

Oklahoma Soccer Association

Recreational and Recreational Plus Club Wide Player Pass Guidelines

Revision 3-19-2014

All players develop at their own rate due to the difference between chronological age and developmental age. Greater flexibility regarding individual player development must be given to clubs in order to ensure that they are able to help all their players reach the level of excellence that the player desires to achieve as well as to be able to sometimes manage differences in clubs as well.

A Club Player Pass (CPP) system allows for more realistic and fluid movement of players between teams and levels of play. This fluid movement allows the player to be challenged at the appropriate level based on their current level of development. This movement can help reduce the 'win at all cost' team first attitude and put the focus of player development back on the individual player. CPP should never be used to improve a team's standing in league play and should not typically be used to make sure a team has enough players for a game.

Player Movement

Oversight

It is recommended that any club using CPP in the Recreational or Recreational Plus setting do so under the guidance and oversight of someone with a US Youth National Y License.

Policy/Procedure

Any club wishing to utilize CPP for Recreational or Recreational Plus in house games must have a written policy/procedure stating:

- a) Club philosophy for use of CPP in those divisions
- b) Any and all internal rules, restrictions, guidelines, and procedure for use of CPP in those divisions

Guidelines

While OSA does not provide specific guidelines for when CPP may be used in these divisions in house the following are some situations in which it might make good sense to use CPP in these divisions:

- a) Allowing a Recreational player to move to a Recreational Plus team in their age group.
- b) Moving a Recreational or Recreational Plus player to a Recreational Plus team one-age division higher.
- c) Moving a Recreational player to a higher ranked same age team or Recreational team one-age division higher.
- d) CPP shall only be used for League games. The maximum number of CPP players that can be used for any League game are below.

U9-U10	Two Secondary Players
U11-U12	Two Secondary Players
U13-U14	Three Secondary Players
U15-U19	Four Secondary Players

- e) CPP players will be added by the Club Registrar for recreational teams for a League game in accordance with the number of CPP players allowed.

Following are examples of situations in which it would not be allowed to use CPP:

- a) Recreational Plus player moving to a Recreational team in the same age division.
- b) Recreational Plus player moving to another Recreational Plus team in the same age division.
- c) If the CPP Player(s) will miss their assigned team's game.

CPP may not be used to allow Recreational or Recreational Plus players to play for other teams in the club or teams from another club for tournament play.

CPP does not affect any Guest Player guidelines that are in place for tournaments.