

THE FWRL GUEST PLAYER RULE AND PROCEDURE

The Far West Regional League guest player rule, Rule 3.03, simplified, states the following:

In ages U14 and U15 teams are allowed 7 guest players per Rule 3.02.

In ages U16-U18, if your State Association has U16-18s team roster set at a maximum of 18, FWRL allows a team a maximum of 7 guest players. If your State Association has passed a rule to allow a 22 man roster for U16-18, then your team can have only 3 guest players. If your State Association allows a 22 man roster for U16-U18s and your team decides to register less players, you team is still only allowed 3 guest players. FWRL Rules can be found on the FWRL home page by clicking on the Administration tab, and then the Rules tab.

FWRL PROCEDURES TO ADD A GUEST PLAYER:

1. Each FWRL team is required to submit in writing (email is OK) a list of guest players 24 hours prior to the game they will play in to the FWRL Commissioner.
2. Each FWRL team is requested to add their guest players to their FWRL rosters so that the guest player will print out on the match report for their selected FWRL games. The procedure to add a guest(s) player to a team's FWRL roster is as follows:
 - a. Go to the FWRL website; using your username and password log on to your team's account.
 - b. In the middle of your team's account page, there are two tabs- "schedules" and "edits". Click on "edits" and your roster should appear.
 - c. Scroll down to the bottom of the page. There you will find 4 tabs.
 - d. Click on "Add new player". Follow the directions to add a new player. Remember to click on loaned player in the Player Status box, and to add in the player's jersey number. Then click "Add" at the bottom of the page. Do this for each guest player you plan to play in the FWRL.
 - e. Now, select the "Set Active Player" tab. Teams can only have 18 active players per game. This is where you decide who plays and which names get printed on each match report form. One of the columns on the right reads Active and under it is a series of boxes with a green check mark in them. This means the player is active and their name will be printed on each game match report form. Uncheck the box to deactivate the player. In games that you have a guest player you need to activate the guest player(s) and deactivate enough registered players to reach the maximum roster of 18 players. Then click Save.
 - f. Now you can print the game match reports for that weekend's games.
 - g. If one of your 18 rostered players will change between weekend games, you need to print the first match report after you have activated the proper players for the first game. Then go back to the Set Active player tab, and activate/deactivate the correct players for the second game that

weekend. Then print your second game's match report for that weekend. Do the same for the third game if your roster of 18 changes. If your roster of 18 doesn't change from game 1, you can print out all your match reports for the weekend at one time.

- h. After the weekend games are completed, remember to activate/deactivate your players for your next FWRL games to assure the correct players appear on the game match report.

By following this procedure, each match report should have the correct roster printed for each FWRL game and allow the FWRL to track goal scorers, cautions and ejections better. It will also eliminate confusion on which players are rostered and eligible to play FWRL games.