



ECYSA Guest Player Instructions

Valid for: G4, G6, G8 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. Players may not play more than two ECYSA games per weekend (their own game and one Player Pass game as a guest).

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

Roster Limits Per Team:

Use of players under the ECYSA Player Pass Program cannot exceed the “standard number” of players on the field for your grade group +3 (a standard roster is defined as: G4 = 10, G6 = 12 and G8 = 14). Players may not be added to teams beyond these limits (e.g. if you are a G8 team and you have 12 players able to play, you could only have two Player Pass Guest players).

Play Up/Play Down Rules:

- Players may only play up in one (1) sub bracket/bracket within their age group (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 12 years old to play in a G8 game due to US Soccer heading requirements.

Eligibility:

- A Guest Player must be from the same town/organization, rostered on a current ECYSA team, and have an ECYSA player card.

Travel Director Responsibility:

The TD must email their respective ECYSA Grade Group Director with the team, division and group that will be using the Player Pass in a given week along with the list of players and their teams who will be part of the Player Pass program for that week. This notification must be done by Friday for Saturday games and Saturday for Sunday games.



Contacts, also on *ECYSA.org*:

- G4 Girls: grade4girlsdirector@ecysa.org
- G4 Boys: grade4boysdirector@ecysa.org
- G6 Girls: grade6girlsdirector@ecysa.org
- G6 Boys: grade6boysdirector@ecysa.org
- G8 Girls: grade8girlsdirector@ecysa.org
- G8 Boys: grade8boysdirector@ecysa.org

Coach responsibility:

Coaches complete the Guest Player Pass Form (e.g. Guest Roster) found on *ECYSA.org* website.

At time of pre-game check in, the coach will present the following to the referee/official (as printed hardcopies):

1. Completed ECYSA Player Pass Form
2. Team's official ECYSA roster
3. Roster for the team of the Guest Player(s) (e.g. the ECYSA team that the guest player is officially rostered on)

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 Guest Player Pass Form with the official roster(s) to check in players as eligible for the match.
- The match official will retain the official roster, Guest Player Pass Form and player/coach passes for the duration of the match. The referee will distribute the game score report sheet to all 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.