

MSPSP Fall 2022



Date	Event
July 2nd, 2022:	Team Registration Deadline: Teams must be enrolled in the MSPSP GotSport Fall event by July 2nd Fall 2022 League Affiliation Forms Due by July 2nd Registration Payment Due by July 2nd MSPSP Fall 2022 Team Cost: \$550/team Pay via check or pay online individually via team enrollment in GotSoccer. If paying via check, pay with one check per club / affiliating league for all teams. Early Passcards are to be paid separately via the Early Passcards form.
July 8th, 2022	MSPSP Fall 2022 Pre-Divisions Posted
July 9th, 2022	Player Registration & Contracts due by July 9th (SportsForms)
July 12th, 2022	MSPSP Fall 2022 Divisioning Meeting - ZOOM Teleconference - TBA
July 15th-27th, 2022	Fall 2022 Scheduling - Team Contact info posted to division scheduling page on website. Game logistics must be input into GotSport via CLUB account.
July 28th-31st, 2022	Schedule Verification Period - Scheduling changes can still be made, final matches must be input
August 1st, 2022	MSPSP Schedule is final - schedule locked, any changes must proceed via reschedule policy
August 3rd, 2022	Team Document Distribution (Rosters, Passcards - available online in GotSport) Passcards needed prior to the 3rd will need to proceed via Early Passcards (payment on website)
August 19th, 2022	MSPSP Fall 2022 Season Begins
Oct 1st-2nd, 2022	MSYSA State Cup Weekend Try not to schedule MSPSP games this weekend if your team plays in State Cup.
Oct 15th-16th, 2022	MSYSA State Cup Finals
November 20th, 2022	MSPSP Fall 2022 Season Ends All games not played during the season are reviewed by the MSPSP Board of Directors to determine the matches' fate. Voids, forfeits, and fines are possible.

Meetings & Teleconferences

August 3rd, 2022	Fall 2022 Preseason Information - ZOOM, info TBA Who is this for? Club Administrators & Staff, MSPSP Delegates & Reps, DOC's, Coaches
August 10th, 2022	Meeting For Coaches / Managers / Club Staff new to MSPSP - ZOOM, info TBA Who is this for? NEW MSPSP coaches, managers, club admins & staff