



## CLUB PASSING – INDIANA SOCCER LEAGUE (ISL)

The club pass concept is when a club uses a player from within their own club to play for another team in a league match. It is not the same as secondary rostering or guest players. Players are put on a roster, but the club is allowed to use other players from within their own club for a league match. ISL rules do not allow two teams that play in the same play group to club pass between themselves unless the placement is done by ISL and not the request of the club.

### Purpose:

- ⚽ Allow coaches more freedom to move players within their own club.
- ⚽ Eliminate administrative paperwork for member clubs who wish to move players internally.
- ⚽ Create a “club over team” mentality. Players will hopefully take more pride in playing for a club thus reducing the temptation to move to another club.
- ⚽ Provide developmental opportunities for players by being allowed to experience “playing up”.

### When to club pass a player:

- ⚽ One of the club’s teams is short of players. The team in need does not have enough rostered players remaining to put a fair representation on the field.
- ⚽ Reward a player for their effort and production by club passing them to a “higher” team in your club.
- ⚽ A player on a “higher” team is not getting sufficient playing time. Players can club pass to a lower division team in their rostered/birth year age group. \*
- ⚽ **Players should not be club passed “down” to help gain a result.**

Moving a Player “Up” CHANGING FORMATS		
⚽ 7v7 to 9v9	Max. 4 of Players	<ul style="list-style-type: none"> <li>⚽ Each team is limited to four club pass players per season and cannot make additions/changes to club passed players on the roster.</li> <li>⚽ Club pass players <b>MUST</b> be rostered to the younger team/pool.</li> <li>⚽ Go to the Player Exception Application Form information on the <a href="#">ISL Webinars &amp; Documents</a> webpage.</li> <li>⚽ Any questions, contact George Perry, <a href="mailto:george@soccerindiana.org">george@soccerindiana.org</a>. Requests will be reviewed then processed by ISL, if approved.</li> </ul>
⚽ 9v9 to 11v11	Max. 4 of players	
Moving a Player “Up” NOT CHANGING FORMATS		
⚽ Age Group	Unlimited	i.e., 11U to 12U, 13U to 14U, etc.
⚽ Competitive Division	Unlimited	i.e., 2 <sup>nd</sup> Division to 1 <sup>st</sup> Division, 1 <sup>st</sup> Division to Premier, Premier to GLC/MWC

<b>Moving a Player “Down”</b>		
<ul style="list-style-type: none"> <li>⚽ Ages 13U-19/20U</li> </ul>	<p>See additional information</p>	<ul style="list-style-type: none"> <li>⚽ Players may only move “down” <b>one division rostered age group player</b> (i.e., GLC/MWC to Premier, Premier to 1<sup>st</sup> Division, etc.) <ul style="list-style-type: none"> <li>○ Club passed “down” players should come from bottom ¼ of higher team’s roster</li> <li>○ Club passed “down should <b>NOT</b> be starters on the higher team.</li> </ul> </li> <li>⚽ <b>Exception:</b> If a club does not have a team directly below one of its teams (i.e., club has Premier Division and next lowest team is 2<sup>nd</sup> Division), the club may list a <b>maximum of four (4) players</b> from its higher team who would be eligible to club pass “down” to the lower division team. <ul style="list-style-type: none"> <li>○ Players should come from the bottom ¼ of the “higher” team’s roster.</li> <li>○ Players <b>MAY NOT</b> be starters on the “higher” team.</li> <li>○ This list needs to be submitted to the ISL Commissioner <b>prior</b> to the game they are to play.</li> <li>○ If a club chooses to roster a player on an older team, that player <b>MAY NOT</b> bypass a division in their playing year <b>OR</b> their birth year when club passing “down.” * <ul style="list-style-type: none"> <li>▪ Example: A 15U player is rostered to a 16U ISL Premier team. The club has a 15U 2<sup>nd</sup> Division team and a 16U 1<sup>st</sup> Division team. This player can get playing time on the 16U 1<sup>st</sup> Division team, so the player <b>MAY NOT</b> club pass to the 2<sup>nd</sup> Division team, even though it is in the player’s age group.</li> </ul> </li> </ul> </li> <li>⚽ <b>Players should not be club passed “down” to help gain a result.</b></li> </ul>
<ul style="list-style-type: none"> <li>⚽ Ages 11U &amp; 12U</li> </ul>	<p>See additional information</p>	<ul style="list-style-type: none"> <li>⚽ Starters on “higher” division teams are <b>NOT</b> allowed to club pass “down.”</li> <li>⚽ Non-starters playing 11U &amp; 12U can move down unlimited divisions. <ul style="list-style-type: none"> <li>○ Example: A non-starter on a 2<sup>nd</sup> Division team may club pass to a 3<sup>rd</sup> or 4<sup>th</sup> Division team within the club.</li> </ul> </li> <li>⚽ <b>Players should not be club passed “down” to help gain a result.</b></li> </ul>
<b>Club Passing when a Club has Two Teams in the Same Play Group because of the Grouping by ISL</b>		
	<p>See additional information</p>	<ul style="list-style-type: none"> <li>⚽ This is a situation created by the number of teams applying to ISL in a particular age group or Division (2<sup>nd</sup>, 3<sup>rd</sup>, or 4<sup>th</sup>) within a specific geographic area. This does not pertain to the situation when a club may have two teams participating in ISL Premier or 1<sup>st</sup> Divisions. <ul style="list-style-type: none"> <li>○ Example 1: Club A has Team A apply to 14U 2<sup>nd</sup> Division and Team B apply to 14U 3<sup>rd</sup> Division. Because of the lack of numbers of teams applying to those divisions within the geographic area, the two teams are placed in the same play group, 14U 2<sup>nd</sup>/3<sup>rd</sup> Division by ISL.</li> <li>○ Example 2: Club B has Team A apply to 15U 2<sup>nd</sup> Division and Team B apply to 16U 2<sup>nd</sup> Division. Because of the lack of numbers of teams applying to those divisions within the geographic area, the two teams are placed in the same play group, 15/16U 2<sup>nd</sup> Division by ISL.</li> </ul> </li> <li>⚽ In cases like the examples above, Team A and Team B should each have a distinct roster with designated rostered players. From there the club may club pass players from Team A to Team B and players from Team B to Team A to help make the play date reasonable with substitutions, somewhere between two and four substitutes.</li> <li>⚽ The players who are club passed should be from the bottom of their primary roster, <b>SHOULD NOT BE STARTERS ON THEIR PRIMARY TEAM AND SHOULD NOT EXCEED FOUR PLAYERS.</b> Exceptions would need to be approved by the ISL Commissioner.</li> </ul>

