



2009 Fall Season TEAM ROSTER/PLAYER GUIDE

All player registration and the rostering of players are done through your local State Association. The FWRL requires that such rosters be filed with the FWRL Office after authorization by your State Association. All guest players must meet State Association guidelines for guest players to participate in FWRL games.

SUMMARY POINTS

- **GAME ROSTERS:** No more than 18 players may appear on your team's lineup card to play in any one game.
- **ROSTER SIZE:** In accordance with the National Championship Series rules, the maximum roster size for the Under 14 and 15 age levels is 18. For the Under 16, 17 and 18 age levels the maximum roster size is 22.
- **GUEST ROSTERS:** Guest players must come from within your club. Only players that hold a current US Youth Soccer member pass may "guest" in a FWRL game. For the Under 14 and 15 age levels the maximum number of guest players per team is seven. The number of guest players for the Under 16, 17 and 18 age levels varies according to home state association rules. Note: under no circumstances will the FWRL allow a team to utilize more than 25 total players during the course of a season.
- **MULTIPLE TEAMS FROM SAME CLUB:** In situations where multiple teams from the same club are participating in the FWRL, including multiple teams within the same age group:
 - o At no time shall a player play for more than one FWRL team in any one day.
 - o At no time shall a player play for more than one team within the same age group in any one season.

TEAM ROSTERS-GENERAL OVERVIEW

- Team Rosters are to be filed with the FWRL Office on the roster freeze date. If the roster in the computer is correct on the roster freeze date, then the roster is considered filed appropriately.
- The only team rosters accepted by the FWRL are those that are signed off/authorized by an authorized official from the team's respective state association.
- By approving the team for Far West Regional League play, the State Association authorizes the submitted on-line roster. If the roster in the computer is not correct then a hard copy verified by the state association office must be mailed to the FWRL Office and dated on or before the roster freeze date.

GUEST PLAYER ROSTERS-GENERAL OVERVIEW

- In the FWRL, only players that hold a current US Youth Soccer member pass may "guest" for a second team from within the same US Youth Soccer affiliated club. In other words, a USYS member player may guest on an FWRL team if such player is rostered on a team from within the same affiliated club.
- At no time may a player from another FWRL team be listed as a guest player on another team within the same age group.
- For the Under 14 and 15 age levels the maximum number of guest players per team is seven.
- For the Under 16, 17 and 18 age levels the maximum number of guest players per team is three, unless your state association only allows 18 rostered players AT THAT AGE. Then the maximum number of guest players is 7.
- Under no circumstances will the FWRL allow a team to utilize more than 25 total players during the course of a season.
- In order for a guest player to be eligible, a Guest Player Roster Form must be filed with the FWRL Office no later than 24 hours prior to the first FWRL game in which such player participates.
- Teams may not replace guest players once they are added to a FWRL Guest Player Roster Form and filed with the FWRL.

GUEST PLAYER PROCEDURES:

- 1) Follow your state's normal guest player procedures. Whatever your state association rule for permission to guest play, follow local rules. If your state association must approve the players, then carry the proper paperwork with you to each game. If paperwork must be forwarded by the state association, then have it sent to Jim Tilley at 4152 Dietz Farm Cir NW, Albuquerque, New Mexico 87107 or fwrljt@aol.com. If your state association has an open guest player policy, then be sure to comply with all normal requirements.
- 2) Remember that any guest player must be a member of your club and must be age-appropriate. No player may play for more than one team in a day. No player may play for more than one team in the same age/gender group during the Spring 09 season.
- 3) For the referees, you must present an 18-player (or less) game roster before the game. The computer game card will suffice. Cross off regularly rostered players that will not play and add (legibly) your guest players to the bottom of your regular roster. (With the new ADG roster system, it is possible to list guest players on the roster through the computer. Those procedures and instructions are posted on the FWRL home page.) These are the game-eligible players. If you play more than one game in a weekend, the 18 players for game two don't have to be the same 18 players as for game one. The maximum number of guest players is explained above.
- 4) To stay straight with FWRL rules, email to fwrljt@aol.com your Guest Player Roster Form 24 hours before a guest player plays. You can only use 25 players for the whole season, and a maximum number of guest players as explained above. If, for example, you are going to use one guest player for the first games, but three new ones later in the season, then e-mail the one name 24 hours before the first game, and a list of all four (the first one plus the three new ones) more than 24 hours before the next set of games. The last filed Guest Player Roster Form is a running list of all the guest players you have used for the season, and will be checked against game cards.
- 5) Please use the Excel spreadsheet on the home page of the FWR League to list your guest players.

We want to make this as simple as possible and handwriting the guest players to the game roster is as simple as it gets. For the referees sake, please try to use the ADG system to add guest players directly to the game roster, but if necessary, handwritten additions are acceptable. Similarly, we will try to make e-mail the basis of FWRL tracking.

Should you have any questions on team rosters please direct them to the FWRL Commissioner at jim.tilley@regioniv.com.