



## ECYSA Guest Player Instructions Spring 2024

Valid for: G4, G6, G8, G10, and PG age groups

### Overview:

The *ECYSA Player Pass Program* is intended to provide teams the flexibility to field a team each week so that players can play soccer. It is NOT intended to increase your competitive advantage or fill a particular skill position that happens to be absent. It is NOT intended for emergency, but for use in filling the planned absences of players throughout the season. The Player Pass is only valid during the regular season, not the post season.

Players must prioritize the game for their “regular” team as their first priority. A player may play only one player pass game per day, and must play their own game.

### Player Pass/Guest Play Limit per Team:

Maximum # of Player Pass/Guest Players

- G4 = max 3 Guest Players
- G6 = max 4 Guest Players
- G8 = max 5 Guest Players
- G10 = max 5 Guest Players
- PG = max 5 Guest Players

### Roster Limits Per Team:

Use of players under the ECYSA Player Pass Program cannot exceed the maximum roster size for your grade group (G4 = 14, G6 = 18 and G8, G10, PG = 22). Players may not be added to teams beyond these limits.

### Play Up/Play Down Rules:

Players may be used as a guest player (1) within their own age group, only on a higher level team; or (2) in one age group higher, on any team, if they are in the older grade of their own age group.

Players may only player pass within their own age group on a higher level team (e.g. players rostered on an MTOC 2-2 team could utilize the Player Pass to play MTOC 2-2, MTOC 2-1, or any MTOC 1 group). No players can play down any bracket/sub bracket (e.g. players rostered on an MTOC 1-1 team CANNOT use the player pass to play on an MTOC 1-2, nor any lower MTOC group, nor for any County team).

Players may play up one age group only (e.g. G4 to G6, G6 to G8). Players who play up an age group may play in any division of that older age group. G6 players must be 11 years old to play in a G8 game due to US Soccer heading requirements. Players must be in the older grade of their grade group to play up (e.g. players must be in fourth grade to play up in G6, and players must be in sixth grade to play up in G8.) Grade 9 and 10 players in G10 may play up to PG. Grade 8 players may not play up to PG, but may play up to G10.

For G4 games, Select players may not be used in a lower Select team or in a Regional team. Players on a Regional team may play on any other Regional team or on any Select team.



A player may guest play on any team of equal or higher level for which they would otherwise be eligible. A girl player registered to a girls team can play on a boys team at an equal or higher level. A girl player registered to a boys team can play on a girls team at an equal or higher level.

No player may be a guest player on any other team for more than three times in a season.

A Guest Player must be from the same town/organization, rostered on a current ECYSA team.

**Travel Director Responsibility:**

The TD must go online to [ecysa.org](http://ecysa.org), and enter the player pass information using the **TD Menu** → **Affiliated Games** selection.

Additional details regarding this functionality are located in the TD Library on [ecysa.org](http://ecysa.org).

**Coach responsibility:**

At game time, the coach must present the referee with the official ECYSA color roster(s), which contains the players from their team, as well as the players who have been called up to play in that game. This roster is valid only on the game date for which they used the player pass. Coaches may not use the Player Pass program without the permission of their Town Travel Director.

**Official/Referee Role:**

- Prior to the match, the official will use the official roster to check in players as eligible for the match.
- The match official will retain the official roster, for the duration of the match. The referee will allow the coaches to take a picture of the game card as per normal procedure.
- The match official will treat Guest Players meeting the above credential requirements as fully rostered and eligible for the match, and will report any issues or events as related to those players in the same fashion as any other player in their match report.

*If proper notification is not made, the above requirements are not adhered to and/or a Non-eligible player is played during a game (even with referee consent), the game will be forfeited, and other discipline may be enforced.*

**FEES:**

There is a \$5 per player fee for the use of player pass, in order to help defray the expense of automating the player pass process.