



# Missouri Youth Soccer Association

## Guest Player Permission Form



Please Circle one

Name of Event: \_\_\_\_\_ (Tournament – Scrimmage – Friendly game)

Date of Event: \_\_\_\_\_ Location of Event: \_\_\_\_\_

Name of Team: \_\_\_\_\_ Age Division: \_\_\_\_\_

Association: \_\_\_\_\_

Name of Coach: \_\_\_\_\_ Home Phone Number: (\_\_\_\_) \_\_\_\_\_

Definition of a Guest Player: A guest player is defined as a properly registered player of Missouri Youth Soccer or other US Youth Soccer affiliate state organization, who has been given permission to play for another properly registered team in a competition that allows guest player. This guest player permission form is valid only for the event and the dates indicated above and below by the coach. All proper documentation must accompany this form.

Name of Player	Name of Guest Player's Team	Player's Birthdate	Guest Player Pass Number	Jersey Number	Name of Player being Replaced on Team's Roster
1.					
2.					
3.					
4.					
5.					

League Registrar will validate the above Guest Player(s) by signing and dating below. Cross through lines not listing player names.

Guest & League Coach Signatures are required before Registrar validates player information. The information on the player pass must match the information on the guest player permission form.

*Guest players must have this signed authorization from their current team to participate in practice, scrimmages, or friendly games with another team. The coach of the team, for which the guest player is playing, is responsible for the proper completion of this form or risk being found guilty of recruiting.*

**GUEST COACH - (Coach for the team you will be guest playing with)**

**LEAGUE COACH - (Coach for the team you are currently rostered with)**

Name: \_\_\_\_\_

Name: \_\_\_\_\_

Signature: \_\_\_\_\_

Signature: \_\_\_\_\_

Dates Player is on loan: \_\_\_\_\_ through \_\_\_\_\_

\_\_\_\_\_  
Signature/Stamp League Registrar

\_\_\_\_\_  
Date

(Club / League where the player(s) is/are currently registered)