

WDDOA – Club Pass Policy

The WDDOA Club Pass policy is specific to our league structure and system of play



The STYSA Club Pass Rules (Sections 3 and 4 of the STYSA Administrative Handbook) shall be the guidelines for and be part of the WDDOA Club Pass Rules with the exceptions and / or additions below, as WDDOA has developed a policy to better serve our league structure and system of play.

Under STYSA 3.8.3, it is stated that *Player may club pass with a team **same or older age group** as that determined by his or her calendar birth year, Player may club pass with a team **same or higher level of play** as the one they are Primary rostered to, and Player may play in no more than 2 games in a day as a Club Pass Player.* Based on the logic of the STYSA rules and WDDOA's Levels of Play, the following policy has been adopted:

- Frontier and SCL are both higher levels of play than Prime. The WDDOA levels of play are ranked highest to lowest: Flight 1 – Prime, Flight 2 – Challenger, Flight 3 – Alpha, and Alpha Non-Travel. Flights that have more than one bracket are ranked highest to lowest: A, B, C, etc. Local association run Division 2 leagues are lower levels of play than Alpha Non-Travel.
- In case flights are combined, the resulting combined flight will be considered the highest level of play of the combined flights. A Prime/Challenger combined flight is considered a Prime level of play. Example: players rostered to a Primary Team in a combined Challenger / Alpha flight can club pass up to a Challenger (or higher) team. They cannot club pass to an Alpha team even if they were originally categorized as Alpha in the WDDOA Pre-Qualified list.
- All players used for club pass must be rostered to Primary Teams registered with STYSA/US Youth Soccer. PRIMARY TEAM means any team playing in a competition sanctioned by STYSA / US Youth

Example: Player on DJCT 03B playing in WDDOA Prime/Challenger combined flight may club pass up to DJCT 02B playing in WDDOA Prime but cannot Club Pass to DJCT 02B Blue playing in WDDOA Challenger.

WDDOA – Club Pass Violation Progressive Discipline System



Possible violations include (but not limited to):

- Using a player not rostered to a Primary Team (*WDDOA Rules of Play 2.4.13.5.1*)
- Using a player rostered to a Primary Team participating in a higher level competition than the one the club pass team is participating in
- Using a player Club Pass in more than 2 games on the same day
- Using a player Primary rostered to a team in a different club
- Using a player not registered with STYSA / US Youth
- Using a suspended player

Steps:

- First Violation: counseling of team manager and/or coach and possible forfeit
- Second Violation: No Club Pass usage for the team with the violation allowed for the next 2 games + possible forfeit + fine
- Third Violation: Mandatory Club Pass training for coach, team manager, and club DOC.
- Fourth Violation: Team loss of privilege to use Club Pass for remainder of seasonal year and/or possible D&P