

AAPL/CL - Mandatory Game Card /Virtual Cards Instructions

ABSOLUTELY NO WRITE-INS - write-ins will cause a team forfeit with a penalty of \$150.00.

The game card should have the following at all games at every location

- 1) Referees printed name (First & Last) for the Center, AR 1 & AR 2
- 2) Referees Grade
- 3) Players checked in with a ✓ next to their name
- 4) Players not there should have an ✗ next to their name
- 5) Yellow / Red cards with correct code and note in the instructions box
- 6) BOTH coaches' signatures (Home & Away)

AAYSA is taking the initiative to check all referees to ensure that each one of them are certified. If there is an uncertified referee assigned to any game the home team will take a forfeit.

VIRTUAL & HARD LAMINATED PLAYER CARDS INSTRUCTIONS:

Players should be checked in not only by the game card, but also with their virtual / hard laminated player card.

- 1) Players must have a head-shot photo to be permitted to play and check in.
- 2) Virtual/Hard Laminated cards are to only be used for those players who are printed on the game cards.
- 3) Write-ins are not permitted and should not be utilized no matter what the coach states.

It is the coach/team managers responsibility to look at their game card(s) during Monday – Thursday to ensure all players are appearing on there. If there are any discrepancies, please get with your CLUB REGISTRAR to address the issue. Friday at 8pm and Saturday/Sunday I do not add any new players to game rosters, they will be added on Monday.