



## TEXAS CLUBS SOCCER LEAGUE Easy Check-in

### Q&A Registration/Roster:

- **How do I check in my team for the league?**
  - o Upload all of your team's primary players' US Club Player Cards in the "Documents" tab in GotSoccer (tip: upload multiple cards per page).
  - o Once all Player cards are uploaded, you are now also checked in for all U90C Tournaments as far as document(s) check-in is concerned (excluding guest players.)
- **How do I build my team in GotSoccer for the league?**
  - o You don't need to build a roster in GotSoccer...you only need to provide each player's US Club Player Card at the fields for each game
    - \*Players for each individual game may NOT exceed the maximum roster limit per your age group / format*
    - \*If a player cannot produce a valid (same club as team, photo, proper birthdate, etc.) US Club Player Card at the fields prior to the game, that player may NOT play.*
- **What if I am borrowing a player from another team w/in my Club (CPP) for a game?**
  - o You must provide that players US Club Player Card at the field for that game
- **What does "Pool Play" mean?**
  - o TCSL will follow the "Player Pool" roster format according to US Club Guidelines. Coaches can form teams each weekend from within their club provided each player has a US Club card.
- **Can I have a Guest Player from another Club if they are carded with US Club Soccer?**
  - o No
- **I need help with US Club Soccer registration.**
  - o Contact Amanda Newman: [amanda.newman@u90c.com](mailto:amanda.newman@u90c.com)
  - o You may also call 469-587-7454 (select Option #6)
- **How do I submit Coach Conflicts?**
  - o All Coach Conflicts need to be submitted via email to mike.wilson@u90c.com by the close of registration, August 13th. Please include the full name of the coach, full team name, all leagues the coach has teams in, and if available, league schedules for all teams.
  - o Alternatively, list the conflicts in GotSoccer
  - o APPROVED CONFLICTS - IN ORDER OF PRIORITY:
    - 1) Coaches with multiple teams in this league.
    - 2) Conflicts with league games.
    - 3) Conflicts with another soccer event (other tournaments, indoor, futsal, etc...)
    - 4) Conflicts with a major school event (SAT testing, high school graduation, etc...)
    - 5) Other items will be at the Tournament Director's discretion.

**Q&A Game Day:**

- **How do I check-in prior to the game?**
  - o The referees will do a head-count of the players in attendance (to make sure max. roster limits are not exceeded), and then verify each player's identity via the US Club Player Cards you have on your person at the field
  - o Both Home and Away teams provide a [Game Card](#) to the referee
- **What "form" do the US Club Player Cards have to be in?**
  - o The US Club Player Cards for each player can be the actual laminated card or a print out of each card's front and back (print outs can have multiple cards on one page). Virtual (via the app or digital) cards are also acceptable.
- **Do I need to print Game Reports?**
  - o No – just Game Cards. Managers from both teams need to provide a Game Card to the referee. (Print from U90C website: [HERE](#).)
- **How do I report scores?**
  - o Take a picture of your completed / signed Game Card after the game
  - o Text the image to [TCSLscores@u90c.com](mailto:TCSLscores@u90c.com)
- **For onsite issues on gameday, who do we contact?**
  - o There will be a Site Director and Referee Coordinator onsite at each complex.
- **Is the home team required to wear white?**
  - o No. However, if the referee deems a uniform color conflict, HOME TEAM will change.
- **Who provides the game ball?**
  - o Both teams will provide a game ball and the referee will select.
- **Do we have to provide corner flags?**
  - o No, corner flags will be provided for you.

Any teams with questions can contact:

**League Director:** Mike Wilson at [Mike.Wilson@U90C.com](mailto:Mike.Wilson@U90C.com) or 469-235-5573

**League Operations:** Amanda Newman at [Amanda.newman@u90c.com](mailto:Amanda.newman@u90c.com) or 469-587-7454 x104