

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

3.8.3. Minimum requirements.

a. A Club Pass player must play in the same or older age group as that determined by his or her calendar birth year.

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

* Because "as the primary team he or she is rostered" has been removed, a player who is not true age but rostered to an older primary team can now Club Pass onto a team of his true age group.

Which means: A U11 Player rostered to a U12 team **CAN** Club Pass to a U11 team

b. A Club Pass 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. A Club Pass 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 **within 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 4 players are the **only** players **not eligible** for Club Pass.

c. A Club Pass player may play in no more than 2 games in a day as a Club Pass Player.

* The limitation that a player may only play with 1 team per day has been lifted.

* Per the new rule, a player may play with their Primary Team and participate as a Club Pass Player on the same day.

f.1. U13 –U19 teams – four (4) Club Pass Players per game. There shall be no limit to the number of Club Pass Players in a team's pool.

f.2. U11 – U12 teams – three (3) Club Pass Players per game. There shall be no limit to the number of Club Pass 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 from GotSoccer on gamecard)

* For U13 through U19, **up to 4 Club Pass Players ONLY** may be used for a game (must be printed from GotSoccer on gamecard)

* 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.

g. Under no circumstances may a Club Pass 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).

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

* There is no deadline to add Club Pass Players to the gameday roster. Club Pass Players may be added to the game day roster at any time prior to kick-off. 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 **fines**.

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 2.26.19)

- 3.8.1. **Purpose.** The Club Player Pass System of play for Recreational Plus, Division III, Division II, Super 2, and Division I levels of play is designed to maximize the development of the player by allowing players to Club Pass play on a temporary basis on a team from the same Club in the same age group as the player's calendar birth year or a team from the same club in an older age group.
- 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. A Club Pass player must play in the same or older age group as that determined by his or her calendar birth year. (Changed 2.26.2019)
 - b. A Club Pass 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. A Club Pass 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. A Club Pass player may play in no more than 2 games in a day as a Club Pass Player. (Changed 2.26.2019)
 - 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 to play as a Club Pass Player until the suspension has been served. The player, coach (of both the Primary and teams for which the player could play as a Club Pass Player), 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 Club Pass Players not to exceed the per game limit as set forth below. A Club Pass 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 play as a Club Pass Player for the team multiple times during the season of play (fall or spring). A player may appear in multiple teams pools during a season of play (fall or spring).
 1. U13 –U19 teams – four (4) Club Pass Players **per game**. There shall be no limit to the number of Club Pass Players in a team's pool.
 2. U11 – U12 teams – three (3) Club Pass Players **per game**. There shall be no limit to the number of Club Pass Players in a team's pool. (Changed 2.18.18)
 - g. Under no circumstances may a Club Pass 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)