



EMSA I.D. Cards

EMSA I.D. cards are required for the first game. There is no grace period for missing/not processed cards. If you use a player that has no EMSA I.D. card then your team will forfeit that game.

Player EMSA I.D. Cards Required for the following groups:

Age Group	Community	Premier	Tier 1	Tier 2	Tier 3
U9/U10		✓	✓	✓	✓
U11/U12		✓	✓	✓	✓
U13/U14	✓	✓	✓	✓	✓
U15/U16	✓	✓	✓	✓	✓
U17/U18	✓	✓	✓	✓	✓

Team Official EMSA I.D. Cards Required for the following groups: (coach, assistant coach & manager)

Age Group	Community	Premier	Tier 1	Tier 2	Tier 3
U9/U10		✓	✓	✓	✓
U11/U12	✓	✓	✓	✓	✓
U13/U14	✓	✓	✓	✓	✓
U15/U16	✓	✓	✓	✓	✓
U17/U18	✓	✓	✓	✓	✓

During the season, should your entire team not be able to produce their player cards/team official cards due to an unforeseen circumstance you may submit to the referee legible photocopies of your cards for that game. Those photocopies will then need to be submitted to the EMSA office via the home team along with the game sheets. This can only be done twice during the season and it can only be for the entire team. You cannot provide a photocopy if just one or a few of your players are missing their cards; it must be the entire team.

You may also present a digital photo of your EMSA I.D. card to the referee on a smart phone, tablet or camera if you are missing your card at game time.

If a coach, assistant coach or manager cannot produce their EMSA I.D. card at the start of the game then they must stay out of the technical area and sit with the spectators.