



Washington Youth Soccer Select Club Player Pass Rules

Effective January 1, 2011

Select Club Player Pass

Approved by the Soccer Operations Committee on November 13, 2010, for implementation in any select-level league with a season beginning after January 1, 2011.

Reason: Development occurs when players of like ability strive to improve and succeed. Success can only come from opportunity. Expanding how players are given this opportunity within a club structure facilitates growth and satisfaction through level-specific challenges. Expanding the use of the pass to the select level of play and leagues throughout the state is a step towards Seamless Soccer in our state.

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The Player Pass is a roster mechanism to move players between teams within the same club for developmental purposes. Its function is to promote opportunities for development for bench players at a high level, or quickly developing players at mid level, through field time in league play – this is considered the spirit of the rule.

- Players must be noted as using the Club Player Pass (CPP) on the roster, indicating the team they are originating from. Players may not “guest play” from other clubs using the pass mechanism
- All yellow and red cards issued to the player using the Club Player Pass go to the player, but count towards the team total they are playing for at the time the card is issued
- Opposing coaches must be notified prior to the match of the use of the pass
- Teams are limited to 3 players a game using the Club Player Pass
- Select Players are not allowed to use the Club Player Pass to play on Recreational teams
- The use of the Club Player Pass may not be denied, but it may be contested under the following parameters:
 - The Pass was used to produce a winning result (ie: players using the pass were instrumental in the win)
 - The Pass was used without proper documentation or notification to the game official
- Players were not clearly identified or did not have a legitimate registration with Washington Youth Soccer
- A Player is limited to 35 scheduled Washington Youth Soccer Matches per our Long Term Player Development Plan
- A Player using a Club Player Pass is limited to 2 scheduled matches in the course of a weekend
- A team that has less players than the number required to fully field a side (i.e.: 11 a side equals 11 players) may use the pass to help field a team ONLY if at least 7 players are from the originally rostered team the pass is being used for.