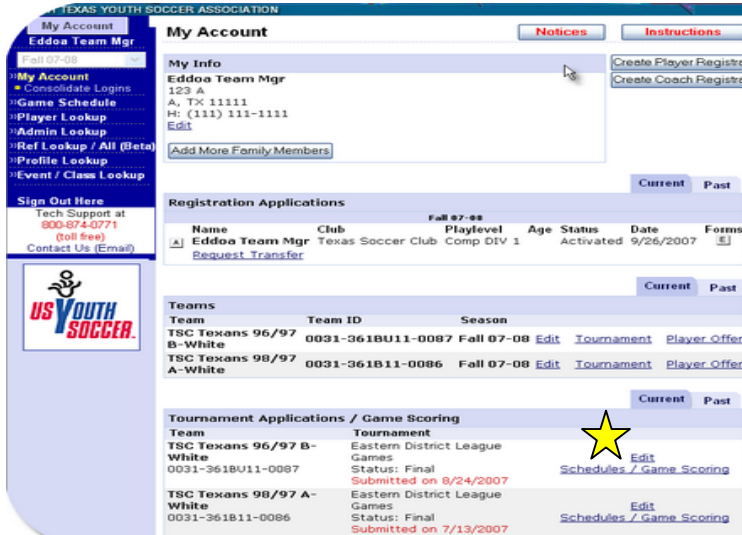


**DEVELOPMENTAL PASS PROGRAM
INSTRUCTIONS**

To assign a player to a specific game in a Gaming League please follow the steps outlined below to initiate the assignment.

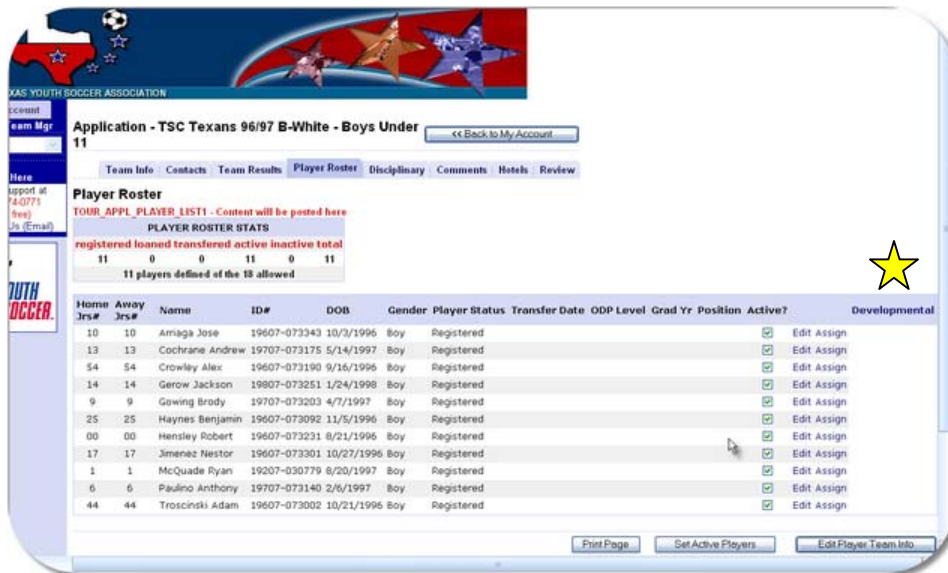
- 1) From the Online System – log in as a Coach or Team Manager
- 2) **[Click]** “My Account”.
 - a) Teams that the Coach or Team Manager are assigned to will appear under **Tournament Applications/Game Scoring**.



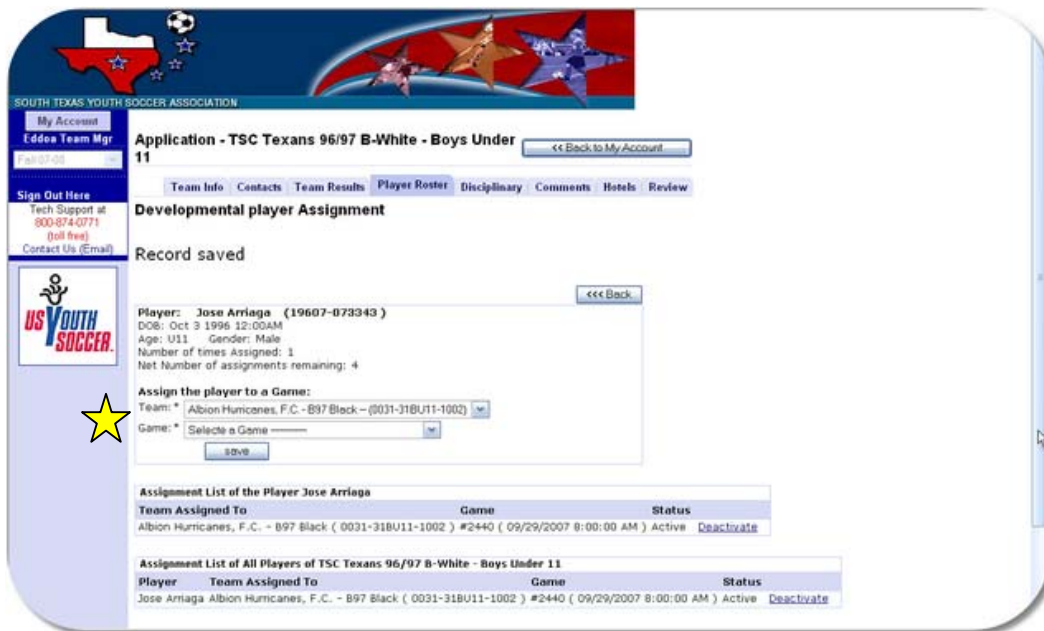
- 3) **[Click]** “Edit” for the team or teams listed under the **Tournament Application/Game Scoring** section to open the team information screen.



