

Player Pass

Introduction

The Player Pass is to facilitate development opportunities for players in the State of Washington and was first introduced by Washington Youth Soccer in 2011. A District 7 specific Player Pass was also approved by Washington Youth Soccer geared towards recreational soccer. It has been adapted for use within Thurston County Youth Soccer Association leagues to improve the recreational soccer opportunity for players and facilitate the formation of teams.

Player Pass Rules for Thurston County Youth Soccer Association Leagues

(1) Fall League (U8-U11) and Spring League (all ages except Girls U15-U19)

TCYSA, within its leagues, applies the Player Pass rules set out for District 7 on page 2 with some additions and amendments to better meet the needs of youth soccer in Thurston County. The Player Pass may be used to guest play from a lower division team into a higher division team at the same age group, subject to a maximum of three guests per game. It may also be used to guest on lower or higher division teams at an age group above that of the player, subject to good judgment on the gap between the player's age/capability and that of the guest team/division. Players must be registered with Washington Youth Soccer in the current playing year. Boys may not guest onto girls' teams. Players may not guest if they are simultaneously playing on a competitive team. Guest players may not exceed the age limit of the receiving team. Teams may only accept guest players to the extent that their roster size is below the maximum for the league and subject to the three player maximum per game. Players may guest across clubs. There is no requirement to provide advance email notice TCYSA that the Player Pass is being used; the referee and the opposing coach must be informed at the field.

(2) Summer League (all ages)

TCYSA permits additional flexibility, reflecting the primarily fun nature of the summer league. In addition to the unique summer season arrangement for playing at parity, all age groups, including the co-ed and mod soccer teams, will be permitted to have guest players, up to five per match, provided (a) the guests are registered to play in the summer league with another team or have played during the current playing year with other clubs within or outside our area, (b) are age appropriate, (c) are noted on the roster (including their official team name) and (d) are advised to the opposing coach and referee at the field prior to the match. All guest player must be registered with Washington Youth Soccer for the current playing year. This flexibility is intended to enable teams to field appropriate numbers and should not be used to gain unfair competitive advantage. TCYSA commits to investigate any reports of abuse of the intent of this flexibility, including using the Player Pass to "stack" teams for competitive purposes.

Teams (excluding teams playing in what TCYSA defines as its competitive summer divisions) are still subject to the "three select players" rule, inclusive of guests. For the purposes of the Player Pass, players who are rostered to a competitive team in the TCYSA summer league will be considered as select level players, irrespective of their playing history in fall or spring of the current playing year. The coach must write onto his/her roster the full name, date of birth and team of registration for any guest players. This information is subject to verification after games have been played.

Male players may not guest on female teams. Guest players must show photo ID in the high school age leagues.

Player Pass Rules for District 7

District 7 adopted the Washington Youth Soccer Player Pass rules (see below) with the following additional safeguards and applications. These provisions apply to District 7 fall league (Boys' U11 through U19 and Girls' U11 through U15) and District 7 Spring League (Girls' U15-U19).

- The pass may only be used to play into the upper division (where available), in full field leagues.
- Players must be registered with Washington Youth Soccer in the current playing year.
- Boys may not guest onto girls teams.
- Guest players may not exceed the age limit of the receiving team.
- Teams may only accept guest players to the extent that their roster size is below the maximum for the league, and subject to the three player maximum per game and the requirement that the number of rostered players and guest players does not exceed the maximum roster size.
- Coaches availing of the Player Pass must provide a minimum of 24 hours advance notice to the opposing coach, with a copy to scheduler@d7soccer.com and the coach of the supplying team, if appropriate.

Washington Youth Soccer Player Pass Rules for RCL and Select Clubs

The spirit of the rule is to provide developmental opportunities within a league season for players to move to a higher level of competition, and to temporarily replace players with documentable injuries and illness. Players using the Club/Player Pass should have a participatory target of 35 Washington Youth Soccer sanctioned matches in league and State Cup play during that year period. Violating the spirit of the Club/Player Pass is considered any player movement to justify a result for a team (e.g.: prevent promotion/relegation or simply to improve standings) by bringing a starting player from a higher level of play team.

Violation of the spirit of the rule will result in a suspension of the use of the Pass for that team and a fine levied by the Regional Club Subcommittee.

1. Players may move up a level of play or age, but may not move down. Goalkeepers are exempt, but may only play in the goal and only in the case of a documented goalkeeper injury, not an absence.
2. For any more than 15 players for 11 aside at U12 and above (including those using the Player Pass), permission must be granted by the DoC of the opposing team at least 48 hours prior to the match (coaches must have email contact as to the need prior to the DoC's discussion). Failure of a DoC to respond within 48 hours is deemed approval, email proof of contact must be provided. Player Pass notification is not required to be documented or approved at U11 or below or in Jr Academy play.
3. Affinity Game Rosters must be noted for Player Pass use. These may not be handwritten, but must be listed through Affinity for the pass to be used.
4. Mutual agreement between the DoC's may waive the requirements of item 2 but not for item 3. If the DoC's waive requirement 2, the results of the game may not be contested.
5. Failure to follow these procedures will result in the forfeiture of the match.