

MSC Playing Time Rules

It is the philosophy of the club to encourage significant playing time for all players. The following are the minimum amounts of playing time for each age group, and are applicable to all league games and all tournaments:

- All U9, U10 and U11 teams: each player must play a minimum of 40% of each game.
- U12 premier teams: each player must play a minimum of 33% of total available game minutes over a three-game period. The Club strongly recommends that each player play some portion of each game
- U13 and U14 premier teams: each player must play a minimum of 25% of total available game minutes over a three-game period.
- U12, U13 and U14 non-premier teams: each player must play a minimum of 33% of total available game minutes over a three-game period. Furthermore, each player must play some portion of each game.
- U15 and older premier teams: There are no playing time requirements.
- U15 and older non-premier teams: each player must play a minimum of 25% of total available game minutes over a three-game period. Furthermore, each player must play some portion of each game.

For purposes of this section only, a **Premier Team** is a team playing in a league that is not Westchester Youth Soccer League. A team's status may change from season-to-season based upon the league in which they are playing. Tournament playing time rules will be the same as those for the league in which the team is currently playing. If a tournament is between seasons, the playing time rules will be determined by the league in which the team is registered for the following season.

The Club appreciates that there are factors that could cause a coach to request playing time for a player below the minimum Club rules. These include injury, illness, and issues related to discipline or commitment. The coach is required to inform the DOC about such situations before the beginning of the game.

Playing time must be monitored by a parent assistant coach who will also maintain playing time records.

DATE: _____ MSC TEAM: _____ OPPONENT: _____ Actual Game Start time: _____ Timekeeper: _____

| Time of substitution (round to nearest minute) | | | Present 00:00 (Starters) | | | | | | | | | | | | First Half Total | | Start 2nd Half | | | | | | | | | | | | End | | 2nd half total | | Game Total | | Percentage | | Notes |
|---|----|-----|-----------------------------|--|--|--|--|--|--|--|--|--|--|--|------------------|--|----------------|--|--|--|--|--|--|--|--|--|--|--|-----|--|----------------|--|------------|--|------------|--|-------|
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| PLAYER | ## | POS | FIRST HALF | | | | | | | | | | | | SECOND HALF | | | | | | | | | | | | | | | | | | | | | | |
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Instructions: In row 2, mark the elapsed game time in minutes (as a referee would) each time there's a sub; round to nearest minute or you'll go insane
 Note the actual start of each half at the top, in case you lose track of elapsed time
 Mark "I" (in) when a player enters the game
 Mark "O" (out) when a player leaves a game
 Draw a box around a circumstance that's noted or may require an exception to playing time rules (injury, red card, etc.)
 Total up the minutes at halftime and the end so you can watch and enjoy the game.
 POS (position) column is not critical - it's there for older teams where positions change less frequently