- 4) Select "Player Roster" and **[Click]** "Assign" for the player that you want to assign to another game. This will open the Developmental Player Assignment Screen.



- 5) From the Drop Down Select the Team and Select the Game.
 - a) **[Click]** Save to assign player to the team and game selected.



- 6) To assign a player to multiple games – repeat steps 4 and 5.
- 7) The roster is then printed by the Coach or Team Manager using the Print Roster function that appears in the schedule listing.

Official Match / Roster Game Report

Date: 09/29/2007		Time: 8:00AM		Flight: BU11 8v8		Game #2440	
Home Team: F.B. Chivas Houston		Away Team: Albion Hurricanes, F.C. - B97 Black		Venue: Katy Park		Field # KP18	
Rescheduled Authorization #							

# Center Referee		# Asst Referee		Print Name		Signature	
Final Score		Initials		Center Referee			
Home		Away		Assistant Referee #1			
				Assistant Referee #2			

Home Team: F.B. Chivas Houston		Team Code: 0031-101B11-0010		Condensed Rule for Referees 1) Duration of Games and Ball sizes: U18 - two 45 minute halves: 5 U14-U15 - two 40 minute halves: 5 U14-U13 - two 35 minute halves: 5 U12-U11 - two 30 minute halves: 4 U10-U9 - two 25 minute halves: 4 U8 - two 25 minute halves: 3 2) Referee Pre-Game: Check players for cleats, shin guards, and other uniform requirements. No equipment, NO PLAY. 2) Check that the lineup sheets are filled out completely and signed by both coach and manager. 3) Check that each player on the lineup sheet has a valid USYSA player passport card and that, a) All cards are to have the same team number, including coaches/administrators. b) Player's numbers and names are listed on the lineup sheet, c) Players being checked in must match the pictures on cards. 4)			
Jer #	Name (last, first)	ID #	ODP Goal/Card				
1	4 Alvarez, Juan	19707-084748					
2	87 Estrada, Emanuel	19707-084887					
3	100 Garcia, Fernando	19707-084898					
4	17 Gonzalez, Cristian	19707-082220					
5	7 Martinez, Aaron	19707-084968					
6	11 Martinez, Javier	19707-085021					
7	1 Romay, David	19607-085074					
8	6 Sanchez, Felipe	19707-085132					
9	9 Sosa, Bernabe	19607-084144					
10	8 Villegas, Angel	19707-084981					
11							
12							
13							
14							
15							
16							
17							
18							

Away Team: Albion Hurricanes, F.C. - B97 Black		Team Code: 0031-31BU11-1002					
Jer #	Name (last, first)	ID #	ODP Goal/Card	Reason	3) Referee Additional Responsibilities: Referees are required to sign the lineup sheet. Referees shall provide their name to team officials if requested prior to the game. Cards must be returned to the 4) Time Limit: Fifteen (15) minute grace period is allowed from the scheduled starting time of the game. In the event that both teams are more than fifteen (15) minutes late for the game, both teams will be deemed		
1	17 Biqui, Adnan	19607-011130					
2	16 Bhopal, Amvir	19707-030088					
3	22 Cedeno, Eduardo	19607-010438					
4	16 Cich, Lance	19707-009498					
5	24 East, Christopher	19607-014873					
6	18 Fernandez, Lindolfo	19707-008440					
7	20 Hack, Vincent	19607-011243					
8	25 Hessel, Ben	19707-018570					
9	19 Judas, Mathieu	19707-008997					
10	14 Krugas, Ian	19607-008097					
11	3 Porter, George	19607-028894					
12	8 Arriaga, Jose - (Dev)	19607-073343					

Once the assignment has been completed. The assigned player(s) will show up on the game roster for that specific game and will have a label of **(DEV)**. If the team exceeds the allowance for maximum roster size, it will be necessary for the Coach or Team Manager to uncheck one primary player(s) for each **DEV** player that has been assigned. It should be standard policy for coaches to agree on an assignment prior to the assignment being initiated.

Note: Business Rules of the State Association or Gaming League control the number of players that can be on a roster to one game as Developmental Players or the number of times that a player can be assigned to games as a Developmental Player during the season.