

3.12. **CLUB PLAYER PASS SYSTEM (Added 7.18.10)**

3.12.1. **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.

3.12.2. **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.

3.12.3. **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 his or her primary team. Guest player may play down one level of competition but in the same age group 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. Guest player may play for only one team in a day (this includes his or her Primary team),
- 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. There will be a minimum of a four (4) game, non-probated, suspension for all adults responsible for monitoring and complying with STYSA's Progressive Disciplinary System in the event that a violation is found to have occurred in connection with a player's participation in the Club Player Pass System.
- e. A team may have a pool of players available as guest players not to exceed the seasonal year pool limit and per game limit as set forth below. A player in the team's pool may guest play for the team multiple times during the seasonal year. A player may be in multiple team pools.
  1. U13 – U19 teams – four (4) players per game with a total pool of 26 (inclusive of rostered players.)
  2. U11 – U12 teams – three (3) players per game with a total pool of 20 (inclusive of rostered players.) **(Changed 2.20.11)**
- f. Under no circumstances may a guest player be used that is not properly registered with STYSA.

3.12.4. **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.