

ESLNV Intra-Club Player Policy and Procedures

All teams playing in the ESLNV will be allowed intra-club players for league games subject to the following policies:

- Intra-Club Players **MUST** be registered with USYSA within the same club as the team they will be playing with.
- A maximum of five Intra-Club Players can be used for any one game.
- Intra-Club Players can only play for one team in any given day.
- Intra-Club Players must not be older than the team they are playing for.
- Due to the ESLNV Intra-Club Player policy, no games will be rescheduled due to either team not having enough players.

All teams using Intra-Club Players for an ESLNV match will need to follow the game day procedures below:

Coach Receiving ICP:

1. Must write ICP Last Name, First Name and the name of the team they are coming from at the bottom of their roster on the official ESLNV Game Card
2. Coach must have ICP's player pass and present to officials with their teams player passes.

Coach Giving ICP:

1. Must cross ICP off their ESLNV Game Card roster if they have a game on the same day that the ICP is being used by another team.*

*If a player is written in as an ICP on one team's Game Card and they were not crossed off on their original team's Game Card for the same date, it will be assumed that the player participated in two matches and disciplinary action will be taken by ESLNV. If both teams don't play on the same day this is a non-issue and nothing needs to be done by coaching giving the ICP.

Not following the proper policies and procedures for Intra-Club Players will result in the team receiving the ICP's forfeiting their game. Forfeited games are still to be played, will just count as a forfeit for standing purposes.