



Player Pass Process for High Comp Teams

All High Comp players and persons on the player sideline are required to have a player pass before they can participate in any games or tournaments in both CYSA and US Club Soccer sanctioned events. Each team must be in good financial standing with LYSL before any player passes will be released. In summary submit the following in one neat and organized package to the appropriate Division Representative:

CYSA

- 1” x 1” picture with the name on the back
- Birth certificate for each player
- CYSA player registration form (1601) for each player
- CYSA adult form (1628) for each adult requiring a pass (i.e. coach, trainer, etc.); up to a maximum of four
- Team roster (18 max.)

US Club Soccer

- 1” x 1” picture with the name on the back
- Birth certificate for each player
- US Club Soccer Club Registration Confirmation form (R002) for each player
- US Club Soccer Risk Assessment Form (R004) for each adult requiring a pass (i.e. coach, trainer, etc.); up to a maximum of three
- Team roster (25 max.)

The Division Representative will give the paper work to the Registrar. After processing, the Registrar returns the official roster(s) and stamped / laminated player passes to the Division Representative for distribution to the team.

The Division Representative will hold all passes until the HC Treasurer has confirmed that appropriate fees have been collected and that the team is in good financial standing with the league.

During the course of the season the need to add, delete, or transfer a player must be brought to the attention of the Division Representative who will work with the Technical Director, other coaches, and Registrar to facilitate the process. Once again, all fees must be collected before passes are released to the team.

This process can take weeks to complete, especially if you wait until the last minute! Do your paperwork ASAP so that your team is not impacted at early season tournaments. For deadlines, check the website or Division Representative.