



Oklahoma Soccer Association

Club Player Pass System

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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.

A Club Player Pass system allows for more realistic and fluid movement of players 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 'win at all cost' team first attitude and put the focus of player development back on the individual player.

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 Oklahoma Soccer Association, and which subscribes to these rules with respect to Club Player Pass.
- 2) **Club Player Pass** – A player pass issued by the Oklahoma Soccer Association to allow for easier player movement within a Club.
- 3) **National Championships Series competitions** means the competitions provided for under the United States Youth Soccer National Championship Series Rules 2004-2005 for the Under 14, Under 15, Under 16, Under 17, Under 18, and Under 19 age groups.
- 4) **Official OSA Roster** – the list of players rostered to a team when the team plays its first competition approved by the State Association or its member leagues, Clubs or teams. The roster will be on the official form as provided by Oklahoma Soccer.
- 5) **Registration** – the signing of an intent to play the sport of soccer and the paying of fees to become a member of Oklahoma Soccer Association
- 6) **Rostered** - A player is considered rostered to a team not later than when the player first participates for the team in any competition approved by a State Association or its member leagues, Clubs, or teams.
- 7) **RosterPro®** - proprietary software of Demosphere International, Inc. Official Website Provider of Oklahoma Soccer. The software used to manage rosters for teams participating in Oklahoma Soccer Statewide Leagues.
- 8) **Team** - The team must demonstrate continuity of rosters between the league and National Championships competitions by maintaining a minimum of 9 players common to the rosters of both competitions.

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 Club Player Pass.
2. The maximum number of players a Club would be allowed to register in a particular age group would be based on the number of teams being formed multiplied by the maximum roster size for that particular age group.
3. Example:
 - a. U11 – U12 (8v8): 2 teams - maximum roster size 14 – max. 28 players registered
 - b. U13 and up (11v11): 3 teams - maximum roster 18 – max. 54 players registered

2). Declaration of Intent

- 1) A club shall declare in writing, prior to conducting tryouts, the method of rostering players it will use for the season. The options shall include:

- a. A Club shall roster players on teams immediately upon completing tryouts and will use the Club Player Pass System during the seasonal year.
 - b. A Club shall develop a pool of players within an age group and will assign players to rosters at a date no later than roster requirements below in Section 3 and will use the Club Player Pass System during the seasonal year.
 - c. A Club shall not participate in the Club Pass System and will roster players on teams immediately upon completing tryouts.
- 2) The Declaration will be made on a standard form provided by the Oklahoma Soccer Association and will be completed by all Clubs holding tryouts for competitive teams and signed by a parent or legal guardian for each child participating in tryouts. The form will be kept on file by the Club for each child registering to play with that Club.

3). Rosters

1. All players shall be considered rostered to a team not later than when the player first participates for the team in any competition approved by the Oklahoma Soccer Association or its member leagues, Clubs, or teams. This roster will serve as the Official Roster for the State Cup Competitions
2. Movement of players between teams during the season is unlimited except for the following:
 - a. The team must demonstrate continuity of rosters between the league and National Championships competitions by maintaining a minimum of 9 players common to the rosters of both competitions.
 - b. No more than 5 previously rostered players may be on the roster at the time designated by Oklahoma Soccer as the roster naming (freeze) date for State Cup and National Championship Competitions.
 - c. Play in Regional Premier Leagues will be governed by the Official Team Roster.
 - d. A player may not play for an age group younger than the age group in which they are officially rostered.
3. In cases where a club has more than one rostered team per age group U13 thru U19, movement between teams is limited to movement from lower level to upper level. Players rostered on the upper level team can only move to lower level teams with prior, written permission from the league or through the official transfer process. Clubs will be required to designate teams by level.
4. Movement of players in the U11 through U12 age groups will be unrestricted and is exempt from Section 3-3.

4). Game Day

1. Prior to each game a team representative will present the referee with 3 copies of their game day player list. This player list would be entered and printed on-line prior to the game. One copy would be for the referee, one for the opposing coach, and one for the coach to keep.
2. The maximum player list size for a particular game would correspond with the maximum roster size for that particular age group. Example:
 - a. U11 – U12 (8v8) – maximum roster size 14
 - b. U13 and up (11v11) – maximum roster size 18

5). Games per Day

1. Players would be allowed to play in NO MORE THAN TWO GAMES PER WEEKEND.
2. Players would NOT be allowed to play for more than 1 team per age group per weekend.
3. It is recommended that players play ONE GAME PER DAY regardless of age level.

4. Team Management – Clubs will administer teams online through OSA's RosterPro System. Each Club will determine access to the system and appropriate measures to maintain control over use of the RosterPro system for their Club. Clubs will manage and move players within the system. OSA will have complete access to all Club RosterPro activity.
5. The Games Per Day / Games Per Weekend requirements apply to Oklahoma in-state leagues for Clubs and teams participating in the Club player pass program. They do not apply to tournament play or inter-state leagues such as Regional Premier League (SPL).

6). Tournaments

1. Non-National Cup Events/Club Tournaments
 - a. For events requiring a roster for team participation, Clubs would follow the following procedure:
 - i. Prior to the event the Club would create on-line a tournament roster for that event with age appropriate players from within their Club.
 - ii. The team would attend the event with the tournament roster.
2. National Championship Competitions
 - a. For the National Cup requiring a frozen roster for team participation, Clubs would follow the following procedure:
 - i. By an established deadline, the Club would create a National Cup Rosters. These Rosters are subject to the rules in Section 3.
 - ii. These team rosters would be frozen and would be used by the Club's teams throughout the National Cup competition.
 - iii. If a team competes in the Regional Premier League and participates in the State Cup, the roster for participation in the State Cup is the official roster for participation in the National Championship Series

7). Player Discipline – Reporting of Cards

1. Player or coach discipline would be tracked and recorded by the reporting of the match referees to Oklahoma Soccer.
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 game for the player or coaches officially rostered team. This applies to the "automatic one game" suspension a player or coach receives for a red card. Additional sanctions may be identified by the appropriate OSA 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 an Oklahoma Soccer Association Statewide League will be at the sole discretion of the Oklahoma Soccer Association and/or the designated games and discipline committee.

8). Technical Decisions – Player Movement

1. Each Club will appoint/elect a Representative to administer the Club Player Pass Program who will:
 - a) Be responsible for providing access to RosterPro® to persons within their individual Club needing to make changes to roster.
 - b) Act as a liaison between the Club and Oklahoma Soccer. This person will be the point of contact between Oklahoma Soccer and the Club and **ALL** communication between the Club and Oklahoma Soccer should be funneled through the Club representative
2. It is recommended that a Director of Coaching, Technical Director or Coaching Committee oversee the movement of players within a Club.

3. Technical decisions to move players should involve communication and consultation with the player's parents.
4. Team coaches should not be allowed to hold back or exploit an individual player's development for the benefit of one particular team.

9). Sanctions/ Discipline

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