



**SOUTH TEXAS YOUTH SOCCER ASSOCIATION
PROPOSED RULE CHANGE #4
(One Change per Form, Please)**

SECTION I: ADD OR CHANGE A RULE

Is there currently a rule that applies? Yes No

Primary Page No(s): 9 Secondary Page No(s): 10

Rule Location: 3 RULES AND PROCEDURES

Title of Section: 3.8 CLUB PLAYER PASS SYSTEM

Rule as it presently reads:

3.8 CLUB PLAYER PASS SYSTEM (Changed 7.19.15)

3.8.1 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.

3.8.2 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. 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 defined in the STYSA Levels of Play, as his or her primary team. Guest 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. Guest player may play for only one team in a day
- 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.
- 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 guest players not to exceed the per game limit as set forth below. A guest 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 guest play for the team multiple times during the season of play (fall or spring). A player may be in multiple team pools during a season of play (fall or spring). (1) 13U – 19U teams – four (4) guest players per game. There shall be no limit to the number of guest players in a team’s pool. (2) 11U – 12U teams – three (3) guest players per game. There shall be no limit to the number of guest players in a team’s pool.
- g. Under no circumstances may a guest player be used that is not properly registered with STYSA

Proposed Additions and/or Changes:

3.8 CLUB PLAYER PASS SYSTEM

3.8.1 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 Association, on a temporary basis.

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. 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 defined in the STYSA Levels of Play, as his or her primary team. Guest 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. ~~Guest player may play for only one team in a day.~~ **A player may play with no more than two (2) teams in a day, and one of these two games must be with the player’s primary team and the other game as a guest player utilizing the Player Pass.**

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.

e. All persons failing to properly monitor and comply with the Association 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 guest players not to exceed the per game limit as set forth below. A guest 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 guest play for the team multiple times during the season of play (fall or spring). A player may be in multiple team pools during a season of play (fall or spring). (1) 13U – 19U teams – four (4) guest players per game. There shall be no limit to the number of guest players in a team’s pool. (2) 11U – 12U teams – three (3) guest players per game. There shall be no limit to the number of guest players in a team’s pool.

g. Under no circumstances may a guest player be used that is not properly registered with STYSA.

3.8.4.b. 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

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SECTION II - JUSTIFICATION FOR THE PROPOSED RULE CHANGE:

Clubs within smaller Associations may not have more than one team in an age group of level of play. This would allow the use of the player pass system for player development and roster flexibility.

Submitted by: John Werner & Duane Pricer, Beaumont Youth Soccer

Rules Committee Recommendation: The Committee makes no recommendation concerning this proposed rule change.

Executive Committee Recommendation: The Executive Committee recommends against passage.