

2.4.02 Team Rosters for Matches

The coach must provide ONE (1) printed Valid Team Roster to the referee prior to each NVYSL match. Only players named on a Valid Team Roster may play unless as defined in the Player Pass Policy. See [Valid Team Rosters](#).

If a coach is unable to present a printed NVYSL Valid Team Roster, then before the match may begin, a printed or written (non-virtual) roster including the coaches' names, player names, and jersey numbers for the team must be prepared. This roster will be sent to the NVYSL Roster Processor for player eligibility verification.

2.4.03 Player Pass Policy

The NVYSL Player Pass Policy enables flexibility in personnel movements on a per-match basis, while respecting the sanctity and integrity of the NVYSL Valid Team Roster. A Host Team may, for one match at a time, host a Guest Player from another Team in their Club, subject to the following conditions:

2.4.04(a) Requirements for Host Teams

Host Teams

- Carry no more than THREE (3) Guest Players for any particular match.
- Must not exceed the maximum roster size allowed for the Age Group.

2.4.04(b) Requirements for Guest Players

Guest Players

- Will play no more than TWO (2) NVYSL matches in one day.
- Are currently rostered on another NVYSL Team within the same Club under ONE of the following conditions:
 - At a division level equivalent to or below the level of the Host Team. Divisions 1 and 2 are NOT considered equivalent, and Divisions 3, 4, and 5 are considered equivalent.
 - At an Age Group below the level of the Host Team.
- May participate in a Player Pass no more than THREE (3) times during a season.
- Are not permitted in MTOC qualifier postseason play.
- Are permitted for the Nashoba Cup Tournament, but no player can play for multiple teams in the Nashoba Cup Tournament. Player passes for the Nashoba Cup Tournament must be submitted to the NVYSL Roster Processor 3 days in advance of the tournament.

2.4.04(c) Player Pass Procedure

Any Host Team intending to invoke a Player Pass must obtain approval from their Club, who will notify the NVYSL Roster Processor that a Player Pass is being used.

During Referee player check-in, the Host Team's Coach must present the Referee with the following documents:

- ONE (1) copy of the Host Team's NVYSL Valid Team Roster;
- ONE (1) copy of each NVYSL Valid Team Roster from which Guest Players are being drawn, with Guest Players clearly marked.

Following the match, the Referee will document use of a Player Pass in their Game Report.

2.4.04(d) Misconduct

- Any Team determined to have violated or abused the Player Pass Policy will have their Player Pass privileges revoked for the remainder of that season.
- Any Club with multiple Teams found in violation of the Player Pass Policy will have their Player Pass privileges revoked for all Teams in that Club for the remainder of that season.

Chapter 5 RESCHEDULING

2.5.01 Match Time Changes