



2017 FALL SEASON---TEAM ROSTER & PLAYER GUIDE (POLICY)

--We provide this guide as a summary document to assist teams in the rostering process for the 2017 Fall Season.

--All player registration and the rostering of players including the Club Pass (formerly guest player) roster is done through your local State Association via SportsForms.

--The MRL requires that such rosters are filed via SportsForms

--Teams are reminded that rosters need State Association approval.

--The MRL does not issue player passes or approve rosters.

--The roster freeze date is 11:59 pm on Wednesday, October 18, 2017. After this date, no additional players to either the Team Roster or the Club Pass Roster may be added.

SUMMARY POINTS

- **GENERAL:** All players must be current US Youth Soccer members and have member passes (Primary Pass players only) that have been approved by their respective State Association. During a season (Fall or Fall) a player may only be listed on one Team Roster. Players listed on a Team Roster may also be listed on the Club Pass Roster(s) on team(s) within the same US Youth Soccer affiliated club as approved by the team's State Association, in accordance with MRL Rules and Policy. A player that is rostered to a team outside of the MRL but within the same US Youth Soccer affiliated club as approved by the team's State Association, may also be listed on the Club Pass Roster(s) on team(s) within the same US Youth Soccer affiliated club. Players on Secondary Passes with a team/club are not eligible to be added to MRL rosters under their Secondary Pass.
- **TEAM ROSTER SIZE:** The maximum roster size on a Team's Roster is 22 (this excludes players listed on the Club Pass Roster—see below).
- **TRANSFERS:** Transfers within the MRL are not allowed during the MRL season. Once a player is on a MRL roster, such player is frozen on such team's pool of 30 players for the remainder of the MRL 2017 Fall Season.
- **DEADLINE FOR ROSTER ADDITIONS:** All rosters (Team and Club Pass (formerly Guest)) are frozen for MRL 2017 Fall Season play at 11:59 pm, Wednesday, October 18, 2017. No additional players may be added after this date.
- **CLUB PASS (formerly GUEST PLAYER) ROSTER:** Club Pass (formerly Guest) players must come from within your club. Only players that hold a current US Youth Soccer member pass may be club pass (formerly "guest") for a team from within the same US Youth Soccer affiliated club. The maximum number of Club Pass (formerly guest) players **is three (3) to twenty-one (21) based on the number of players on a Team Roster (see revised MRL Rule 3.03).**
- **MAXIMUM NUMBER OF PLAYERS USED IN THE SEASON BY A TEAM:** A team is allowed to list and thus use no more than 30 players during the course of a season that includes all players listed on the Team Roster during the course of a season plus any Club Pass (formerly guest) players listed on a Club Pass (formerly Guest) Player Roster.
- **SUBMISSION OF TEAM ROSTER:** Teams must file with the MRL its state association approved Team Roster and State Association approved Club Pass (formerly Guest) Player Roster. All teams must submit an initial official MRL Team Roster of players no later than seven (7) days prior to the team's scheduled first game. A state association approved Club Pass (formerly Guest) Player Roster must be filed with the MRL no later than 24 hours prior to a game's kickoff in order for all players to be listed on the roster(s) to be eligible to play (Rule 3.01). No additions permitted after the Roster Freeze Date.

- **ADDITIONS TO TEAM ROSTER and/or CLUB PASS (formerly GUEST) PLAYER ROSTER:** Additions to the Team Roster or the Club Pass (formerly Guest) Player Roster may be made throughout the season through October 18, 2017 and must be filed with the MRL no later than 24 hours prior to a game's kick off in order for players listed on the roster(s) to be eligible to play (Rule 3.01). No additions to either roster permitted after the Roster Freeze Date.
- **MULTIPLE TEAMS FROM SAME CLUB:** In situations where multiple teams from the same club are participating in the MRL, including multiple teams within the same age group:
 - At no time shall a player play for more than one MRL team in any one day (Rule 3.06).
 - At no time shall a player play for more than one team within the same gender age group (Rule 3.07).
- **GAME ROSTERS:** No more than 18 players may appear on your team's lineup card and play in any one game.

TEAM ROSTERS-GENERAL OVERVIEW

- The maximum Team Roster size is 22.
- An initial Team Roster is to be filed with the MRL Office no later than seven days prior to a team's first 2017 Fall Season MRL game. Additions to a Team Roster must be filed with SportsForms no later than 24 hours prior to the first MRL game that such player participates (Rule 3.01). No additions permitted after the Roster Freeze Date.
- All MRL rosters are submitted through SportsForms.
- While players may be added to a team's roster throughout the course of the season (subject to the 30 player maximum limit), once a player is on a MRL roster, such player is frozen on such team's roster for the remainder of the MRL season.
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CLUB PASS (formerly GUEST PLAYER) ROSTERS-GENERAL OVERVIEW

- In the MRL, only players that hold a current US Youth Soccer member pass from within the same US Youth Soccer affiliated Club may be a Club Pass (formerly "guest") player. In other words, a US Youth Soccer member player may "guest" on an MRL team if such player is rostered on a team from within the same affiliated club. The home State Association for a team will determine the definition of club pass for this purpose.
- At no time may a player from another MRL team be listed as a Club Pass (formerly guest) player on another team within the same age group (Rule 3.07).
- For all age levels the maximum number of Club Pass (formerly Guest) player limits will vary based on the number of players on the Team Roster (Rule 3.03).
- Under no circumstances will the MRL allow a team to utilize more than 30 total players during the course of a season.
- In order for a Club Pass (formerly Guest) player to be eligible, a properly completed Club Pass (formerly Guest) Player Roster form must be filed with the MRL Office no later than 24 hours prior to the first MRL game that such player participates (Rule 3.01). No additions permitted after the Roster Freeze Date.
- An authorized official from the home State Association must authorize the validity of the MRL Club Pass (formerly Guest) Player Roster each and every time a change is made to the Club Pass (formerly Guest) Player Roster (Rule 3.01).
- Teams may add Club Pass (formerly guest) players to their Club Pass (formerly Guest) Player Roster Form throughout the course of a MRL season provided that total number of Club Pass (formerly Guest) players does not exceed the maximum allowed. No additions permitted after the Roster Freeze Date.
- Teams may not replace Club Pass (formerly Guest) players once they are placed/added to a MRL Club Pass (formerly Guest) Player Roster Form and filed with the MRL except if such change is done prior to a team playing its first MRL game this season.

Should you have any questions on team rosters please direct them to the MRL Commissioner. This policy may be changed at anytime by direction of the MRL Executive Committee or Commissioner.