

Club Player Pass

This is a pilot program for the PDL only, and is effective for the seasonal year of 2007/2008.

1) The purposes of the Club Pass System are:

- a) To assist in the development of every player by providing a variety of appropriate competitive playing levels;
- b) To allow for mobility of players between teams within a club.
- c) To allow for players to compete as registered and rostered players in PDL league competitions outside of the team the player is rostered on, but within the club the player is registered to (Movement limited within PDL division games).
- d) To allow PDL teams an additional tool for the development of the PDL players. It is the responsibility of the each PDL Club as to whether or not they implement this system.

2) Registration/Rostering of teams and players.

- a) Players shall register with a club within an Association per the WSYSA Administrative Handbook.
- b) Teams are rostered in accordance with the WSYSA Administrative Handbook.
- c) This will be their standard and permanent roster.
- d) This will also be the roster that will be used for State Cup competitions.
 - i) Changes to this roster will be subject to the same rules as WSYSA, and subject to all State and National cup rules. This includes transfers, and transfers limits of 5 players. Only 1 WSYSA player card will be issued to each player at any given time.

3) Movement of players using the club pass system.

- a) Players may move between same age teams within their club.
 - i) All rosters are limited to the State maximums and must include all Club pass players currently 'active' on that team.
- b) Players may play up one team age within their club.
 - i) All rosters are limited to the State maximums and must include all Club pass players currently 'active' on that team.
- c) It is highly recommended that coaches communicate with individual players and their parents/guardians about the **temporary** movement of the player and that it is coordinated through the Club Coaching Director. This will be deemed an internal club issue and not a state issue. This movement is also not a violation of the illegal recruitment rules as it is within a club.
- d) players may be pulled from other PDL teams within their club to allow for appropriate numbers for a match.
- e) Maximum number of players that can be moved per team per game is 3 for U11 teams and 4 for U12 and up.

4) PLAYING TIME LIMITS for players using the club pass system.

- a) For league competitions, there will be a maximum playing time limit for each player using the club pass of 3 halves of soccer per weekend.
- b) Teams and coaches violating the above restriction will be subject to disciplinary action by the PDL Committee and possible removal from the PDL.

5) Governance:

- a) Teams will provide the following at all matches:
 - i) A game day roster of all players the team is using for the game;
 - ii) And show valid player passes for all the players the team is using for the game;
 - iii) All players and their player passes must be from the same club;
- b) It is the responsibility of the PDL Clubs to ensure they meet all National Rules on team eligibility.
- c) In the case of a question on any game day roster, it must be mailed within 48 hours of the email request by each coach, manager, or club official to Todd Lincoln PDL Administrator at PO Box 1462, Silverdale, WA. 98383 or email a scanned copy to tlincoln13@wavecable.com.

6) Player Pass requirements.

- a) All player passes must have a minimum of:
 - i) a current picture of the player,
 - ii) the club name,
 - iii) the player id #
 - iv) a team id #
 - v) must be computer generated
 - vi) must be signed by player
 - vii) must have lamination over all of the above.