

Subject: N1 Game Day Procedures

N1 League managers, coaches and admins -

Please read through the gameday reminders for the weekend. As always, please **DOUBLE** check your schedule for games this weekend. Please don't hesitate to reach out to me if you have any questions.

1. Game Day Check In

At this time, the N1 League Game Day Check in App is **NOT** launched. The N1 League will start the season with paper match day rosters and cards. **NO DIGITAL ROSTERS OR PASS CARDS WILL BE ACCEPTED. Paper match day rosters and cards only.**

- N1 League - Building Match Day Roster and Printing Match Day Card

<https://support.gotSPORT.com/how-to-build-a-match-day-roster-and-print-match-day-card-as-a-coach-or-manager>

2. Score Reporting

Each printed match day card will have a QR Code for score entry in the top corner. Both teams should have a printed match card signed by the referee post match for their records.

Update** **HOME TEAMS** will upload score and image of the match card within 48 hours of each game. If QR code is not working you can go to main schedule and select "Score Input" on top right corner.

EVENT CODE: 54028

PIN to enter score: F2026

- How to Enter A Score by Scanning the Match Card QR Code

<https://support.gotSPORT.com/as-a-event-director/admin-how-to-enter-a-score-by-scanning-the-match-card-qr-code>

GAME DAY SPECIFICATIONS – N1 League

- **Ball Size:** Size 5 for all age groups (U13-U18/19)
- **Game Duration:**
 - U13/U14: 2 x 35 minutes with 10-minute half-time
 - U15/U16: 2 x 40 minutes with 10-minute half-time
 - U17/U18/19: 2 x 45 minutes with 10-minute half-time
- **Format:** 11v11 for all age groups

SUBSTITUTION RULES

- Free Substitution, Unlimited Moments (South District 2 Operator rule).

REFEREE FEES

Each team pays half before kickoff. See pay scale for detailed breakdown.

(<https://texasclubsoccer.com/referee/n1-ntx-referee-pay-scale/>)

- U17-U19: \$105 per team (\$45 + \$60)
- U15-U16: \$95 per team (\$40 + \$55)
- U13-U14: \$88 per team (\$38 + \$50)

Uniforms Policy

Many of our teams are still waiting on uniform kits for their players. We have asked these teams to wear similar jerseys (New/Old), same color with a number, even if the number is taped on the uniform. (Number needs to match roster) We are asking all teams to please cooperate with each other when choosing your jersey color for the match. (Coaches talk prior to game)

Uniforms: (Opening weekend)

- Combination of New, Old, or Former Club affiliation is approved by the league
- The team must be wearing the same color
- Every player must have a unique number even if it is taped (Athlete One App check in)
- Club/Team cooperation is expected
- All teams should be prepared to change uniform color at the field.

If both teams have their kits for the opening weekend, then league rules should be followed.

League Uniform Policy

- The Home team will wear white or light-colored uniform. The home team will be listed first on the schedule.

Field Status App:

Please use the 'Statusfy' app in the app store to stay informed: search and favorite "Texas Club Soccer " and turn on notifications for your facilities to receive instant alerts. You can also call our hotline at (972) 388-8556 for the latest updates or go to our website. <https://texasclubsoccer.com/field-status-2/>

Club Player Passing Guidelines

The following are step by step instructions. *Note the [admin/registrar](#) needs to do most of the steps.

****Any N1 Player that is Club Passing to RL NTX will have to**

1. Pay the additional AthleteOne US Club card fee (\$36) and
2. Take one of the 30 Primary Pool roster spots in AthleteOne

N1 Primary Players (GotSport) > Passing to RL NTX (AthleteOne)

- Step 1: Club pass (CP) player needs to be primary rostered and carded on their team in the N1 South District 2 Passcards and Rosters event.
- Step 2: N1 player that will CP to ECNL roster needs to be added to “EVENT ROSTER” as CP.
 - Specific event is “ECNL - 2026-27 US Club Soccer Registration/Passcards & Rosters”. Follow GotSport guided directions here:
 - <https://support.gotsport.com/as-a-coach/manager-how-to-add-a-club-pass-player-to-an-event-roster>
 - *This will need to be done by someone with access to ECNL team (admin, coach or manager)
- Step 3: Club admin/registrar needs to go to Roster Builder (GotSport) > ECNL passcard > Refresh/Update> should see CP player on roster in GotSport
- Step 4: Club admin/registrar needs to login to AthleteOne > Club Account.
 - From the left-hand navigation, select '**Associations**' and select '**Unfinished Player Profiles**'.
 - Club admin/registrar should be able to see the player in this section and ‘Assign to Team’, and select team CP will be taking player pool spot on.
 - **If you do not see the player in ‘Unfinished Player Profiles’, that means they are already attached to a team within your AthleteOne system – search the player in ‘club details’ and see what roster they are associated with. Remove them from that roster and assign to correct roster before moving to next step.
 - Club admin/registrar go back ‘Associations’ and select organization where player is to be registered > Select the team for which you are registering players. You will now see the list of all first team players associated with that team. Player should be listed as ‘Eligible’
 - To register players, select the checkbox next to each eligible player > Click '**Register**' in the top-right corner of the page. Make payment.

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RL NTX Primary Players (GotSport) > Passing to N1 (GotSport)

- Current-year ECNL players are NOT eligible.
- Max 4 ECNL RL/RL NTX players per match day roster.
- Club pass (CP) player needs to be primary rostered and carded on their team in the ECNL passcards and rosters event.
- This player passing will be done entirely in GotSport on each match day roster– step by step instructions below.

Adding Club Pass Player for League – Match Day Card

- <https://support.gotsport.com/as-a-manager/coach-how-to-set-a-match-day-roster-add-club-pass-players-for-a-league>