



Player Pass Rules 2021-2022

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

1. 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 the possibility of a fine of \$500 levied by the Regional Club Subcommittee.

A. Please note that the use of the Digital Roster and Digital Player cards in Affinity avoids the problems of written roster copies and player eligibility questions due to yellow/red card accrual.

2. 11v11 player pass requests must be approved by the opposing Club DOC (or club contact)

3. For 9v9 and 7v7, no more than 3 players may be moved via the Player Pass to a single team for any given match without approval from the Coaching Director of the opposing club.

4. Any request to use the Player Pass must be approved by the opposing club's Club Contact by 12 noon on the Friday before the weekend matches.

A. Where a team is playing a double header and needs additional players for the second match after the first match has concluded, the impacted club must send their request for Player Pass approval to the opposing club's Club Contact and the RCL Commissioner using both email and text message.

5. **Players may move up in division or age without restriction, but may not move down in age or division.**

i. Goalkeepers are exempt, but may only play in the goal in case of GK injury or absence.

6. Affinity Game Rosters must be noted for player pass use. **These cannot be handwritten, and must be listed through Affinity** for the pass to be used.

- A. DO NOT transfer the player and have the player list permanently (for the season) with the second team. This will lead to a suspension of the use of the Pass since it cannot be determined how many times the player participated.

7. Mutual agreement between the DOC's may waive the requirements of item 3, but the results of the game then may not be contested.

8. Player Pass 19U Division Only -Allow maximum of up to 3 Club Player Pass (up or down a division, age group or team level) per RCL league game without DOC approval. Any more than 3 club player pass, opposing DOC approval is required. Example: 18U player D1 can club player pass on a 19U D2 team.

9. RCL Clubs with ENCL and Girls Academy (GA) teams ("ECNL/GA RCL Clubs"): a decision must be made to move to any player to the ECNL/GA RCL Clubs' ECNL or GA team or stay with their current RCL team where any player uses the Player Pass for four (4) games in ECNL or GA matches. If a player participates in any additional (5+ games) ECNL or GA matches, they are not eligible for RCL league play or State Cup. This does not apply to Boys and Girls U19 RCL Division 1 teams.

NOTE: Failure to follow these procedures will result in the forfeiture of the match