

## PLAYER REGISTRATION

### A. Passes & Rosters

1. Each traveling team shall be duly registered and must present to the referee a current, properly validated pass for each player and coach at each game. In the case of a missing pass, note procedure in 'C.3'.
2. The use of ineligible players, coaches or passes will result in appropriate penalties as described in 'F'.
3. A player's age as of January 1 of a calendar year will determine his or her age group eligibility for the seasonal year.
4. League registrars will not process registration materials without the minimum number of primary players for all teams.
  - There will be a maximum of 22 / minimum 14 rostered players on teams registered as 13U to 19U. For each team participating in a large-sided game a maximum of 18 players may be on the line-up form. Only players listed on the line-up form may be dressed in uniform on the team sideline. At least seven of those players are required to start a match.
  - There will be a maximum of 16 / minimum 12 rostered players on the line-up form for teams registered in the 9 v. 9 age groups of 11U and 12U. At least seven of those players are required to start a match
  - There will be a maximum of 12 / minimum 10 rostered players on the line-up form for teams registered in the 7 v. 7 age groups of 9U and 10U. At least six of those players are required to start a match.
  - EPYS requires that each team maintain a minimum number of its original players for the entire seasonal year to keep a team alive. Teams registered in 7 v. 7 and 9 v. 9 age groups must keep a minimum of 7 original players and teams registered in 11 v 11 age groups, must keep a minimum of 9.
  - EPYS Audit Rules will apply as well as *LVYSL Rules of Play*.
5. EPYS issued rosters and passes must be surrendered upon request (request may be made by verbal, written or electronic means) to LVYSL or an official of an active member club of LVYSL within 10 days of the request.
6. A coach will only be issued one pass per seasonal year even if he or she is responsible for multiple teams.

### B. Player Release

1. At the end of the spring season, players may try out for any team they desire for the following registration year.
2. During the season, a player may request a release from a team. Provided the player has no outstanding obligations to this team (i.e., financial, uniform, suspension, etc.), a club official must cooperate with the release. It is then the responsibility of the new coach or club official to effect proper transfer of registration with their league registrar.
3. A player may be released from a team by his/her coach, without the player's consent, only for the following reasons:
  - The player has violated USYSA, EPYS or LVYSL disciplinary and/or code of conduct rules.
  - The player has moved out of state or more than one hour from the home club.
  - The player is injured in such a manner that he/she will not be able to participate for the remainder of the seasonal year.
  - The player is deceased.

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### C. Passes

1. TRANSFER: A player primary pass exchanges hands at the point of a player transfer. The original primary team official must make arrangements to give the primary player pass for the transferring player to the new primary team. This may be done by giving the primary player pass to the player's guardian or by contacting the new primary team official and agreeing to the exchange date/time.
2. RELEASE: A player primary or/and secondary pass must be returned to the league upon the player release from the team roster. Team officials may hand the pass(s) into the club registrar for return to the league.
3. LOST Passes: A player pass lost during transition during the release and / or transfer process will be invoiced to the original primary team.
4. Coach / Assistant Coach pass must be surrendered if the team official is removed from the roster.
5. Club Registrars are responsible to instruct club teams, if necessary, on the use of the current seasonal year EPYS Travel Database to effect roster changes.

### D. Dual Rostering – Secondary Players

1. Any player may be placed on more than one roster provided proper EPYS procedures are followed and the player declares one primary team.
2. A dual rostered player may play in more than one game on a given day provided they meet their obligations to their primary team on that day. It is recommended that players play no more than three games per weekend; however this will be left to the parent/guardian's judgment.
3. A player may not be a secondary player in the same age group in the LVYSL if both teams are playing in the same LVYSL season. An exception will be made for female players wishing to play on a male team.
4. Failure to comply with the above will result in the player becoming an ineligible player subject to penalties defined in *LVYSL Rules of Play Game Day Rules* Section.

### E. Player Transfers

An individual, who intentionally submits false or misleading information related to his/her past player record or club affiliation in order to register as a player, or affect a player transfer, shall be suspended for four games.

1. A club, which intentionally submits false or inaccurate information, to affect a player registration or transfer or to prevent an otherwise legitimate player transfer shall be subject to a fine of \$50.
2. A club, which "recruits" or attempts to recruit a player from another club to change affiliation, during the current seasonal year registrarion, shall be subject to a fine of \$50 and be placed on probation for 1 year. Said club shall also be subject to fines and penalties in accordance with EPYS rules.
3. Only 5 players may be transferred to a team during the seasonal year (August 1 to July 31) through the EPYS database.

All penalties shall be in accordance with EPYS Arbitration Board Article VII. All players and team officials shall be subject to the minimum penalties described below. Additional disciplinary actions above and beyond USSF, EPYS, or LVYSL guidelines may be assessed by appropriate league officials or by a discipline committee appointed by the President of the LVYSL.

### F. Use of an Ineligible Player or Coach

1. A club which, without sanction, fields a player or coach who is found to be ineligible because of improper or non-registration, shall suffer forfeiture of all games in which said player or coach participated.
2. In addition, a minimum fine of \$50 per ineligible player or coach per game, in which the player(s) or coach(s) participated, shall be levied by the LVYSL against the offending club.
3. Any team or club official who knowingly permits the use of an ineligible player may be subject to additional penalty as determined by the LVYSL board.
4. If a team is found to be using a player who is not eligible for that team, the league game will be forfeited and the ineligible player fee will be assessed accordingly.