



Kentucky Premier League GotSport Instructions

The key policies for you all to keep in mind the following new processes in GotSport. Clubs must enter the rosters via Roster Builder and make sure all players are on the subsequent KPL Game Day Card.

- Rosters
 - o Roster Builder - As mentioned above, clubs should form teams and set rosters in the Roster Builder application. Information on that process for the club administrators can be found [HERE](#).
 - o KYSA rosters in the GotSport system now contain information and pictures for all players, coaches and managers. This document must be brought with you. Instructions on creating and printing your roster can be found [HERE](#). Player/Coaches cards are not required if you have this roster with pictures.
- Virtual Player Cards
 - o For the more-digital savvy users among us, you may now carry the player/coaches cards on your phone. Information on accessing Virtual Player Cards on your phone can be found [HERE](#).
- Game Day Cards
 - o Game Day Cards must be printed and taken to each game by each team. These should have both rosters and all of the key game information included.
 - o This Game Day Card is where you will determine your roster for each individual game, as some of you may have over 18 players on your roster with Club Pass and Trapped plays counting towards that total. For information on printing the Game Day Card, please click [HERE](#).
- Trapped Players
 - o Once again, this Fall, between now and November 15th, a 14U KPL team may add up to five (5) Trapped Players onto their roster for any one KPL match. Under KYSA/KPL Policies, a Trapped Player is defined as, "A true U15 players who have not moved up to high school with their peers." These players must appear on the Game Day Card with a Trapped designation accordingly. These players do count towards your "Gameday 18".
- Club Pass Players
 - o KPL allows the use of club pass players in all of its games. A club pass player is defined as "a player registered with your club, but not this specific team, who is age eligible to be rostered with your team." A KPL team may utilize a set number of club pass players for any game. It is usually defined as 1/5th of the total roster numbers with a maximum of five (5) total club pass players. These players must be included in the Game Day Card with a CP designation and count towards your "Gameday 18".
- Guest Players
 - o Guest players are NOT PERMITTED under KPL Policies. You must use either the Club Pass or Trapped Player options to augment your roster.
- Use of Club Pass/Trapped players
 - o Both policies are intended to benefit the player by giving them additional playing opportunities. Neither process should be used by a team to "gain an advantage" or "get points". A trapped player is not permitted to also be a club pass player on any additional rosters. They are only permitted to play with the team they are formally rostered as a trapped player.
- Score Entry – Administrators may now update the scores by scanning the QR code on the Game Day Cards or by accessing your team's KPL schedule. Information on accessing the score entry

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page can be found [HERE](#). You may also keep track of key stats such as goals, cautions and ejections via this link. Please, however, do send an e-mail to stevenmurry@kysoccer.net if you have an ejection during your game, so that we do make sure we review the incident with officials. Team officials will need two key pieces of information to access these schedules online to update scores.

For any questions not covered in the above instructions, please click the support button in the bottom left section of the GotSport website. Note: the support button is included on every page of the GotSport website.