

GA INSPIRE GAME DAY REFERENCE GUIDE

PRIOR TO THE GAME

FIVE DAYS OUT

Home clubs send the opponent all match details and information at least 5 days before the game. **Club admin will send.**

FOUR DAYS OUT

Match cards can be printed **4 days before match day**, and no sooner.

48 HOURS OUT

Confirm all players are approved and on the roster at least **48 hours before** the game in case of issues.

PLAYERS AND STAFF

GAME DAY ROSTER SIZE

9v9 : minimum 12 / maximum 16 players

11v11: minimum 14 / maximum 18 players

An age-eligible player registered with your club may use a Club Player Pass.

Players may play **one game per fixture**.

A written-in player is **ineligible**. Jersey numbers may be written in.

BENCH AND TECHNICAL AREA

Reserved for players and a maximum of **4 registered club staff**. A certified athletic trainer (ATC) does not count toward the four.

GAME DAY

Both home and away teams must provide the standard non-photo match card for each match.

Match cards must list all participating rostered players, coaching staff and club/team managers.

Players not participating because of injury, suspension or because they are not dressing must be crossed off the match card.

Referees must check-in players on the roster. A player checked in counts as a rostered participant for that match/fixture.

Each team is responsible for verifying the accuracy of its match card and retaining/signing the completed copy as required.

MATCH FILMING

Match filming is not mandated in year one.

Clubs that are able to film Inspire matches are encouraged to use video as a development and coach-education resource and to collaborate with opponents where appropriate.

POST GAME

The home team records the final score through the Post-Game Match Report and completes required matchcard reporting in Gotsport within 24 hours.

The home team reports red and yellow cards and uploads the completed match card as required.

The visiting team submits the Visiting Team Match Report following the match.

Reports should identify relevant incidents, officiating concerns, field/setup concerns or protocol issues requiring league awareness or follow-up.

SUBSTITUTIONS

Unlimited substitutions are permitted.

Teams are limited to a maximum of three (3) substitution moments per half or period.

Halftime and scheduled period breaks do not count as substitution moments; teams may substitute freely during those intervals.

An injury substitution is permitted and does not count as one of the team's three substitution moments.

Substitutions remain subject to the referee's control of the restart and may not be used to intentionally delay the match.

UNIFORMS

HOME TEAM - light shirt, light socks, any shorts.

AWAY TEAM - dark shirt, dark socks, any shorts.

