

SCWSL

Check in Process

Official Roster – Printed from the Sport Engine Website

Rostered Player – All eligible players will be listed on the SCWSL Website Roster. If the player is not on the SCWSL Website Roster they are not eligible to play. If a player is not on the official roster but they are on the SCWSL Website Roster, they can be added to the printed roster.

Manager

Before the game:

1. Remind your players that everyone is required to bring identification (driver's license, passport, etc.) to every game in case the referee asks for additional player identification.
2. Print your team's official roster from your team page.
3. Cross out all players on the official roster that will not be playing in the game.
4. Write in all jersey numbers that are missing or have changed.
5. Any players arriving late are circled and the referee is notified.
6. Once the team is ready (all required gear is on and no jewelry is present) your team is ready to check in.

Checking in:

1. Provide the referee your official roster.
2. Team Manager pulls up the SCWSL Website Roster and identifies all players checking in with the referee.
3. If a player is going to be late, circle them late on the official roster. Late players will be allowed to check in at a game restart (i.e. throw-in, goal kick, etc.). They must have their picture pulled up on the SCWSL Website Roster and ready to show the ref. If the player is not prepared to check in, the ref will instruct the player to wait until the next opportunity for their team to sub. This is true even if a team is playing short players.

Referee:

1. Start checking in teams 15 minutes prior to kick off.
2. Collect the official rosters from both teams.
3. As players check in, confirm that their picture matches the picture on the SCWSL Website Roster, they are wearing the jersey number that is listed on the official roster and their dress meets all league criteria (jewelry check, matching jersey, shin guards, etc.)
4. If the picture does not look like the player presenting it, ask for additional ID.
5. If a player is not on the SCWSL Website Roster or cannot provide the requested additional ID if requested, they are not eligible to play.
6. Check off all players present, and make sure late players are identified.
7. A player can be added to the printed roster if they are on the SCWSL Website Roster on the app.
8. If the game has started, a late player may enter the field and check in per the "checking in" procedure #3 above.
9. Any illegal player must be noted and reported to the referee scheduler.

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What if?

What if the manager forgets the official roster?

The manager will need to print the names of all the players with their jersey numbers. Referee will match the names up with their picture on the SCWSL Website Roster.

What if the Sport Engine website is not working?

Players will check in using a picture ID. If they did not bring ID then they cannot play.