

CLUB PASS GUIDELINES - Champions Conference

Club Pass players will be permitted by the league for all teams. The purpose of such players is to promote player development and is not intended to be used to bolster the strength of the team against challenging opponents. This allows a team some flexibility to address unforeseen issues that may be associated with player injuries, player availability, and medical isolation.

- A Club Pass player cannot play in an age group they already play in within the Champions Conference.
- A Club Pass player can only play up to an older age group.
- Only **primary** players from the same club may play for a team as a Club Pass player. The player must have been registered with the club and hold a player pass of the club **at least 7 days prior to participation in a game.**
- Once a Club Pass player plays for one team, they cannot serve as a Club Pass player for another team within the Champions Conference at any time during the remainder of the season.
- A Club Pass player cannot serve as a Club Pass player for two different clubs regardless of whether they are registered with two different clubs or appear on the rosters of two different clubs.
- A maximum of three Club Pass players will be allowed at any league game.
- Club Pass players are to be included in the maximum number of players permitted to be dressed for a match. Game-day rosters cannot exceed the maximum allowed with Call-Up players included.
- The same Club Pass player may be used in no more than 3 Champions Conference matches during the season. The Club Pass total for a player includes any game in which:
 - The player is club passed and checked in by the referee, even if they don't play in that game,
 - The player is checked in, but the game is abandoned or terminated before completion,
 - The player is checked in and the game is played but forfeited after start of play,
 - A game that is cancelled or abandoned before being started does not count in the total.
- Teams violating Club Pass player rules will have their games subject to sanctions as if the player was an ineligible player, and if the game is forfeited as a result, the team may be subject to fines and other sanctions as outlined elsewhere in the Champions Conference rules.
- Any sanctions for the Club Pass player will apply as if the Club Pass player is a member of the team they checked into for the Champions Conference. For example, if a Club Pass player gets a red card in a Champions Conference league match, their suspension game(s) apply to the Champions Conference team schedule.
- All CP players must be registered with NYSWYSA and rostered under **"24/25 – NYSWYSA Registration Event – Competitive Cards and Rosters"**
- All Club Pass players must be submitted to the League Admin via email to ChampionsConference@nyswysa.org a minimum of **3 days prior** to use for approval.

- THEY must be granted approval by the league administrator prior to being used.
- All Club Pass players must appear with a “CP” on the Match Card

PLAYERS ARE NOT ABLE TO BE WRITTEN ONTO A MATCH CARD

Procedures for Adding Club Pass Players to Champions Conf Rosters:

- Log into Team GotSport account (must be one that was used to register for the league)
- Click on Rosters
- Select Event Roster – “2025 Champions Conference”
- Hit Search
- Click on “Add Club Pass Player”
- Enter Players NAME and DOB
- Add player (enter uniform #, and select Competitive Level (USYS NYSWYSA “Competitive roster”)

ONCE this is done Email league admin at championsconference@nyswysa.org. Once approved the player will appear on your match card and will be highlighted with a CP for Status