

ADASL Managers' Day of the Game

- The Field is the sole responsibility of the Home Team. The Field dimensions must fall within FIFA standards. Managers are advised to arrive early to check the quality of the lines, the goals, netting and corner flags. **Home teams will suffer a forfeit if the officials' rule the home field does meet acceptable standards.** It is advisable to maintain a supply of electrical ties, duct tape, tools and a sharp blade in your manager's bag.

- Teams can register 25 players max on their active roster. Teams can only dress 18 players max for a specific game.
 - The Affinity Player Pass site can be utilized by the manager to print out the correct team game roster.
 - Print out 4 copies of your game roster or use the multi-part ADASL Game Roster Form.
 - Teams can release and register new players up until the last month of the season. (The specific cutoff date is determined by the executive committee.)
 - New players must be registered **prior** to the day of the game. A successfully registered player is one that has been registered in the player registration website, with a quality head shot photo uploaded and payment successfully processed through the Affinity site.
 - A successfully registered player that is registered without sufficient time for the manager to receive the Hard Player Pass from the league Admin, can play via the use of a Temporary Player Pass with clear head shot photo stapled to the Pass.
 - Released players can be re-registered as long as 10 days has passed for a \$10 a player fee.
 - Substitution Policy: A player who subs out during a half cannot return to play in the same half.(Players subbed out in the first half, can play in the second half)
 - Both Managers need to call or email in your score the day of the game to the league administrator.