

Rosters and Guest Playing

The FYSA computer-generated roster, downloaded from the secure section of the website, is valid for all events requesting an Official FYSA Roster. This roster certifies that the players are registered with FYSA and rostered to the team, and indicates the status (primary or secondary), DOB and if the DOB is verified or unverified, and also the players pass number.

FYSA also allows teams to add guest players to their "game roster" as the rules of the specific competition allow. These guest players must be from FYSA or US Youth Soccer rostered teams and have all the appropriate permissions. FYSA rostered players may guest play with other FYSA or US Youth Soccer teams, as long as the rules of competition allow, and proper permission has been granted. For players wishing to play with a team from another US Youth Soccer State Association, the Interstate Permission form must be used and required permissions obtained. The FYSA guest player form and the US Youth Soccer Interstate Permission Form are in the secure section, under downloaded forms, available for registrars to complete.

The FYSA downloaded roster, with properly executed FYSA guest player or US Youth Soccer Interstate Permission Form(s) attached, is valid for all events allowing guest players. Since this may be several pages long, competitions may create their own internal roster forms, for ease at game time, provided that they verify that the players and coaches are properly registered and rostered with FYSA.

Players registered with other organizations who wish to play with an FYSA team must register with that team's affiliated club. Affiliates who wish to register or transfer players for the purposes of guest play only and do not want to add them to the Official State Roster of a specific team may register those players to a non-functioning team code or "holding team." The affiliate can designate any team code, but using the age group as the first character and "2" as the second character, with the third character being any number not in use in that age group, will allow a permanent pass to be printed, and the player will be rostered to a team of the correct age group and that will show on the pass. For example, for a U14 player, use team code "425", but be advised that players who are guest players from a non-functioning "holding" team who receive red cards will have no way to serve those cards should the suspension be longer than the competition in which they are participating.