

Rosters

When players are registered with FYSA for the seasonal year, they are added to the “Official FYSA Roster” designated by the affiliate. Below are the definitions of various rosters:

1. “Official FYSA Roster” is the computer roster generated in printout form. A player is rostered to a team when the registration process is completed, and the player is assigned to a team. All matters of dispute are governed by the official FYSA roster.
2. “Team Roster” means a list of properly registered players eligible to play for a team.
3. “Game roster” means the list of properly registered players who will participate in a particular event or game.
4. Rosters for teams entering Florida State Cup, as required for National Championship play, will be governed by the transaction history from the beginning of the seasonal year. Refer to Florida State Cup rules regarding rostering per National Championship rules.
5. “Event Roster” is a roster produced by the FYSA online system. The participants listed on the roster will have their official team code identified. Guest players from within the club will be listed, and the event roster provides guest play authorization for those intra-club players listed on the roster for the stated event only. Events (including leagues and tournaments) may create their own “event game roster(s)” after credential check, placing all player information on one document for use during the event. These event rosters will be generated by the event, not FYSA. Teams whose Official or Team roster exceeds the number of members allowed for a particular event may use their Official FYSA Roster and “line out” those members who will not participate (subject to the rules of competition for the event).

It is the responsibility of the registering affiliate to ensure that all verification documents (birth certificate, International Clearances or Waivers) reach the FYSA office in a timely manner (ten days after upload) or the affiliate will incur an additional fee. Verified players must be registered with their name as it appears on the birth certificate. For players who have had their name legally changed due to adoption, etc., copies of the court documents must accompany the birth certificate, and the new name can be used. Since it is necessary to have the birth certificate in order to register the player accurately, submission within ten days should be possible.

The preferred method of submission is via email of a scanned copy to BC@FYSA.COM. Please see the memo on birth verification for more information.

Coaches are initially registered to the affiliate’s 000 team code, and the pass is immediately available for printing. For a coach to appear on the “Official State

Roster” of any team within the club, the registrar must complete an online COS “Adding a coach to an additional team.” There is no charge for this change.

Passes

Players:

Players will have passes available for printing as soon as the player appears on the “Official FYSA Roster.” US Youth Soccer (permanent) passes will be available for verified competitive players. Unverified competitive players will have FYSA (temporary) passes. When unverified players are verified, the option to print a pass will be reset to allow for the printing of the new verified pass. Recreational players will have a Recreational pass, only good within the state of Florida, and it will reflect the player’s verification status.

- There will be a limit of one pass per member that can be printed. These passes are to be signed by the issuing registrar.
- Should there be a problem in printing, complete an online COS form to unlock the pass, and the print option will be reset. You **MUST** notify FYSA immediately via email to COS@FYSA.COM to report the problem. If reported, there will be no charge.
- If a replacement pass is needed, there is a form in the COS section for requesting the ability to reprint. Normal charges for reprints will be assessed to the affiliate.
- Passes for players that are released or transferred are to be surrendered to the issuing affiliate.
- When a player is dual rostered, the new pass must be pulled by the secondary team, and it will show both teams. The original pass must be surrendered to the issuing affiliate.

Coach:

Coaches will only receive one pass, no matter how many teams and/or affiliates with which they are registered or rostered. The club will be identified on the US Youth Soccer pass, available on-line for printing. For competitions requiring rostering to specific team, such as Florida State Cup, the listing of the coach on the “Official FYSA Roster” shall be sufficient. **The affiliate is responsible for ensuring that no coach or player has in his or her possession more than one valid pass.**

Coaches registered to more than one affiliate will have all affiliates listed on the latest generation of the pass. All other passes must be surrendered to the issuing affiliate.

Currently, all player/coach passes are printed by the affiliate. No longer are passes printed in the FYSA office with identical print. These variations of print quality in no way affect the validity of the passes. Some may be printed on paper, some on card stock, some in black and white, or some in color. **These variations are acceptable.** No player or coach should be prohibited from participating based on pass print quality or color. Should there be any questions regarding the eligibility of a player or coach, it should be noted on the game report, and the competition authority can determine if the player or coach is eligible to participate. As long as the pass is one that was pulled from the FYSA website, has a current picture attached, is signed by the member and is laminated, it is acceptable