

MSI SPORTSMANSHIP RATING SYSTEM

Please review the rating definitions below in each of the categories—coach, spectator, and player. After each game, please report the sportsmanship rating for each category legibly on the Game Report Card. MSI uses the ratings to determine the sportsmanship winner for each conference, as well as to identify any significant sportsmanship issue that may need immediate attention. We ask that you take this final part of your referee responsibility seriously. Thank you for your support!!

Coach Ratings for MSI

Excellent (5) -- Coach clearly is attempting to create a continuous positive environment, including the avoidance of non-stop direction to players on the field.

Good (4) -- Coach generally is attempting the above, with only a few slip ups.

Acceptable (3) -- Coach has occasional problems with dissent and/or non-stop direction of players, but not so bad as to warrant a yellow card.

Poor (2) -- Coach has frequent problems with dissent and/or non-stop direction of players, to the extent that a yellow card is warranted and shown.

Unacceptable (1) -- Coach has serious and persistent problems with dissent and/or non-stop direction of players, to the extent that a red card is warranted and shown.

Spectator Ratings for MSI

Excellent (5) -- Spectators clearly are attempting to support a continuous positive environment, including the avoidance of non-stop direction to players on the field.

Good (4) -- Spectators generally are attempting the above, with only a few slip ups.

Acceptable (3) -- Spectators have occasional problems with dissent and/or non-stop direction of players, but not so bad as to warrant a yellow card.

Poor (2) -- Spectators have frequent problems with dissent and/or non-stop direction of players, to the extent that a yellow card is warranted and shown.

Unacceptable (1) -- Spectators have serious and persistent problems with dissent and/or non-stop direction of players.

Player Ratings for MSI (average of all players on a team)

Excellent (5) -- Players clearly are supporting the maintenance of a continuous positive environment.

Good (4) -- Players generally are attempting the above, with only a few slip ups.

Acceptable (3) -- Players have occasional problems with dissent and/or other forms of misconduct, but not so bad as to warrant several yellow cards.

Poor (2) -- Players have frequent problems with dissent and/or other forms of misconduct, to the extent that several yellow cards are warranted and shown.

Unacceptable (1) -- Players have serious and persistent problems with dissent and/or other forms of misconduct