

COMMON MISTAKES FOR CLUB PASS RULES – DON'T BE THAT TEAM!

3.8.3. Minimum requirements.

a. Guest player must play in the same or older age level as the primary team to which he or she is rostered.

* A U11 Player rostered to a U11 team can club pass to a U11 team or up to U12, U13, etc.

* Because the rule is written "as the primary team he or she is rostered", a player who is not true age but rostered to an older primary team is bound to that team's age group regardless of birth year and therefore can **NOT** club pass down to their true age group.

Which means: A U11 Player rostered to a U12 team **CANNOT** Club Pass to a U11 team because the player is considered U12

b. Guest player must play in the same or a higher level competition as defined in the STYSA Levels of Play, as his or her primary team. Guest player may play down one level of competition but in the same age group or in their true age group in the case of play up, if the player is rehabilitating from a serious injury or illness. (Changed 2.24.2013). A serious injury or illness is defined as an injury or illness that required verifiable medical treatment and required the player to have not participated in games for a period of sixty (60) days or longer.

The movement of the player can only be **SAME LEVEL OR UP**.

* D2 can club pass on D2, Alpha, Challenger, Prime, SCL, and Frontier.

* Alpha can club pass on Alpha, Challenger, Prime, SCL, and Frontier but not D2.

* Challenger can club pass on Challenger, Prime, SCL, and Frontier, but not Alpha or D2.

* If a flight is split into A, B, and possibly C, the levels of play are A = Highest, B = Lower, and C = Lowest. A player from C can club pass to B or A. A player from B can club pass to A but not to C. A player from A cannot club pass to B or C.

* When combined, Prime and Challenger are considered a Prime level of play; Challenger and Alpha are considered a Challenger level of play.

Which means: where flights are combined, a player on a team that was originally listed as Prime in the WDDOA Pre-qualified Team List could club pass onto a team that was originally listed as Challenger **in the combined flight ONLY**. That Prime player cannot club pass onto a Challenger team in any other older age group that is not structured as a combined flight. If the player is from a team that was originally listed as Challenger in the WDDOA Pre-Qualified Team List and the Challenger flight is combined with Prime, they are now considered a Prime level player and cannot club pass onto an older age group Challenger team. Before you use Club Pass, please consult the WDDOA Final Team List.

Please Remember: Division 3 and Division 4 players are **not eligible** for Club Pass.

f. A team may have a pool of players available as guest players not to exceed the season of play (fall or spring) limit and per game limit as set forth below. A guest player appearing in a team's player pool may not be removed during the season of play (fall or spring). A player in the team's pool may guest play for the team multiple times during the season of play (fall or spring). A player may be in multiple team pools during a season of play (fall or spring).

* The maximum number of club pass players in a **team pool**, U11 through U19 **has been removed**. (2/18/2018)

* All players do not have to be added at the beginning or before the start of the season. We recommend that players only be added as they plan to participate to ensure that all players in the pool are utilized.

* Remember to check with the players in your club pass pool regarding their Primary Team status. Make sure they haven't transferred to a new team since the last time you used them. If the player was transferred, their new Primary Team may no longer be an eligible team. Transferred players are **NOT** automatically removed from your Club Pass pool. If you find such an instance, please notify the WDDOA office so we can update your Club Pass pool.

1. U13 –U19 teams – four (4) guest players per game. There shall be no limit to the number of guest players in a team's pool.
2. U11 – U12 teams – three (3) guest players per game. There shall be no limit to the number of guest players in a team's pool. (Changed 2.18.18)

* For U11 and U12, **up to 3 club pass players ONLY** may be used for a game (*must be printed on gamecard*)

* For U13 through U19, **up to 4 club pass players ONLY** may be used for a game (*must be printed on gamecard*)

g. Under no circumstances may a guest player be used that is not properly registered with STYSA.

* Absolutely **no handwritten players** on gamecards regardless of the situation (primary and/or club pass players).

* There is no more deadline to add Club Pass Players to the gameday roster. The ability to add club pass players will remain open. Club Pass Players may be added to the game day roster at any time prior to kick-off.

