



RCL Club Player Pass Rules 2016-17

The spirit of the rule is to provide developmental opportunities within a league season for players to move to a higher level of competition, and to temporarily replace players with documentable injuries and illness. 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. Violating the spirit of the Club/Player Pass is considered any player movement to

- 1) Justify a result for a team (**e.g.: prevent promotion/relegation or simply to improve standings**) by bringing a starting player from a higher 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 of \$500 levied by the Regional Club Subcommittee.

Please note that the use of the Digital Roster and Digital Player cards in Affinity avoids the problems of written roster copies and player eligibility questions due to yellow/red card accrual.

1. Players may move up in division or age without restriction, but **may not move down in age or division.**
 - a. Goalkeepers are exempt, but may only play in the goal and only in the case of a documented goalkeeper injury, not an absence.
2. Affinity Game Rosters must be noted for player pass use. These cannot be handwritten, and **must be listed through Affinity** for the pass to be used.
 - a. DO NOT transfer the player and have the player list permanently (for the season) with the second team. This will lead to a suspension of the use of the Pass since it cannot be determined how many times the player participated.
3. Mutual agreement between the DoC's may waive the requirements of item 1, but the results of the game then may not be contested.
4. Failure to follow these procedures will result in the forfeiture of the match.