

3.8 CLUB PLAYER PASS SYSTEM (Changed 2.27.19)

3.8.1 Purpose.

The Club Player Pass System of play for Recreational Plus, Division III, Division II, Super 2, and Division I level 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 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.
- 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. 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 two games in a day as a Club Pass Player.
- 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 team(s) 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.
- 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.
- 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 team(s) pools during a season of play (fall or spring).

(1) 13U – 19U 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) 11U – 12U 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.

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 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.