* The gamecard should not be printed before noon the Friday before the game

* Club Pass player(s) must be added to your game day roster and printed (from GotSoccer) on the game card in order to be eligible to participate. If a player is not printed on the official (paper) game card (primary player and/or club pass) they are not eligible to participate. **NO HANDWRITTEN PLAYERS ARE ALLOWED**.

* Gamecards received with **handwritten players will receive an AUTOMATIC FORFEIT** and are subject to **fin**es.

* In situations where a forfeit may not be viable, a \$100 fine per handwritten player will be assessed starting Fall 2018.

* Players **may NOT play with more than one (1) team on the same day**.

STYSA CLUB PASS RULES / POLICY – OVERVIEW

The rule changes listed below were adopted and/or recently amended at the STYSA GBMs. The WDDOA Directors Council has adopted a policy to be followed during WDDOA League Play. The Club Pass Rules are explained in detail on the back of this form.

CLUB PASS PLAYER – STYSA ADMINISTRATIVE HANDBOOK: RULES & PROCEDURES SECTION

3.8. CLUB PLAYER PASS SYSTEM (Changed 7.19.15)

3.8.1. Purpose. The Club Player Pass System of play for Recreational Plus, Division II, Super 2, and Division I levels of play is designed to maximize the development of the player by allowing players to guest play on a team from the same Club at the same age level, or an older age level team from the same Club, on a temporary basis.

3.8.2. Adoption. The Club Player Pass System will apply only if allowed by the organization or organizations governing a particular competition, such as a local league.

3.8.3. Minimum requirements. Although the governing organization may impose more restrictive requirements, a Club Player Pass System must, at a minimum, meet the following requirements:

- a. Guest player must play in the same or older age level as the primary team to which he or she is rostered.
- b. Guest player must play in the same or a higher level competition as defined in the STYSA Levels of Play, as his or her primary team. Guest player may play down one level of competition but in the same age group or in their true age group in the case of play up, if the player is rehabilitating from a serious injury or illness. (Changed 2.24.2013). A serious injury or illness is defined as an injury or illness that required verifiable medical treatment and required the player to have not participated in games for a period of sixty (60) days or longer.
- c. Guest player may play for only one team in a day. (Changed 2.24.2013)
- 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 guest playing until the suspension has been served. The player, coach (of both the Primary and guest team), and the coaching director of each club are responsible for monitoring and complying with STYSA's Progressive Disciplinary System. (Changed 2.26.12)
- e. All persons failing to properly monitor and comply with the Club Pass System rules are subject to penalty based on the STYSA Progressive Discipline System. (Added 2.26.12)
- f. A team may have a pool of players available as guest players not to exceed the season of play (fall or spring) limit and per game limit as set forth below. A guest player appearing in a team's player pool may not be removed during the season of play (fall or spring). A player in the team's pool may guest play for the team multiple times during the season of play (fall or spring). A player may be in multiple team pools during a season of play (fall or spring).
 1. U13 –U19 teams – four (4) guest players **per game**. There shall be no limit to the number of guest players in a team's pool.
 2. U11 – U12 teams – three (3) guest players **per game**. There shall be no limit to the number of guest players in a team's pool. (Changed 2.18.18)
- g. Under no circumstances may a guest player be used that is not properly registered with STYSA.

3.8.4. Club. For the purposes of this rule a Club having a similar name with other clubs (i.e. Dallas Texans, Lonestar, Rush, Challenge, etc.) will be considered to be the same club if the club shares a common Board of Directors and is within the same metropolitan area. If the clubs are outside of the metropolitan area, then a fifty (50) mile radius will be used, combined with a common Board of Directors.

CLUB PASS SYSTEM VIOLATIONS – STYSA ADMINISTRATIVE HANDBOOK: DISCIPLINE/PROTEST SECTION

4.9.11. Club Pass System Violations. The player, coach (of both the Primary and guest team), and the coaching director of each club are responsible for monitoring and complying with the Club Pass System rules. All adults found to have failed to properly monitor and comply with the Club Pass System rules are subject to penalty. Based on the circumstances of the violation, all adults responsible for monitoring and complying with the rules will receive a minimum of a four (4) game suspension and / or be barred from using the Club Pass System for a period of time set by the STYSA Appeals Committee. (Added 2.26.12)