



On Tue, Feb 22, 2011 at 8:36 AM, Ron Witherup <Ron@washingtoneyouthsoccer.org> wrote:

Director's of Coaching,

Over the past few weeks we have had many teams with invalid player/coaching cards at games. For the most part the referees have been accommodating and allowing the games to be played. This is your one and only warning that starting this weekend the accommodations will stop.

Please pass on to your coaches/team managers...

- All advanced competition players are to have a valid player card. In order for it to be valid it must 1) have a current photo, 2) be signed by the player, and 3) be laminated! If a player's card is invalid, the player will NOT play. There is no exception to this rule. All players must be listed on an approved roster and the team number on the roster must match the player card (except for those players using a player pass). All player passes (guest players) must be in compliance with your leagues player pass rules (i.e., RCL and PML).
- ALL Coaches are to have a valid coach card as well! In order for it to be valid it must 1) have a current photo, 2) be signed by the coach, and 3) be laminated! If a coach card is invalid the coach will not be allowed on the sideline. In addition the coach must be listed on the roster. If none of the coaches listed on the roster are available (e.g. all coaches do not have a valid coaching card) the game will be a forfeit and not played.

DOC's, three weeks in a row we had issues with improperly credentialed coaches. Let this past weekend be the last because if it happens again, the game will not be played.

Thanks

Ron Witherup
Director of Member Services, District 5

NOTE*

DOC's, one point of clarification. No referee has allowed a player to play without a valid player card this year (at least that I know of). When I referred ref's being accommodating, it was in reference to coaches cards and coaches listed on the rosters. We have had issues in the past few weeks with players as well, but no accommodations were made for the players.

Ron