

Lonestar SC - USYS Club Pass Synopsis – Fall 2011 Season

Overview – This document outlines the internal and external procedures Lonestar SC teams must follow in order to use the Club Pass System. Coaches and Managers should continually track any league adjustments to club pass rules that may impact their use of the club pass system in their competition.

LSC Head Coaches with the support of their Team Managers are responsible for ensuring all rules regarding Club Pass Systems are adhered to in their entirety for their core teams.

Any requests for help from the LSC Registrar regarding making a player eligible for use as a club pass player must be received 7 days prior to the game in which the player is required.

We have supported the introduction of the Club Pass System for many years. It is designed to improve the player development process by increasing opportunities for players to participate in games at appropriate levels of play, throughout the year. This is a player development tool. Sanctions from within LSC, the governing bodies of leagues and/or STYSA for misuse of the system will be severe.

No LSC player is allowed to club pass with another team without the consent of the DoC or DoC's involved.

Each level of play has their own set of rules that address the Club Pass System for any team playing at that level of play. It is important that coaches and managers read carefully and understand the rules surrounding the Club Pass System at your teams level of play.

Below you will find the outline of the rules for each level of play, along with links to the full league document where you can read in more detail about the Club Pass System for that league. Also included are game day procedures for team managers to use club pass players and/or links to game day procedures for each level of play.

CAYSA SII/DII - STSYA's Club Pass Rule (3.12.1 CLUB PLAYER PASS SYSTEM) must be adhered to at all times. STSYA's Club Pass Rule is at this link:

http://www.stxsoccer.org/docs/3_HB%20Registration_072411.pdf

CAYSA SII/DII Key Points:

If you are going to use club pass for SII/DII this season read all of this. The penalty for not using Club Pass properly can result in you, your coach and your DOC missing 4 games:

- Your roster must always be legal (see STSYA Rule 3.4.2.1)
- STSYA Club Pass Rules must be adhered to on a game by game basis
 - Max of 4 club pass players at U13-U19 per game
 - Max of 3 club pass players at U11-U12 per game
- Write the player's name, their player card ID, jersey number and their primary rostered team on the game card. Do NOT enter the player in the e7 system. You must hand write the player's name and other details on the game card.
- Club Pass Player NEEDS to have player card at the game or they cannot play, no exceptions.
- A player can play for only one team in a day
- Penalty points will follow the player
- Once a player is rostered to a team that player's soccer age is the team's age. For example, if you have a U12 rostered on a U13 team, the player is now a U13 player and cannot play on a U12 team.
- No players that are registered to a D1 or above team can use Club Pass in S2 or lower. There are exceptions, specifically relating to long term injury and illness. Approval must be granted from CAYSA.
- No player may club pass below their soccer age. A U13 player may not play on a U12 team.
- Jnr Academy Players are eligible to play up in to U11 but the game day rule of 3 maximum play ups on a game day roster must be adhered to at all times and as always the player card must be present at the game

RIII PLW – Roster Rules and Instructions and GotSoccer Procedures are posted at this link:
http://regioniii.usyouthsoccer.org/assets/premier_league/Game%20Card%20and%20Club%20Pass%20Instructions%20Fall%202011.pdf

All PL Region III Rules are posted at this link:
http://regioniii.usyouthsoccer.org/assets/premier_league/RIIIPL%20Rules%20r7.30.11%20c8.19.pdf

RIII PLW Key Points:

- A player can only Club Pass play for one team for the Premier League seasonal year.
- A player cannot Club Pass play for another team in the same age group within Premier League play.
- Once added to a team's Club Pass player pool they cannot be removed.
- Club Pass players must be added to a team's Club Pass Player Pool by Wednesday or three days prior to a game, whichever comes first.
- Club pass players must be properly registered with their US youth member state organization and be a member of the club for which they will Club Pass play for.
- A team may utilize only 8 players as Club Pass Players during the Premier League season. There is a limit of 8 players in the team's Club Pass Player Pool.
- Only 18 players may appear on a game card for a particular game.
- Club Pass Player NEEDS to have player card at the game or they cannot play, no exceptions.

SCL - The SCL Policies and Rules 2011-12 can be found at this link:

<http://www.stxsoccer.org/docs/SCL%20Rules%20Revision%2008152011.pdf>

The SCL Club Pass instructions for adding players to your SCL roster can be found at this link:

http://www.stxsoccer.org/docs/STX_ClubPassInstructions.pdf

SCL Key Points:

- Club Pass Roster of up to 8 players that are rostered to a primary team from the same club.
- Once a player is listed they cannot be removed and count towards the 8.
- Players must be listed no later than the close of business 3 days prior, or the Wednesday prior (whichever is earlier) to the first match in which they are to be used
- A player can only play on one SCL team per weekend
- A Club Pass Player must be listed on the 18 game day roster if they are playing
- A Club Pass Player NEED to have player card at the game or they cannot play, no exceptions.

WDDOA - STYSA's Club Pass Rule (3.12.1 CLUB PLAYER PASS SYSTEM) must be adhered to at all times. STYSA's Club Pass Rule is at this link:

http://www.stxsoccer.org/docs/3_HB%20Registration_072411.pdf

Submit WDDOA Ticket (One Time per team ONLY) at this link:

<https://wddoa.jitbit.com/helpdesk/Login.aspx?ReturnUrl=%2fhelpdesk%2f>

Lonestar SC will use **WDDOA Option 1: Club Pass – Season Pool: Submission Deadline September 21st 5:00pm**

Club Pass Players will be identified for the entire season, by the Lonestar SC DI DoC's and sent out to each WDDOA Coach and Manager **by September 19th, 2011 before 5pm**. Head coaches and managers must complete the team ticket via the WDDOA website (see below) **by 5pm on September 21st, 2011**. Once approved, the players will be accepted as the teams' pool for the season; players may not be added or removed to/from this pool weekly.

Teams must submit their season pool players no later than September 21st by creating a team ticket within the online system. A CPT (Club Pass Ticket) approval code will be generated for the team to be utilized this season. This CPT # **must** be noted next to each club pass players (hand written) name on the game card.

WDDOA Key Points:

- LSC DoC's will identify pool players for each team
- Head Coach/Manager responsible for submitting WDDOA ticket which will include all identified players by Sep 21st, at 5pm
- No players can be added or removed from a pool after September 21st
- STYSA Club Pass Rules must be adhered to on a game by game basis
 - Max of 4 club pass players at U13-U19 per game
 - Max of 3 club pass players at U11-U12 per game
- Club Pass Players must be hand written on the game card if they are playing in a game with the CPT# noted next to each club pass player
- Club Pass Player NEEDS to have player card at the game or they cannot play, no exceptions.
- A player can be in multiple club pass team pools
- A player can play for only one team in a day
- Jnr Academy Players are eligible to play up in to U11 but the game day rule of 3 maximum play ups on a game day roster must be adhered to at all times and as always the player card must be present at the game