FSSL Roster Procedures 2011-12

Each team can dress only 18 players on game day. When you print out your rosters they will list all the players registered to your team (max 22). No written in players are allowed on a roster. A player who does not print on your roster will be considered ineligible.

Enter your player ID numbers and jersey numbers into your online team roster page so these will print on your roster form.

THREE COPIES of your roster are required for game day – one for the referees to send in with the report, one for the opposing team and one to be returned to you with the score and referee names.
Printing your rosters:

1. Go to the Online Registration System and log onto your team page using your log in and password (just as you would to register players).
2. Go to the team home page.
3. Click on "Roster" (near the top of the page).
4. Click on "Print Additional Team Roster" (second roster listed on right side of page – NOT "official team roster")
5. When roster shows on screen click on "File" at the top of your screen and select "print"
6. Select to print 3 copies
7. Click on print

IMPORTANT:

FSSL recommends you print AND CHECK your rosters prior to the Friday before your game so that in the rare situation of technology problems there will be time to solve the problem and fix your roster before your game.

If you wait until the weekend to print and check your roster it is unlikely problems will be solved before your game. This has resulted in players not being able to play on occasion if their name does not print on the roster.