



NATIONAL EVENT GAME DAY CHECK-LIST

TEAM CHECK-IN (Basic Information):

- ALL ECNL Teams participating in the ECNL National Event must check-in prior to the start of the competition. Details will be sent out to all member clubs with specific information (when & where) and will be posted on the Event page on the ECNL website.
- What to Bring: (i) Official ECNL Roster, (ii) ECNL Permanent (Plastic) Passes for players and staff listed on roster, and (iii) Medical Registration Waivers.

GAME LENGTHS

- U18 & U17: 2x45 minute halves with 10 minute halftime.
- U16 & U15: 2x40 minute halves with 10 minute halftime.

UNIFORMS

- Light Uniform: Light top/ any short/ Light Sock | Dark Uniform: Dark top/ any short/ Dark Sock.
- Home Team wears light uniform top/socks | Away Team wears Dark uniform top/socks.
- Home Team will change if any conflicts arise. (Home Team is listed first on the online ECNL schedule).

SUBSTITUTIONS

- Under 14, 15, 16 and 17: FIFA, seven (7) per half. Players may not re-enter in the same half.
- Under 18: FIFA, seven (7) per half. Players may not re-enter in the same half.

PLAYER CARDS

- Players will NOT be allowed to play without their ECNL Permanent Card. Temporary passes are NOT accepted at National Events.

CAUTIONS: Yellow and Red Cards (Players & Staff)

- **Players:** Any ECNL Registered Player receiving a red card in an ECNL Competition will be suspended for the remainder of that ECNL Competition and for the next day on which her ECNL Club plays any ECNL Competition. For purposes of clarification, if an ECNL Registered Player receives a red card in an ECNL Competition, the ECNL Registered Player will not be eligible to participate in any ECNL Competition on the next day of ECNL competition for any team within the ECNL Registered Player's ECNL Club.
- **Team Staff:** Any Team Staff receiving a red card in an ECNL Competition will be suspended for the remainder of the ECNL Competition and for that ECNL Team's next ECNL Competition.
- **Reporting Red Cards:** Red cards should be reported immediately following game to schedule@eliteclubsnationalleague.com. The report should be sent by a team contact (from the team who received the card) and include age group, teams, player(s) sent off, the offense, and referee's name, email and phone number.

ECNL Scouting Info for Team Managers/Team Contacts:

- The ECNL Player Identification Program will be scouting players during games at the ECNL National Showcase Events. **To assist with the player identification process, every team is asked to prepare a Scouting Schematic prior to their game for use by the ECNL scouts. Coaches or Team Managers should give ECNL Scouts a scouting schematic prior to the kick-off of the game.**
- The document should show the starting line-up in the game, as well as the substitutes. Every player's first and last name, jersey number, and birth year, should be shown on the sheet. While not every game at the event will be scouted, it is important that every team have a schematic ready at every game in order to make the scouting process easier. Blank schematics (as well as a sample scouting schematic) are available in the 2011-12 Scouting Resource Center. (On the ECNL website.)

MATCH REPORTS

- **Pre-Game Responsibilities**
 - Each team (both Home and Away) will print out and bring a pre-match report from the Demosphere website and give it to the referee prior to kick-off. Regardless of the number of players listed on an ECNL Match Report, no more than 18 players shall be eligible to appear in an ECNL Competition. If more than 18 players appear on the Match Report, the 18 players "activated" for the game must be designated as so. If you need to hand-mark someone off, that is fine
 - Age-appropriate players not pre-printed on the roster may be hand-written on the roster so long as they have a player pass. Every player must have a valid ECNL Permanent Player Card. A player may only play in one game per day. A player may only play in one fixture competition against the same opponent (regardless of the date).
 - **Discovery Players** are tied to the team in which they're rostered/carded. (They're not eligible to play up/down.)
- **Post-Game Responsibilities**



- **Player Cards:** Each team is responsible for getting their cards back from the Referee after the game!
- **Referee:** At the end of the match, the referee shall fill out the pertinent information (score, goal scorers, discipline, etc). The ECNL will enter game scores and POG. The ECNL will not enter team stats, each team is responsible for entering their own player statistics.
- **Home & Away Coaches:** Each coach shall fill out the “player of the match” section at the bottom of the form and sign the Match Report.
- **Match Report Submission:** The referee for the ECNL National Competition will submit the ECNL Game Report to the designated ECNL contact immediately upon conclusion of the ECNL National Competition

PRINTING Match Reports

Team Contacts are the only ones with access to print match reports.

- **Step 1: Log in via team log in** and click on blue “vs.” link on any schedule page in the MR (Match Reports) column to bring up the pre-game match report

15398	Sun Apr 15	So Cal Blues SC ECNL U15	vs	Irvine Strikers ECNL U15	
15407	Sat Apr 21	So Cal Blues SC ECNL U15	vs	Washington Premier ECNL U15	CC Game @De Anza (Field TBD)
15417	Sun Apr 22	So Cal Blues SC ECNL U15	vs	Crossfire Premier ECNL U15	CC Game @De Anza (Field TBD)

- Please DO NOT mark the check boxes in the "red 'X' column," unless a player is ineligible due to receiving a red card in the previous match.
- **Step 2: Add Players Playing Up/Down that are age Eligible:** Teams will see a link called "Add Eligible Players.” Once, clicked you will see the green screen. A list of all eligible players will appear (eligible is any player within the club who is age eligible and not already on another roster for a match the same day). **Click the players to add to the official match day roster.** Click Save.
- **Step 3:** On the subsequent screen, click "Print Game Report PDF.” The report will show all eligible players per team for the game. ****All players indicated as eligible on the print out (and any hand written additions) must have an ECNL player pass at the game in order to play. ****

SUBMITTING TEAM STATS

Instructions for Team Contact (Team Manager, Coach, or Assistant Coach)

- Log in → "Team Page" → Scroll to the schedule at bottom → click score of the particular match → "Edit Match Stats"
- For any players playing up, make sure they are on the list (click the link in the upper left corner to add them).
- When entering post game stats, remember to mark players “in” or “out,” and record cards/cautions, goal scorers, and assists. Once you enter the stats and hit save, your updated post-match report will appear. If you forget to mark in/out, then half your roster shows up green, half in grey.
 - Marking a player as “IN” means the player was match eligible and at the game ready to play! (As in her her shoes laced up, uniform on, and was there to play). Whether she started, played 15 minutes, or never went in is irrelevant.
 - Marking a player as “OUT” means the player was either (i) Match eligible but injured and unable to play, OR (ii) Match eligible but did not attend the game.
- We understand there have been some "error messages" when teams have attempted this. If you receive this message and have not yet notified your Club, please send a screen shot of the stats screen (after the error message shows and sends back to your roster) to your Club Administrator. They will pass this along to the ECNL.

