

PRINCE GEORGE RECREATIONAL HOCKEY LEAGUE SOCIETY

LEAGUE Manual and HANDBOOK

Part One Procedures and Policy
Part Two Rules and Discipline (In development)

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EXECUTIVE:

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Referee-in-Chief Rob Connelly

League Treasurer: League Admin: Al Hines / Accounting Revolution Accounting

Divisional Representative (Masters A) Al Clark

Divisional Representative (Masters B) Gord Padelec

Divisional Representative (Rec A) Rob Connelly

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Divisional Representative (Rec C)

Divisional Representative (Rec D) Tim Clough

Divisional Representative (Co-Ed) Rob Connelly

Contact Info Available from League admin.

LEAGUE PROCEDURES:

(Section 1)

1:1 Executive responsibilities:

- The executive of the P.G. Rec. Hockey League is responsible for making decisions for all aspects required to operate the P. G. Rec. Hockey League. The executive is made up of current active players and in some cases former players. Every member of the executive will be responsible for making **unbiased** decisions when setting policy, rules and when required, the application of the rules and associated discipline. Wherever possible an executive member will be excused from any involvement with a decision, that could be considered a conflict of interest.
- **These will include but not limited to:**
Signing binding contracts with individuals such as the administrator, businesses that supply goods and services and others where necessary to acquire services for day-to-day and annual operations of the P.G. Rec. Hockey league.
Setting the annual budget and fee structure for each season.
Moving portions of assets into term GIC to offset banking and other league costs.
Confirming existing rules, guidelines and making changes where necessary to existing rules. Deciding when it is appropriate or necessary to request input from team representatives, officials and or all league members for confirmation of a rule change or any other decision regarding the management or policies that govern the P.G. Rec. Hockey League.
- **Division representatives** will be expected to act as the liaison with the executive on behalf of any team from within the division they represent. If a team has any issue, they cannot resolve by working with the league admin, and believe they need opportunity for more input on any issue they can request their “Division Representative” to act on their behalf. The Divisional Representative will attend League Executive meetings.

1:1-A Election of Executive Board Members:

- **Senior board members:** The following positions on the Executive of the P.G. Recreation Hockey League are to be elected to these positions by the standing executive of the P.G. Recreation Hockey League: President, Vice President, Secretary, Treasurer, Referee in Chief
All Past Presidents remain with the Executive as League Governors
- **Division Representatives:**
Each Division will have a Division Representative that will be part of the executive. If the standing executive approves, a divisional representative may hold more than one position and or represent more than one division on the executive board.
Provided the standing Division Representative from the previous year wished to continue in that position, they will be confirmed at the AGM in September each year by a show of hands. Should “at any time” the standing division representative not be able to continue in their position the executive will find a suitable replacement and confirm the appointment at the next AGM. The executive reserves the right to appoint additional board members as needed and must confirm these appointments at the next scheduled AGM.

Any active member playing in the league can apply for the position of division representative at the AGM in September provided they make notice in writing to league admin of their intent to stand for the position a minimum of 10 days prior to the AGM. The executive reserves the right to reject the application, only if they can show just cause to do so. The application will be decided by a vote by all league members in attendance at the AGM.

1:1-B. Team Reps:

- The Team Reps. will be comprised of one member and two alternates from each team in the division.

1:2. Meetings:

1:2 Annual General Meeting (AGM)

At the beginning of each season there will be an annual general meeting held before the season begins whenever possible. The AGM is a required to maintain the leagues status as a nonprofit society. Under the Society act the meeting is open to every league member. Unless otherwise instructed each team is required to have at least 1 team representative attend. Failure to have a team representative attend will result in a \$100 team fine. To meet accommodation requirements, if a team intends to have more than 2 representatives attend, they must notify the league admin a minimum of 7 days prior to the date of the AGM.

1:2-A. The executive will meet on a regular basis to discuss league issues and make decision regarding those issues. If those decisions will affect your team or division, you will be notified in writing.

1:2-B. The Divisional reps and Team Reps. should meet on a on an annual basis, approximately once per year. Special meetings may be held at the division's discretion. The division representative in consultation with team representatives is responsible for arranging a date, time, and location for meetings.

1:2-C. Prior to a divisional meeting Team Reps. Can (upon written request) ask to obtain an information package via email from the League admin containing information such as statistics and specific issues the League wishes to deal with.

1:2-D. If any specific information is required for the meeting (ex. detailed information of specific players), this should be requested from the League Administrator three working days before the meeting.

1:2-E. No later than one week following any meetings the Divisional Representative must report to the President or League Administrator.

FINANCES:

(Section 2)

2:1 Payment of Annual League Fees:

2:1-A Method of payment:

- **E Transfer.**
To meet payment deadlines using E Transfer your team must do the following.
- **Step One:** On or before the date payments are due you will send e-transfer to admin@recsms.com these are automatically deposited so a password is not required.
- **Step 2:** Immediately following making a payment using e-transfer you must email league admin (same address) with the amount paid and name on bank account payment was made from and email address issued from. If **multiple transfers** are required because of e transfer limits set by your bank **include that information.**
- **This is to ensure your team is credited for the payment.**
- **Within a few days you will receive a confirmation email reply from league admin once the e-transfer has been received and confirmed.**
- **Payment By Cheque:**
A team **must apply** by email to league admin to pay their league dues using cheques, money orders or bank drafts a minimum of 14 days prior to due date. This should only be requested if the payment is from a sponsor cheque written to the league. All other team payments are to be made using E Transfer.
A non-e-transfer payment that is made on time is described as a cheque, money order or bank draft in the amount specified that has been received at the P.G. Rec. Hockey League office at least 7 days prior to the due date required and has sufficient funds available to be withdrawn on the account it is written from on that date.