		<ul style="list-style-type: none"> <li>⚽ When teams turn in their game card to the referee and their opponent, names of players not participating in that game should be crossed off the game card. Jersey numbers should be accurate to the players participating in that game and must be unique from each of their teammates (tape is allowed). A player is not allowed to participate in a game if their name is not typed on the game card by GotSport.</li> </ul>
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**To Club Pass a Player to a Team:** Contact your club administrator to have players club passed for league play.

### Game Day Procedure: 11U – 19/20U

Prior to ISL matches, each team must provide the following:

- ⚽ Two (2) copies of their Official ISL Game Card printed from your GotSport Team Account.
  - One (1) copy for the referee **AND** one (1) copy for your opponent.
  - Each player's name **MUST** be printed on the official game card by GotSport (not handwritten), or the player **MAY NOT** play.
  - Reasoning: Teams that print off their game cards closest to the game will be most accurate.
- ⚽ Player passes/cards will be checked at the start of each game by the referee.
  - Player passes/cards, hard and/or virtual copies, must be shown. They are used to verify that the name on the player's pass/card matches the name on the game card.
  - After the players have been checked in, the passes/cards are to be returned to the team. Referees do not need to keep them during the game.
- ⚽ Player passes/cards are not enough. The player **MUST** be printed on the game card.
- ⚽ **Only Exception to the Above: The team presents a letter/email from the ISL Commissioner or Administrator approving player/team.**

### Game Day Procedure: 8U – 10U

Prior to ISL matches, each team must provide **ONE (1)** of the following:

- ⚽ A State Roster Pool list with the players participating that day highlighted **or** checked.
- ⚽ A copy of the game card with the players' names typed on the card.
- ⚽ Player passes/cards, hard and/or virtual copies, may be used.

### Consequences for Abuse:

- ⚽ If a player is club passed down contrary to policy, the team coach receiving the club passed player may receive a one game suspension for the first incident and the game will be recorded as a forfeit.
- ⚽ Repeated offenses will be addressed by the ISL Commissioner and may result but is not limited to a season suspension.

### Recommendations:

- ⚽ Consider the age and developmental appropriateness before club passing a player.
- ⚽ Use club passing to reward player(s) who have shown improvement throughout the season.
- ⚽ Communicate clearly to all parents and players the purpose of club passing.

**Club passing should not take place unless the Director of Coaching for the Club is aware and approves.**