



TEAM ROSTER & PLAYER GUIDE (POLICY)

We provide this guide as a summary document to assist teams in the rostering process for the Conferences. All player registration and the rostering of players including the Club Pass roster are done through your local State Association via SportsForms. The Conference requires that such rosters are filed via SportsForms and teams are reminded that rosters need State Association approval. The Conference does not issue player passes or approve rosters.

The roster freeze date is final. After this date, no additional players to either the Team Roster or the Club Pass Roster may be added. The roster freeze date can be found on the Conference Calendar.

SUMMARY POINTS

- **GENERAL:** All players must be current US Youth Soccer members and have member passes (Primary Pass players only) that have been approved by their respective State Association. During a season (Fall or Spring) a player may only be listed on one Team Roster. Players listed on a Team Roster may also be listed on the Club Pass Roster(s) on team(s) within the same US Youth Soccer affiliated club as approved by the team's State Association, in accordance with Conference Rules and Policy. A player that is rostered to a team outside of the Conference but within the same US Youth Soccer affiliated club as approved by the team's State Association, may also be listed on the Club Pass Roster(s) on team(s) within the same US Youth Soccer affiliated club. Players on Secondary Passes with a team/club are not eligible to be added to Conference rosters under their Secondary Pass.
- **TEAM ROSTER SIZE:** The maximum roster size on a Team's Roster is 22 (this excludes players listed on the Club Pass Roster - see below).
- **TRANSFERS:** Transfers within the Conference are not allowed during the season. Once a player is on a Conference roster, such player is frozen on such team's pool of 30 players for the remainder of the Conference Season.
- **DEADLINE FOR ROSTER ADDITIONS:** All rosters, Team and Club Pass (formerly Guest) are frozen after the deadline. No additional players may be added after this date. Deadline can be seen on the Conference Calendar.
- **CLUB PASS ROSTER:** Club Pass players must come from within your club. Only players that hold a current US Youth Soccer member pass may be club pass for a team from within the same US Youth Soccer affiliated club. The maximum number of Club Pass players is three (3) to twenty-one (21) based on the number of players on a Team Roster.
- **MAXIMUM NUMBER OF PLAYERS USED IN THE SEASON BY A TEAM:** A team is allowed to list and thus use no more than 30 players during the course of a season that includes all players listed on the Team Roster during the course of a season plus any Club Pass players listed on a Club Pass Player Roster.
- **SUBMISSION OF TEAM ROSTER:** Teams must file with the Conference its state association approved Team Roster and State Association approved Club Pass Player Roster. All teams must submit an initial official Conference Team Roster of players no later than seven (7) days prior to the team's scheduled first game. A state association approved Club Pass Player Roster must be filed with the Conference no later than 24 hours prior to a game's kickoff in order for all players to be listed on the roster(s) to be eligible to play. No additions permitted after the Roster Freeze Date.
- **ADDITIONS TO TEAM ROSTER and/or CLUB PASS PLAYER ROSTER:** Additions to the Team Roster or the Club Pass Player Roster may be made throughout the season and must be filed with the Conference no later than 24 hours prior to a game's kick off in order for players listed on the roster(s) to be eligible to play. No additions to either roster permitted after the Roster Freeze Date.

- **MULTIPLE TEAMS FROM SAME CLUB:** In situations where multiple teams from the same club are participating in the Conference, including multiple teams within the same age group:
 - o At no time shall a player play for more than one Conference team in any one day.
 - o At no time shall a player play for more than one team within the same gender age group.
- **GAME ROSTERS:** No more than 18 players may appear on your team's lineup card and play in any one game.

TEAM ROSTERS-GENERAL OVERVIEW

- The maximum Team Roster size is 22.
- An initial Team Roster is to be filed with the Conference Office no later than seven days prior to a team's first Season Conference game. Additions to a Team Roster must be filed with SportsForms no later than 24 hours prior to the first Conference game that such player participates. No additions permitted after the Roster Freeze Date.
- All Conference rosters are submitted through SportsForms.
- While players may be added to a team's roster throughout the course of the season (subject to the 30 player maximum limit), once a player is on a Conference roster, such player is frozen on such team's roster for the remainder of the Conference season.

CLUB PASS ROSTERS-GENERAL OVERVIEW

- In the Conference, only players that hold a current US Youth Soccer member pass from within the same US Youth Soccer affiliated Club may be a Club Pass player. In other words, a US Youth Soccer member player may "guest" on a Conference team if such player is rostered on a team from within the same affiliated club. The home State Association for a team will determine the definition of club pass for this purpose.
- At no time may a player from another Conference team be listed as a Club Pass player on another team within the same age group.
- For all age levels the maximum number of Club Pass player limits will vary based on the number of players on the Team Roster.
- Under no circumstances will the Conference allow a team to utilize more than 30 total players during the course of a season.
- In order for a Club Pass player to be eligible, a properly completed Club Pass Player Roster form must be filed with the Conference Office no later than 24 hours prior to the first Conference game that such player participates. No additions permitted after the Roster Freeze Date.
- An authorized official from the home State Association must authorize the validity of the Conference Club Pass Player Roster each and every time a change is made to the Club Pass Player Roster.
- Teams may add Club Pass players to their Club Pass Player Roster Form throughout the course of a Conference season provided that total number of Club Pass players does not exceed the maximum allowed. No additions permitted after the Roster Freeze Date.
- Teams may not replace Club Pass players once they are placed/added to a Conference Club Pass Player Roster Form and filed with the Conference except if such change is done prior to a team playing its first Conference game of the season.

Should you have any questions on team rosters please direct them to the League Manager. This policy may be changed at any time by direction of the Conference Executive Committee or League Manager.