



URSL General Procedures

Game day –

Home team to ensure the field is prepared properly, goals and corner flags in place.

Both teams should check in with the referee to review the League rules provided on the game day cards posted on the website. This should avoid confusion about the length of the game, players on the field, unbalanced score rule, and any other rule unique to this league.

Fall 2021 – We are still not doing a “high five”/handshake line at the end of the game. An alternate show of sportsmanship toward your opponent and the referee is still encouraged

For team jersey color conflicts the Home team will change to de-conflict the jerseys. We are recommending that each team figure out an alternate color t-shirt that all their players have. It doesn't matter if there are pictures, slogans or whatever on them as long as the basic color is similar (for instance, there could be many shades of green and that would be ok). They do not have to be numbered. With the easy availability of each team's contact information on the website it is recommended that the Home team contact the Away team a few days ahead of the game to see if there is a color conflict and work out the fix before the game. Any other helpful information should be passed along such as unique directions to the field, which of the five fields at the complex the game is actually being played on, etc.

Both teams should leave the field quickly at the end of the game to allow the oncoming teams adequate time for warmup.

Score reporting is provided on a separate sheet but the procedure is the winning team reports. If the game is a draw the home team reports

Any cards should be reported to the administrator at dshannonsoccer@gmail.com. Please include the game number, team of the carded player, player name and number or coach's name if the card was shown to a coach. If it is a red card, or two yellow cards in the same game, it must be reported on the Red Card Report form linked on the League website

There is no question that a red card (or two yellow in the same game) requires a sitout in the next game. The document to record the sitout is linked on the League website. The opponent of the game a player or coach is sitting out must be notified there is a sitout occurring for the game. The team with the sitout player or coach will forward the link to the Red Card Sitout form they filled out to record the red card sitout. The opponent will acknowledge by completing the form that they observed the player/coach was not in attendance for the game. The document (Google Form) is linked on the League website.

Rainouts

If your field is going to be closed, notifying the League sooner is better than later. However, at a minimum, you should let the administrator know two and one half hours (2 ½ hours) before the first game on the field or 10 am, whichever is earlier.



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Rainouts

Notify the administrator at dshannonsoccer@gmail.com. The administrator will put the closure up on the website. That will generate the text notifications to all the people that have signed up for those. You should notify your affected teams and they in turn MUST notify their opponent that the field is closed.

The administrator will take the games down, automatic emails will be generated to all the contacts for each team and the referee assignors. A message will also be posted to the web site. Anyone can sign up for a text notification when a field is closed (parents are encouraged to do this). Click on the field name on your League team website schedule then choose this

Directory of Field Complexes

B | C | G | H | L | M | O | P | R | S | T | U | W | Y | All

Cambridge Farms Park

ADDRESS	4828 Champlaine Dr, , MD 217 Jefferson, MD 21755	View Google® Map	View Weather	Signup for closure text notifications!
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The rain out game reschedule will be automatic. Cancelled games will automatically be rescheduled to the next available Sunday for both teams. If the home team does not have an available field the game will be switched to the other team's home field

Anyone can get their team schedule on their calendar app. Click on the Calendar link on your League team website

05. TMCA Soccer Club Atomic Hamsters		-	-	-	-	-	-	-	-
10. Alliance Soccer Club White Lions		-	-	-	-	-	-	-	-
GP: Games Played; Pts: Points; W: Wins; L: Losses; T: Draws; GF: Goals For; GA: Goals Against; GD: Goal Differential;									

PVYA Spurs Schedule

Calendar

GAME#	Date	Time	Home		Away	Location
September 2020						
4003	Sat Sep 12	1:50 pm	PVYA Spurs	vs	GVAA U11- Daniluck	Cambridge Farms Park 1
					PVYA U11	



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Then choose an option

Download and sync option ✕

Sync your team calendar in your preferred calendar app.

Choice 1. This link can be used by calendar apps which support the webcal protocol - click, copy, and paste into your calendar app to subscribe:

Choice 2. Click here to subscribe using Google calendar:

Choice 3. Download an .ics calendar file - this file will not automatically update if changes are made to the schedule:

Club Pass players

Players from the same club may play on other teams within their club with the following conditions -

They must be of the proper age group or younger than the team they are “Club Passing” to

They may only play in two games per day

They should not miss the game of the team for which they are originally rostered

Club Pass players should be announced to the opposing team at a pre-game meeting of the head coaches.

Coaches will have either a hard copy or electronic copy of the Club Pass player’s originating roster.

This step is to ensure the player is registered to the club and therefore eligible to play as Club Pass player at the game the player is attending

It should be noted that the intention of this rule is player centered. It is to give clubs the flexibility to have players otherwise rostered to younger or lower tier teams the chance to occasionally test their growing skills at a higher level; to ensure that teams have enough players to compete in a game rather than forfeit (i.e., let’s not make any players feel they need to show up for a game when they are sick !). It is not intended to be used to “stack” a team with the intention of getting a certain result. Teams and clubs found to be using this rule contrary to the spirit of the rule outlined above can be reviewed and may be sanctioned, including limiting the number of Club Pass Players allowed or having the ability to use Club Pass Players suspended.

Penalties for using ineligible players can include; game forfeit, coach suspension, player suspension or more stringent sanctions based on the circumstances as determined by committee.



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Rosters

Recognizing that each club may have a different registration systems, any club generated roster is acceptable as long as it contains this minimum of information -

Player's last name

Player's first name

Player's middle initial/name (optional)

Player's birth date

Parent(s) or guardian(s) full name

Required Fall 2021 – School player is attending and current grade (if home schooled, must indicate so)

Teams should have a copy of their roster available at all games. Electronic copies are acceptable for both the team roster scheduled for the game as well as for any Club Pass players

Opponents may ask to check rosters before or after a game.

Failure to show a roster is grounds for a forfeit review.

Roster size

No maximum, however, clubs should take fairness into consideration when fielding teams and the amount of playing time that can be afforded to players on teams with very large rosters. It is the aim of the League that all players play at least half the game.