

# BAYSA Requirements

## Game Cards & Scorekeeping

## Coach's Information

# Agenda

- Game Cards
  - Where to Drop Off
  - Where to Get More Information
  - Why Complete
  - How to Complete
  - Special Cases
  - Examples

# Game Cards – Where to Drop Off

- Make sure Cards are dropped off
  - Before 8:00pm on Sunday at
    - Red Top Mail Box
    - Moore Road Mail Box
    - Centennial Park Mail Box
  - After 8:00pm on Sunday at
    - 1905 San Joaquin Parkway, Friendswood
      - I have a plastic box labeled Soccer on our front porch

# Game Cards – BAYSA Timing

- Club scorekeepers must deliver all game reports to the BAYSA Office by Wednesday at 6:00 p.m. following the games.
  - Any game for which a game report is not received at the BAYSA office by that time is subject to 3-0 forfeit by the home team and a \$25.00 Fine.
- The games cards have to be mailed so the club scorekeepers have to mail them
  - Monday morning

# Game Cards – Split Season Timing

- For those teams involved in the Split Season (U9/U10)
  - The first half of the split season ends the Weekend of Oct. 7-8.
  - All CAMECARDS are due no later than 6PM, Wed. October 11th.
  - Game cards can be delivered to my house October 9-10th.
  - Any cards delivered on the 11th, MUST be delivered to the BAYSA office.
  - Any game card for the split season teams (U9/U10) not received will be ruled a forfeit.

# Game Cards – Why Complete

- NO GAME CARD = NO SCORE
  - Recorded as a FORFIT – 0 to 3
- The game card is documentation of the game
  - Game card *must* be turned in for *all* Games
  - Both Home and Visiting Coaches must turn in a Game Card
    - If home team fails to turn the card in they are fined \$25.00 regardless if a card is turned in by the visiting Coach
    - Visiting coaches should turn their cards into their Regional Scorekeeper.

# Game Cards – Why Complete

- All games must be accounted for
  - Games Played
  - Games not played
    - Rainouts,
    - Forfeits ,
    - Protests, etc.
- Cards are used to pay Referees
  - Entered in Comments if a Referee does not show up at a game
  - Ensure their name is clear and there is an ID number

# Game Cards – How to Complete

- Print the actual card from STRIKER7
  - Blank Cards will not be excepted by BAYSA
  - You will be able to print 2 weeks at a time.
  - All Cards Must be Complete
- Make sure all the information is correct
  - Before Signing the card make sure it is complete
    - Referee number and Name (Clearly written)
    - Game number
    - Teams
    - Date and Time
    - Player Cards
    - The comments must be clear
  - Remember to sign both cards

# Game Cards – Special Cases

- Protests

- A coach must note on card and tell the referee and opposing coach BEFORE s/he leaves the field after the game
- A protest must be to the D&P chair within 72 hours of the game being protested.
- Protest will be entered in Striker without scores

- Red and Yellow cards

- Make sure to check the Card to ensure the correct player has been assigned the cards.
  - 1 Yellow Card = 3 points
  - 2 Yellow Cards = 6 points
  - 1 Red Card = 9 Points

# Game Cards – Special Cases

- Player Suspension Form
  - Must be filled out and attached to the game card
  - Do not write on the Card “suspension served”
- New Features to Striker
  - Once BAYSA receives and reviews the game card you will know by the

● Big Red “X” changing to a Big Green “✓”.

# Game Cards – Special Cases

- When a team breaks-up their team name will be changed to “Forfeit”.
  - All game scores for the rest of the season will be entered as 0-3 for the forfeiting team.
- Game changes must be rescheduled by the Club Schedulers
  - Game number will not change
  - Game will be moved to the rescheduled date and time.
  - Coaches need to reprint card with the new date and time.

# Where to Get More Information

- Friendswood Scorekeeper
  - Bill Rich
  - Phone – 281-992-0640
  - Cell – 713-725-4921
  - E-mail – [scorekeeper-fw@spacecityfc.org](mailto:scorekeeper-fw@spacecityfc.org)
  - E-mail – [islandrat@richintl.com](mailto:islandrat@richintl.com)