



Club Pass

Definition

The club pass concept is when a club uses a player from within their own club to play for another team for a league match. It is not the same as secondary rostering. Players are put on a roster, but the club is allowed to use other players from within their own club for a league match.

Purpose of the Club Pass

- Allow coaches more freedom to move players within their own club.
- Eliminate administrative paperwork for member clubs who wish to move players internally.
- To give all clubs the ability to move players from within their own club so that they can reinforce squads by moving players from a younger age group or a second team.
- To create a “club” mentality over a “team”. Players will hopefully take more pride in playing for a club which will reduce the temptation to “jump” to another team in another club.
- To provide development opportunities for players by being allowed to experience “playing up”.

Logistics

- Clubs will still roster teams with Indiana Youth Soccer.

Age	Minimum roster sizes
• U9/10	7
• U11/12	9
• U13 and up	12

Age	Maximum roster sizes:
• U9/10	12
• U11/12	14
• U13-16	18
• U17-19	22

Logistics

- All players rostered to teams within the same club are “club pass” eligible.
- There will be no secondary rostering.
- When a team needs player(s) for a match, they use a player(s) within their own club.
- A team having a league match may elect up to 4 players from within their own club to play for their team.
- The number of players on the sideline, however, may not exceed the maximum roster size.

Game Day Procedure for Club Pass

- Each coach will provide a roster to the opposing coach if using a club pass player from within their club.
- The team official (coach/manager) must communicate their use of club pass players with the opposing team officials before the game.
- Player passes should be on-site to review.
- If a player pass is not on-site that is when a photocopy of the club pass player should be available.
- Referees do not need to see the player pass card as each coach will provide a roster to the opposing coach.
- A system is being developed for coaches/managers to print out game day line-up cards.

Rules

- A player may not play down in age group per US Youth Soccer.
- A player, however, may drop to a lower level within an age group if the purpose is either of the two reasons below:
 - Rehabilitate a player who is coming back from an injury
 - The player is not getting significant playing time with the “first” team.
- Having a player drop from a “first” team to a “second” team for the purposes of winning will not be allowed.
- A player using the club pass may only play two games in a day.

“Playing Up”

- Indiana Youth Soccer allows players to play up no more than two age groups in the U9-U13 age group.
 - Example: U10 player can play up on a U12 team, but not a U13 team.
- A U14 and above player is allowed to play up more than two age groups.

Consequences for Abuse

- This club pass allowance has to be accompanied by some stipulation to curb unethical practice and potential abuse.
- A coach and club guilty of abusing the Club Pass will be disciplined by Indiana Youth Soccer and member leagues.

Recommendations

Clubs using the club pass system should:

1. Use it as a reward for player(s) who have shown improvement throughout the season.
2. Have a player participate for one team only per day. This is only a recommendation.
3. Communicate clearly to all of your parents and players the purpose of this system.
4. Don't abuse it!