



The Advanced Development Program of the Seattle Youth Soccer Association

RCL Player Pass

The RCL spring league brings a few extra wrinkles, with the midwinter breaks from various school districts and regional team playups. In turn, this had led to questions about how the RCL player pass rule should be interpreted and followed.

First of all, realize that the old three-player limit is now GONE. It's no more. It's been replaced by a more open-ended system, BUT the practical impact is that mutual consent from BOTH club DoCs is now required in more situations.

There are two situations that will require mutual consent from the club DoCs. If either of these conditions will be present, the opposing DoC must be notified. They are:

1. **Any situation involving a "playdown"**. This means a player from a Copa team playing on a Tango team (or Copa/Tango to Samba), or a playup who is rostered to an older team dropping down to play at age.
2. **Any situation where the player pass will be used, AND the team will be showing with a game roster of fifteen or more players**. This count includes both the regularly rostered players who will be at the game, plus the player-passed players. If the player pass will be used, and there will be 14 players at the game, no notification is required (unless there's a "playdown" under (1) above.) If the player pass will be used in the game where you will have 15 players or more, the opposing DoC must be notified.

Please note regarding number (2); this means that if you'll be bringing 14 regularly rostered players to the game, and adding a 15th by way of the player pass, you need to get mutual DoC consent. Clearly, this is going to happen A LOT, including many situations where the player pass is being used exactly in the spirit with which it is intended.

Here's how to go about making sure we're square under the letter of the rule. Note that under what's written below, we're going to let our age group coordinators handle our player pass requests who will handle the communication on Jimmy's behalf.

AT LEAST 48 hours before the game, ask yourself if either situation (1) or (2) would apply to your game. Note that if EITHER ONE applies, you need to secure consent. Because the consent must be secured 48 hours prior, give yourself a little extra time to get the process started.

Now, it's understood that some situations are extremely unpredictable and you might not know who's going to be there You don't know for sure how many rostered players will be missing, for instance. I would still start the ball rolling with the alert that we MIGHT be missing some players, and MIGHT need to use the player pass for xx number of players, to give us a roster of xx. Explain the circumstances: injury, development, players missing because of vacations or SATs. You can get an agreement in principle to allow the player pass to be used under those conditional circumstances.

In order to follow the rule, you must first contact the opposing coach with the alert of the need to use the player pass. So I would an e-mail to the opposing coach first, and then immediately send the same

e-mail to your age group coordinator – that’s Alex (U14 and under boys), Zahra (U14 and under girls), or Alan (U15 and older both genders.)

The requirement is that mutual consent be obtained 48 hours prior. HOWEVER, there’s still an “out”. The rule also says that provided both DoCs approve, the 48-hour requirement is waived. So if you miss the 48-hour window, it’s not too late. The mutual DoC consent can be finalized at any time, right up until the start of the game. But to avoid misunderstandings, it’s best not to cut it that close.

Editorial note: This is what the letter of the rule says. This is going to be some extra work. Let’s not let the extra work keep us from using the player pass on behalf of our players.

Special note on U11: Since there has been no ruling on what the number should be, let’s assume that DoC notification is ONLY required for a “playdown”.

Full text of the rule is attached.

‘Til next time,
Phil



RCL Club/Player Pass Rules, 2011-12 Season

Please note that the Club/Player Pass may now be denied by the DoC's. 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

- 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.

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 14 players for the team (including those using of 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).
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.