

MSC Player Pass Policy

The MSC Player Pass policy is intended to allow member teams to fill individual game rosters with an appropriate number of players for competition, while permitting Club players additional opportunities to play and to test themselves against additional, and often stronger, competition, with an eye on the long-term development of such players and the Club. All managers are urged to make use of these opportunities when appropriate.

1. Permissible Use of Player Passes

- a. Player Passes may only be used when league, tournament or other applicable rules permit their use.
- b. Under normal circumstances, Player Passes may, but are not required to, be used to increase a game day roster to a maximum of one player more than the field players allowed for that game. For the avoidance of doubt, this would permit a maximum game day roster size, including Player Passes, as follows:
 - i. 7v7: 8 players
 - ii. 9v9: 10 players
 - iii. 11v11: 12 players
- c. Under exceptional circumstances, Player Passes may, but are not required to, be used to increase a game day roster beyond the maximum number of field players allowed for that game as set forth in Section 1(b) above. Exceptional circumstances include, but are not limited to, (i) extreme heat; or (ii) pregame knowledge that a player will not be available for the entire expected game time.
- d. The team manager(s) shall have discretion concerning whether to request the use of Player Passes and how many, subject to the above restrictions.

2. Requests for Player Passes

- a. When it is known in advance that a team will request Player Passes, a request for Player Passes shall be made only to the manager(s) of MSC teams from which Player Passes may be requested, in the following level of priority:
 - i. Any Taxi Players who practice with that team.
 - ii. An Adjacent Level with players of the same gender and birth year
 - iii. Any other Adjacent Level with players of the same gender and birth year, if one exists
 - iv. For boys' teams only, a girls' team with players of the same birth year
 1. This step is permissible at the discretion of the team manager(s), and is not required
 - v. A team with players of the same gender and one birth year younger, at one Level higher
 - vi. A team with players of the same gender and one birth year younger, at the same Level
 - vii. If a team is unable to fill a sufficient number of Player Passes by taking these steps, they may continue to make requests of manager(s) consistent with the above philosophy of priority

- viii. The Club maintains some teams with players of more than one birth year. Otherwise eligible players from such teams may be requested as Player Passes consistent with the above philosophy. Similarly, such mixed birth-year teams may request Player Passes from teams from either of the birth years consistent with the above philosophy.
 - ix. The following definitions shall apply to this Section:
 - 1. Level shall refer to being an A, B or C team in a birth year
 - 2. Adjacent Level shall refer to a Level that is one letter apart from the team at issue (e.g., for a B team, either A or C)
 - b. In the case of a true emergency (i.e., a team becomes aware that it needs additional Player Passes, consistent with Section 1, within 24 hours of kickoff), the manager(s) of more than one team may be contacted concurrently.
 - c. The manager(s) receiving any Player Pass request must circulate such request to all appropriate players on their team, unless they are aware that no such players are available (e.g., because their team has a conflicting game), and collect the responses within a reasonable amount of time.
 - d. Managers receiving a Player Pass request may assign their players as Player Passes, taking into account the skills of the players involved, the needs of the team requesting Player Passes, commitment, sportsmanship, and the number of previous assignments.
 - i. No player whose skill level is so divergent from the skill level of the requesting team and its opponents as to be plainly unfair to that player, the requesting team or the opposing team shall be assigned as a Player Pass.
 - ii. A Player Pass request may not specifically request an individual player.
 - e. No player may participate as a Player Pass in more than two consecutive situations in which any requesting team uses a Player Pass, absent no other teammates expressing availability.
 - i. Notwithstanding this Section, it is the preference of the Board to permit as many players as possible to participate as a Player Pass when otherwise appropriate, and to limit the amount of times that an individual functions as a Player Pass in consecutive situations.
3. Playing Time for Player Passes
- a. When Player Passes are used, all regular rostered players should be in the starting lineup for both halves of the game.
 - i. Exceptions to the foregoing include player injury, the use of a Player Pass as goalie (but only when a regular rostered player who plays goalie is not available), and late arrival to warm-ups.
 - b. No Player Pass participant may play more minutes than any regular rostered player in the same game.
 - i. Exceptions to the foregoing include player injury, a player unavailable for the entire game time, or the use of a Player Pass as goalie (but only when a regular rostered player who plays goalie is not available).

4. Reporting of Player Pass Use

- a. All Player Pass Usage (i.e., game/date and individual Player Passes used, any relaxation of the game day roster limits under Section 1(c) and the reason therefore, etc.) must be promptly communicated to the Secretary of the Club.
- b. The Secretary of the Club shall track such use and the Club's needs. This information may be used to determine compliance with this Policy, the determination of appropriate roster sizes in future seasons, and any other information requested by the Board.