



2012 SPRING SEASON---TEAM ROSTER & PLAYER GUIDE (POLICY) (as of October 20, 2011)

- We provide this guide as a summary document to assist teams in the rostering process.
- All player registration and the rostering of players including the Club Pass (formerly guest player) roster is done through your local State Association.
- The MRL requires that such rosters are filed with the MRL Office **after authorization/approval by your State Association.**
- Teams are reminded that rosters need State Association approval and that rosters are filed with the MRL.
- The MRL does not issue player passes or approve rosters.
- The roster freeze date is 11:59 pm on May 23, 2012.

SUMMARY POINTS

- **TEAM ROSTER SIZE:** In accordance with US Youth Soccer National Championships Policy the maximum roster size is 22.
- **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 roster for the remainder of the MRL season.
- **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 seven (7) 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 25 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).
- **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 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). This is also subject to the Roster Freeze Date.
- **DEADLINE FOR ROSTER ADDITIONS:** All rosters (Team and Club Pass (formerly Guest)) are frozen for MRL 2012 Spring Season play at 11:59 pm, May 23, 2012.

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- **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 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 2012 Spring Season MRL game. Additions to a Team Roster 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). This is also subject to the Roster Freeze Date.
- The only team rosters accepted by the MRL are those that are signed off/authorized by an authorized official from the team's respective state association. Acceptable roster forms are:
 - 1-Appropriate MRL Team Roster Form (forms available at MidwestRegionalLeague.com) or**
 - 2-Authorized State Association Generated Roster accompanied by the required MRL Form ("Form Required to Accompany the State Association Approved Roster")**
- An authorized official from the Team's respective home State Association as determined by the Executive Director of the State Association must authorize the validity of the rostered players.
- While players may be added to a team's roster throughout the course of the season (subject to the 25 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.

CLUB PASS (formerly GUEST PLAYER) ROSTERS-GENERAL OVERVIEW

- In the MRL, only players that hold a current US Youth Soccer member pass may be a Club Pass (formerly "guest") player for a team from within the same US Youth Soccer affiliated club. 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) players per team is three to seven 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 25 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). This is also subject to 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.
- 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 Commission or Commissioner.