

MYSL Town Player Pass Process

1. Follow the [MYSL Town Player Pass Process](#)
2. The town level details are as follows:
 - a. A coach looking to have players play up must contact the coach of the team he will get the players from
 - b. Both coaches must agree to allow the players to play up. This means no schedule conflict that day allowing the players to play in both team games.
 - c. Once agreed by the coaches, notify the Travel Director(s) of the players who will play up
 - d. The coach who has the players playing up on their team must get a copy of the MYSL approved roster from the coach of the team where these players are coming from.
 - e. If the coach is not able to get a copy of the roster from the other coach, they should contact their CYSA Travel Director for a copy
 - f. The player(s) who are playing up should be highlighted in some way on the second roster. Two copies of this roster should also be provided to the referee showing the players who are playing up for the game using the Town Player Pass Process (**NOTE: For the spring, player passcards must be shown for all games. As these passes are usually kept by the coaches, it is important that you make arrangements with the player/coach to transfer these passes in time for the game.**)
3. All other details and rules to be followed are specified in the MYSL Town Player Pass Process – use the link above for that process.

NOTE: The player pass process can now be (optionally) completed online by following the instructions on slide 16 in the [MYSL Coaches Meeting presentation](#). This is new so try it out and see if it's an easier process.