

## HYSA U9/U10 PLAYER PASS RULES

Clubs may utilize a player pass in the HYSA League Play for -U9 and U10 games. The Player Pass is designed to maximize the development of the player by allowing players to play on a team from the same Club at the same age, on a temporary basis.

### I. REQUIREMENTS

- A. Players must be properly registered and rostered to a team in the same club, registered and bracketed **properly for play in HYSA**. The Primary team is the team to which the player is rostered at the time of HYSA registration.
- B. A player must play in the same age level as the primary team to which he or she is rostered.
- C. A player may play for only one team in a day (this includes his or her Primary team)
- D. Individual Penalty Points will accumulate jointly for all games played (separate accumulations by team or competition will not be allowed). Penalty Point suspensions for the player must be served with the player's Primary team and the player is ineligible for a player pass until the suspension has been served.
- E. A maximum of two (2) players may utilize the player pass in any one game.
- F. Players may not use the player pass to participate on a team in a weaker bracket than the bracket of their primary team. A player may use the player pass to participate on a team in an equal stronger bracket than the bracket of their primary team.

Example - A player on a team in a White Strong (WS) bracket may not play with a team in a White Average (WA) or White Weak (WW) bracket

- G. No more than twelve (12) players may participate in a game.

### II. ADMINISTRATION

- A. Do not write the player name on the game report. In order to qualify for usage of the player pass, a coach must provide a completed **Player Pass Verification Form** to the match official and verbally notify the opposing coach of the intended use of the player pass system in the game. The following information from the Player ID card must be included on the Player Pass Verification Form. Information must be legible. The player utilizing the Player Pass must have his **current season** player ID card available for review and team check-in for the game in question. The Coach is responsible following all rules relating to use of the player pass and is subject to sanction, including suspension, by HYSA D&P for violations of the player pass rules.

1. Player Name

2. Player ID Number
3. Team Code
4. Bracket of Primary Team

B. Players not participating in the game should be lined out by the coach on the HYSA game card.

C. Properly prepared, **current season** Player ID cards for ALL players participating in the game must be presented to the referee for player check in prior to the game. Players using the Player Pass will use their Player ID card from their Primary team.

D. In a HYSA Fall season, the Player Pass may only be used prior to the HYSA Fall mid-season break weekend for Tournament Play. The Player Pass may not be used for any regularly scheduled games after that weekend. Use of the Player Pass in regularly scheduled games in the weeks post the mid-season break will result in game forfeiture and D&P fines. The Player Pass may be used at any time during the HYSA Spring season, as there are no standings kept in the Spring season.

### III. DISCIPLINE & PROTEST (D&P)

A. The current D&P Policy and Fine Schedule continue to apply to all U-9 and U-10 teams.

B. Ineligible Player - a player that does not meet the Player Pass requirements, as defined in **Section I** of this document, will be considered an "ineligible player." Even if a player technically meets the requirements of this rule, if they play without the proper Player Pass Verification form and/or without their current season Player ID card they will be considered an illegal player.