no play)
- Ensure Away team portion of DEV game report by either:
 - (a) Using Florida Premiership Approved label provided by Away team
 - (b) If no label provided Away team must hand write all information on the game report
- Confirm Away players indicated on USCS roster are shown on the DEV game report
- When complete both Home and Away TM or coach signs the game report under player names. Any player listed on the game report is deemed to have played in that game.
- Attach one copy each of Home and Away USCS roster to DEV Game report
- Keep second copies in home club file

MEET WITH HEAD REFEREE:

- Complete Referee names and grade level on DEV Game Report



- Give player passes and DEV game report to referee to check in the teams.
- Give referee the US Club Soccer Summary Fact Sheet protocols for head injuries
- After player check in keep paperwork safe and dry!

DURING THE GAME

HOME 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 appropriate supplemental report(s)
- Substitutions: Unlimited. At any stoppage (referee 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

Confirm statistics and ensure the DEV game report is completed in full by referee

- Game report has all goals (jersey# and minute)
- Game report has all cards issued Code of Misconduct(CD), jersey# and minute
- Incident form & referee supplemental (for injuries, red card & other discipline actions)

Obtain coach signature on completed game report to verify score (near score box)

This completed report will need to be loaded into the Club Specific Google Docs Folder (access provided to the clubs) Please save the file as: *DEV.GAME#.Club.v.Club.DATE*

If there are any incidents or red cards, this paperwork MUST be loaded with the game report.

Clubs should retain all original files of home club match for further US Club or Florida Premiership use upon request.