

## **Marin Interleague Soccer Alliance 2017 Roster Card Text/Policies**

### **Game Time, Ball Size & Game Size:**

5th/6th grade play two 30 minute halves | 10-min. halftime | Size 4 ball | Numbers of players - 9v9 | no intentional heading

7th/8th grade play two 35 minute halves | 10-min. halftime | size 5 ball | Number of players 11v11|

9th/10th and 11th/12th grade play two 40 minute halves | 10-min. halftime | size 5 ball | Number of players 11v11|

\*Overtime shall ONLY be played during the tournament playoff or championship games. Based on the FIFA laws of the game, MISA shall play a maximum of two Golden Goal overtime periods. In the event that there is no winner at the end of the of the Golden Goal period, the game shall be determined by Penalty kicks.

### **Substitutions:**

Players may be substituted an unlimited amount at the following times:

- Prior to a throw-in, in your favor. If the team in possession of the ball substitutes, the other team may substitute players as well.
- Prior to a goal kick, by either team.
- After a goal, by either team.
- After an injury, when the referee stops play, by either team.
- At half time.
- When the referee stops play to caution a player, only the cautioned player may be substituted, prior to the restart of the game..

\*A substitute shall not enter the field of play until he/she has been given a signal to do so by the referee.

### **Player's Responsibility Relating to:**

#### ***Players First Yellow Card:***

- A cautioned (receiving first yellow card) player shall leave the field and may be replaced. Should the team with the cautioned player elect to play shorthanded, the cautioned player may not re-enter nor be replaced until the next legal substitution opportunity. For clarification, the cautioned player must leave the field, and may return at the next legal substitution.

#### ***A Players Second Yellow Card (Red Card), Red Card:***

A player who receives a second Yellow card, or a Red card must leave the field. The team with the Red carded player may not substitute for the ejected. The player must leave the technical area, and field of play if a parent or guardian is present.

### **Blow-Out Policy:**

In MISA a “blow out” is defined by a team winning by 6 or more goal differential. We assume all coaches will do their best to instill good sportsmanship within their teams, however in the event a blow out occurs here are MISA’s blow-out policy:

- The 1st time a blow-out occurs the offending team is issued a warning.
- The 2nd time the win will only count as 1 point instead of 3.
- The 3rd offense the offending team gets zero points for that game and is disqualified from participating in the playoffs.
- In the event of a blow-out an email will be sent to the club, both coaches, and board members to address the incident.
- False reporting of a blowout (reporting incorrect score) is penalized as follows:
  - 1st false report receives a warning. 2nd false report earns immediate playoff disqualification.

### **Forfeit Policy**

If your team plans to forfeit a game and not show up to the field you must contact their club representative, the opposing club, and the MISA Admin 36 hours prior to the scheduled game. The penalties for a premeditated forfeit are a loss.

If your team makes no effort to contact anyone and does not appear for a game it is an automatic forfeit. Not only will your team suffer a loss, but your club will also be held financially responsible for that day’s field and referee costs. If the opposing team requests a reschedule your club is also responsible for the rescheduled game’s field and referee costs. However, the forfeit will stand and the game will be played as a scrimmage.

If a team arrives at the field with less than 7 players it is considered unfair to play and the team forfeits.

In the case that one team does not have enough players, but would like to still play, they can call the other team and both teams can combine players to create a game to offer the players. At this point it is at the discretion of both coaches to determine if the forfeit stands. The team with the proper amount of players has the final say, however must be determined prior to playing if it shall count as a competition or scrimmage. If two teams

determine to continue with competition with borrow players from the opposing team it must be emailed to the MISA admin prior to kickoff. If it is not determined prior to game time, by default it is forfeit and no longer up for petition.

If a game is determined to be forfeited and played as a scrimmage, only registered players of the two teams are allowed to play. (i.e. no siblings, friends, or previous game players)

**Marin Interleague Soccer Alliance Roster Policy:**

Each team entering competition in a Marin Interleague Soccer Alliance game must present a MISA approved, laminated roster including up to (3) coaches, as well as the names of the players, and photos of the players. The roster must be signed by the club's registrar indicating that the coaches and players are registered with US Club Soccer in the current seasonal year, and, that the players are in the current grade division.

\* The roster must be inspected by the referee prior to kickoff, and must include all players intending to play. Players not on the roster are not eligible to play.

\*In the 2017 season we are allowing the HS 11/12 Girls Division only to double roster play ups only. Play ups must be put on the roster (and noted as such) at the beginning of the season and approved by their club registrar. The addition to the roster after September 9th must be approved by their club registrar and presented to the MISA Admin a week prior to the addition. \*Note players in the 11/12 age group can not float between teams.

\*If a younger team is struggling with attendance they may petition the MISA Admin for approval of play-ups, however it must be done at the beginning of the season and those play-ups must be determined for the entire season.

\* In the event that a team does not have a roster, the game should still be played. Following the game, both coaches should report to Kellis Johnson that the game was played; however the specific team did not have a roster.