



## RCL Club/Player Pass Rules, 2012-13 Season

The spirit of the rule is to provide developmental opportunities within a league season for players to move to a higher level of competition, or regain confidence and playing time if their development at a higher level has reached a plateau and they are relegated to the bench, and to temporarily replace players with documentable injuries and illness. Violating the spirit of the Club/Player Pass is considered any player movement to

- 1) Justify a result for a team (ie: prevent promotion/relegation or simply to improve standing) by bringing a starting player from a higher level (age or 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 a fine levied by the Regional Club Subcommittee.

1. 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.
2. For any player to play down on age to an A team only or level (A to B or B to C) permission must be granted by the DoC of the opposing team at least 48 hours prior to the match.
3. For any more than 15 players for 11 aside, 12 players for 9 aside, 9 for 6 aside, the team (including those using the pass) permission must be granted by the DoC of the opposing team at least 48 hours prior to the match (coaches must have email contact as to the need prior to the DoC's discussion). Failure of a DoC to respond within 24 hours is deemed approval, email proof of contact must be provided.
4. The Game Rosters must be noted for player pass use. CPP (Club Player Pass) is a column that the approved roster (2012) has for noting the player using the Pass. If you're using Korrio or Bonzi rosters, please write CPP next to the name of the player using the pass.
5. Mutual agreement between the DoC's may waive the requirements of item 2 or item 3 but not item 4. If the DoC's waive either requirement, the results of the game then may NOT be contested by the managers, coach, or DoC.
6. Failure to notify the DoC and coach on the use of the pass in either of these conditions will result in a forfeit of the match.