TEAMS U9-U12

New this year, All teams U9-U12 will now be group play, your players can play for any other U9-U12 team in the club and do not need club player passes but can just utilize their existing passes. Any team U9-U12 that needs to borrow players can do so at any time and without any special permission from Travel. The only stipulation similar to the Club Player Pass rule is that whatever team a player is rostered on must always come first. No player can miss his primary team’s game to play for another team nor can they play in a game directly before his or her primary team plays.

CLUB PLAYER PASS

**The Club Player Pass**. Basically, this is a program that would allow existing registered and rostered club players on one team to “guest play” for another team in THEIR SAME CLUB at the appropriate age level if needed, utilizing their “Club Player Pass”.

Each team U13 and up can choose up to 5 Club players from any team either 1 year below them or 1 year above if of an appropriate birth year. A player can be registered and rostered on team A and also be rostered on team B as a “Club Player” and players can be registered and rostered on team B and have “Club Player Passes” for team A.

 The **Club Player Pass** Program may be utilized under the following conditions:

1. No team may utilize a Club Player for a game if they have **4 available subs from their existing team**. If you have 3 subs, you may use 1 Club Player, 2 subs, 2 Club Players and so on with a maximum of 5 Club Players per game.
2. BEFORE contacting any potential Club Players, you must notify that player’s Head Coach of your intentions as a courtesy and he or she will provide you with that player’s contact info so you can proceed.
3. Once you select your Club Players, they cannot be changed unless there’s an injury or some other extenuating circumstance rendering them unable to play or if that player is never available after saying they would club play.
4. Club players can be borrowed from any team regardless of their division.
5. You may not exceed your allowed roster max with Club Players. (for example if your roster max is 16 and you have 15 registered players on your roster, you may only use 1 Club Player regardless of how many might be missing for your game)
6. Any potential Club Players **must be approved by Travel**and once approved, will be rostered for your team by the Club Registrar Scott Breger.
7. Any Club Player’s first priority is their EXISTING TEAM and will not be permitted to "guest play" for their Club Player Team if the Club Player's "guest play" game is less than 4 hours BEFORE their EXISTING TEAM'S game.
8. A Club Player is only permitted to attend ONE PRACTICE the week before an upcoming "guest play" game, and ONLY if the practice doesn't conflict with any practices or team functions of their EXISTING TEAM.
9. Any Club Players violating these rules will have their Club Player pass immediately revoked and that team will not be able to add a new Club Player that season.

PLAYER POACHING FROM WITHIN OUSC

Player poaching is defined as actively seeking out a player from another OUSC team and offering them a potential spot on your team during a seasonal year September through June. Coaches are STRICTLY FORBIDDEN from speaking to parents or players from other OUSC teams regarding the movement of a particular player from their existing team onto their team during the seasonal year.

Additionally, any coach that is approached by a parent or player regarding movement during a seasonal year should immediately tell that player or parent that any discussion regarding player movement is STRICTLY FORBIDDEN until the season officially ends for ALL TEAMS in June.

At that time, if the player is playing U13 or higher, they are permitted to attend any team's "open practice" or "tryout" to determine if that player might be a good fit for your team.  The Travel Director(s) must be notified of any potential player movement as all adds must be approved by Travel before any players are added to your roster. Any coach found to have violated this rule will immediately be suspended pending a hearing with Arbitration and Conduct.