

# Marin Interleague Soccer Alliance Protocols

## PROTOCOLS:

### Team Formation:

When there are two or more teams at a grade level and gender in a MISA cooperative alliance member club (MISA), those teams must be balanced so that the teams are as equal as possible in skill, age, experience, etc. Clubs may keep 25% of teams as a core, but the remaining 75% must be by blind draft or by player rankings. No core teams may be retained from year to year.

Players shall be placed on (MISA) teams according to the grade level that they enter in the fall of the respective playing year (5<sup>th</sup>+6<sup>th</sup>, 7<sup>th</sup>+8<sup>th</sup>, 9<sup>th</sup>+10<sup>th</sup> and 11<sup>th</sup>+12<sup>th</sup>). No player may participate on a younger grade team. The (MISA) (AOC) shall reserve the right to make exceptions in certain cases, in consideration of special or medical needs.

### Special Roster Notice:

It is the intent of the (MISA)(AOC) that players may only participate on one (MISA) team, and or, on only one team period during the course of the (MISA) season. In certain circumstances, where it is required for the benefit of an entire team or age group, the (MISA)(AOC) may make a special exception for a player to participate on two (MISA) teams. This action requires the approval of the (MISA)(AOC), and shall occur on a case by case basis.

In all cases, the approved player, participating on two (MISA) teams, must be on the Roster Card of each team, following the guidelines stated below with respect to MISA Roster Cards.

Players are not allowed to participate in trainings or games with a second recreation league team (MISA or otherwise), competitive team, select team, or academy team or program, at any point while they are playing for a MISA team, during the MISA training, regular season, and post-season.

### Roster Cards:

To compete in all (MISA) regular and post-season games, each team shall have a laminated roster card, including a list of the registered players, as well as a photo of the player identified by the players name. The roster cards shall also contain the name of the Head Coach, and up to two Assistant Coaches. The (MISA)(AOC) shall establish the roster card template for each playing season.

Roster Cards must be presented to the referee prior to each game starting. Players not on the Laminated Roster Card are not allowed to play under any circumstance.

Teams without a roster card shall play the game, however that team will be subject to a forfeit of that game at the discretion of the (MISA) Alliance Oversight Committee (AOC). In all cases, both coaches should report the fact that one team did not have a roster card to the (MISA) League Administrator immediately following the game.

### Roster Size:

The maximum roster size for:

5<sup>th</sup>+6<sup>th</sup> grade level teams shall not exceed 18.

7<sup>th</sup>+8<sup>th</sup>, 9<sup>th</sup>+10<sup>th</sup>, 11<sup>th</sup>+12<sup>th</sup> grade level teams, shall not exceed 22.

**Game Cards:**

Referees shall complete game cards for every (MISA) game including the date, score, coach's names, and final score. The game card shall also include any infractions in which a penalty card has been issued. The game card shall be signed by the referee and returned or completed online based on the policies of that (MISA) member club.

**Team Area/Spectator Sideline:**

Coaches and players for both teams shall be on the same sideline, with all spectators viewing from the opposite sideline. No one shall be on either end line.

**Coaching Staff:**

There shall be a limit of three coaches for each team. Each coaching staff shall have at least one staff member 18 years of age or older. In the event a coach is not available for a team for a game, an adult may substitute coach for that game with a written letter signed by the registrar of his or her club.

**Referee Authority:**

The referee has jurisdiction over the game and all coaches, players and spectators from the time he or she enters the field of play until he or leaves the field. Referees will follow all rules as determined and stated in writing by the (MISA), and the (MISA)(AOC).

**Uniform Color:**

It is required that teams participate in distinctly different colors. In the event that both teams are wearing the same color, the home team will be required to change to an alternate color.

**Goal Keepers:**

Keepers shall wear a jersey, or vest, of a color other than that of either team or the referee.

**Hard Casts, Splints with Metal or Other Hard Braces:**

Players wearing a hard orthopedic cast or splint shall not participate in any game. Soft casts may be allowed at the discretion of the referee.

**Earrings, Necklaces, Jewelry:**

Players, regardless of reasoning, cannot wear earrings, necklaces, watches, or other jewelry.

**Playing Time:**

Every player, present and fit to play, shall play not less than one-half of the game time, including regular season games, as well as post season games. A game may be forfeited if any eligible player, regardless of practice attendance, does not play the minimum time of 50%.

**Red Card:**

In the event that a (MISA) player receives a red card (or two yellow cards resulting in a red card constituting a player ejection), the player is suspended for a minimum of one game. The penalized player shall serve his or her suspension during his or her team's the next game. The (MISA)(AOC), and the MISA cooperative alliance member clubs reserve the right to increase game suspensions, and possible bans, based on the severity of the incident, a player's actions following the incident, or a player's previous history.

**Violations of the MISA Protocols:**

The (MISA) (AOC) shall issue penalties for any violation of the protocols. The (MISA) (AOC) shall determine penalties at their monthly (AOC) meeting, at the discretion of the simple majority of the board.