

Frontier Country Soccer Association Club Player Pass System Rules (as of 2/08)

All players develop at their own rate. Greater flexibility regarding individual player development must be given to clubs in order to ensure that they are able to help all their players reach the level of excellence that the player desires to achieve.

The Club Player Pass System Rules ("CPPS Rules") provided for herein are intended to allow for more realistic and fluid movement of players within a club between teams and levels of play. This fluid movement allows the player to be challenged at the appropriate level based on their current level of development. This movement will help reduce the instances where teams do not have sufficient players to play matches.

These CPPS Rules are for use in the Spring of 2008 for the Frontier Country Soccer Association ("FCSA") Competitive League games on a trial basis and shall expire on July 1, 2008 unless incorporated in approved FCSA Competitive Bylaw changes before that date. Upon approval of these CPPS Rules by a two-thirds majority vote of those present and voting at a FCSA General Board meeting at which a quorum is present, the FCSA Competitive Bylaws and General Bylaws are deemed amended for a period ending July 1, 2008 to the extent any FCSA Bylaw is inconsistent with the provisions of these trial basis CPPS Rules (**under review to continue to use, will vote at October 11, 2009 general board meeting**). These CPPS Rules are not intended to preclude any FCSA rostered player from participating in an OPL match using the Clubwide Player Pass system adopted by OSA for use in OPL matches. These CPPS Rules are not intended to preclude any FCSA rostered competitive player from transferring to or from the official roster of any other FCSA team in accordance with the current FCSA transfer rules under FCSA's Competitive Bylaws.

Definitions for the purposes of the Club Player Pass System:

- 1) **Club** – Shall mean an organization, which sponsors and directs the formation and coaching of soccer teams and players registered with the Frontier Country Soccer Association.
- 2) **Player Pass** – A player pass stamped by the Frontier Country Soccer Association to indicate that a player is registered at a member club.
- 3) **Official FCSA Roster** – the list of players rostered to a team in accordance with FCSA's current registration and rostering requirements. The roster of all FCSA Competitive Teams must have the official Frontier Country Soccer stamp.
- 4) **OPL Roster** – A roster for a team that is participating in the Oklahoma Premium League or a higher Subregional, Regional, or National league.

Below are some general guidelines for Club Player Pass System.

1). Registration

1. ALL competitive players shall be registered with a Club and receive a Player Pass.
2. The maximum number of players a Club would be allowed to register in a particular age group would be based upon current FCSA roster rules.

2). Rosters

1. All players shall be considered rostered to a team not later than the date such player is officially rostered to a FCSA team in accordance with the current FCSA registration and rostering requirements for FCSA competitive and recreational teams. The FCSA stamped roster will serve as the Official Roster for all FCSA Competitive Teams. All players playing in the FCSA Competitive League as added players under these CPPS Rules must be properly registered and rostered on either a FCSA competitive team or FCSA recreational team.
2. Movement of players between teams of the same club during the season for FCSA league play is unlimited except for the following:

- a. A player may not play for an age group younger than the age group in which they are officially rostered.
- b. Players on an OPL roster are not eligible to play in any FCSA league match.
- c. Recreational players are allowed to play in any FCSA league match subject to the maximum number of players described below.
- d. In cases where a club has more than one rostered team per age group, movement between teams is limited to movement from a lower level to an upper level. Players rostered on the upper level team can only move to lower level teams through the official transfer process. Clubs will be required to designate teams by level.

3). Match Day

1. If there are any players who are playing in an FCSA league game that are not on the official FCSA roster for the team that is playing, prior to the match a team representative will present to both the referee and the opposing team representative a copy of their official roster along with a properly completed player pass add/drop form (complete with copies of the added players' player passes). Any player not properly listed on the official roster or the player pass add/drop form would not be eligible to play in a match. Recreational players must have a player pass and be age eligible to participate in an FCSA League game.
2. The maximum player list size for a particular match would correspond with the maximum roster size for that particular age group. Example:
 - a. U11 (8v8) – maximum roster size 14
 - b. U12 and up (11v11) – maximum roster size 18
3. The number of players that can be added for any game is limited to 3 for U-11 to U-15 and 4 for U-16 to U-19. There are no exceptions to this limit.

4). Matches per Week

1. Players would be allowed to play in NO MORE THAN THREE FCSA or CLUB or OPL MATCHES PER WEEK. A week is defined as beginning Monday at 12:01 am and ending the following Sunday at midnight.
2. It is recommended that players play ONE MATCH PER DAY regardless of age level.
3. Team Management – Clubs will administer teams through FCSA's Player Pass Add/Drop form available on the FCSA website. Each Club will designate up to 3 officials to manage and formally approve Player Pass Add/Drop forms.

5). Player Discipline – Reporting of Cards

1. Player or coach discipline would be tracked and recorded by the reporting of the match referees to FCSA.
2. This method would ensure that players and coaches served the appropriate punishment for cards received.
3. Red Card suspensions must be served in the next match for the player or coach's officially rostered team. This applies to the "automatic one match" suspension a player or coach receives for a red card. Additional sanctions may be identified by the appropriate FCSA designated disciplinary review committee and may be expanded beyond the clause above.
4. Discipline of players, teams, and coaches participating in the Club Player Pass System and/or Frontier Country Soccer Association League will be at the sole discretion of the Frontier Country Soccer Association and/or the designated matches and discipline committee.

6). Parental Involvement and Approval – Player Movement

Technical decisions to move players must involve communication and approval by the player's parents or legal guardians.

7). Sanctions/ Discipline

With the acknowledgement that integrity of coaches and Clubs is the integral part of the success of a Player Pass System, specific discipline results will not be spelled out. However, anyone breaking either the spirit or letter of the CPPS Rules will face a discipline and sanction hearing from the FCSA Board and/or the FCSA Competitive Committee.

FCSA PLAYER PASS ADD/DROP GAME FORM (2/08)

CLUB: _____

TEAM: _____

GAME DATE & TIME: _____

CLUB SIGNATURE: _____

ADDED PLAYERS (Limit of 3 for U-11 to U-15, Limit of 4 for U-16 to U-19):

[ATTACH A COPY OF THE PLAYER PASS TO THIS GAME FORM]

Name	DOB	Rostered Team Name & Rostered Team Uniform #	Add Team Uniform #

DROPPED PLAYERS (Roster Limit, including added players, is 14 for U-11, 18 for U-12 to U-17, and 22 for U-18 and U-19):

Name	DOB	Rostered Team Name	Uniform #