2:1- B. NSF Cheques:

There will be a \$100 fee for each NSF cheque or 5% of the cheques amount whatever is the greater amount. In addition, any team that has an NSF cheque fee applied will no longer be able to pay with a cheque and will be required to make all future payments using e-transfer. Any NSF cheque must be replaced within 48 hours using e-transfer or with a certified cheque or money order to include the \$100 fine or 5% charge.

2:2 Payment Schedule and Amounts:

Once the executive has determined what the fees for the upcoming season will be, the “payment schedule” and any special requirements for annual league fees will be posted on the home page of the league web site. This will happen sometime after the end of the previous season and July 15 each year. All teams will pay their annual fees by submitting an initial payment in the amount required under the payment schedule using e-transfer by no later than the first Friday in August. Once the initial payment is made teams will be required to make a second e-transfer payment on or before the date required under the payment schedule and then make e-transfer payments on or before October 31 and November 30 of the current year. The amounts of these three payments (Sept., Oct. 31, and Nov. 30) will be specified by the “payment schedule” posted by July 15 each year. If for any reason a team cannot pay with e-transfer, they will follow the cheque payment requirements stated in section 2:1-B above.

2:3-A Late Payment Fees and Consequences:

Any team that does not make their payments on time will pay a 5 % late payment penalty on the outstanding balance of that payment. A subsequent 5 % payment on any outstanding balance for that payment will be charged 14 days after the due date.

Each team in The P.G. Rec. Hockey League is required to play approximately 14 to 18 games out of 45 that begin at 10:00 PM or later. (Late Games) This varies each year depending on the number of teams in the league and ice allocation. If a team is unable to make their payments on time, they will be given an additional late game per \$500.00 they are short for the payment. This will occur in addition to the 5% late payment penalty. If a team makes their payments on time as described above, they will play the usual number of late games. (14 to 18)

The P.G. Rec. Hockey League reserves the right to expel any team that has missed a payment and to withhold any fee's that have been paid to recover the costs associated with rescheduling and restructuring.

2:3-B Early Payment option:

- If a team pays their total up front following the early payment schedule, they will play approximately 30% less late games. This opportunity is available to all teams that meet the criteria, however if there are more than 10 to 12 teams that take advantage of the early payment option the percentage of late games will go up slightly.
- To meet the criteria for the “**Early Payment Option**” a team must have been a member of the P.G. Rec. Hockey League for a minimum of the three previous seasons and must have made all their payments on time during the previous three years.

2:3-C Early payment option schedule:

A team must make their initial first 2 payments on time and then pay the entire outstanding balance by no later than September 30 of the current year. This opportunity is available to all teams that meet the criteria, however if there are more than 10 to 12 teams that take advantage of the early payment option the percentage of late games will go up slightly.

Obligations While Using City Facilities:

(Section 3)

Alcohol, Cannabis & Tobacco in Public Facilities

3:1 League Alcohol Policy:

Players are not to have alcohol of any type inside City Arenas at any time except for Licensed events. Under our alcohol policy, teams and their team members will be held responsible for any empty alcohol containers that are left anywhere inside or **outside** on the city arena property. (Parking Lots)

3:1-A Violating League Alcohol Policy:

- Below are the guidelines that the Discipline Committee would follow if a team were reported violating the league's alcohol policy.

- Any team that is found to have violated the league alcohol policy will receive a \$500 fine for the first offence. Once a violation has been reported and confirmed the team involved will not be permitted to play in the league again until the fine is paid.
- If the violation involves specific players those players will be suspended indefinitely and fined not less than \$100.00. The individuals will not be permitted to play again until their fines are paid.
- Any team that is found to have violated the league alcohol policy a second time within a 2-year period will receive a \$1000.00 fine. The team in question will be suspended from play for the balance of the season and will forfeit any league fees paid or be fined the \$1000.00 whichever is the greater amount. If there are less than 15 games remaining the team and all its registered players will not be permitted to play the following year as well. This team and all its players will not be again permitted to play in the league without posting a bond and will be on probation for a minimum 3 years following reinstatement.

3:1-B: Tobacco products:

Any team whose players are reported using chewing tobacco or smoking anywhere inside the arenas will be fined \$200.00. In addition to the team fine any individual identified using chewing tobacco or smoking will be suspended indefinitely.

3:1-C Cannabis:

Players are not to have cannabis of any type inside City Arenas at any time. Violating this policy will be treated the same as violating the alcohol policy.

3:1-D Post Game Dressing Room Policy:

All teams are required to vacate the dressing room within ½ hour of the end of their game. If it is brought to the league's attention that a team has refused to comply with this, they will be fined not less than \$100 for a first incident and not less than \$250 for a second incident.

3:1-E: Intentional damage of city property:

Any league member that damages or vandalizes anything on City Property will be suspended until further notice and will be required to pay all costs associated with repairs to damaged property. In addition, at the city's discretion they may be prosecuted in a court of law.

3:1-F Team obligations regarding spectators:

A team must be responsible for their spectators that attend their games. It is not as difficult as one may think to identify what team a spectator is inside a city facility to watch play. This is Rec. Hockey the few fans that come out to watch are almost always there to watch a relative or friends. The safety of league officials and arena staff must not be compromised by unruly spectators. The league alcohol, cannabis and tobacco policy extend to a team's spectators.

If a spectator is being abusive to a league official or abusive in a manner deemed unacceptable to any individual playing in the game the following shall occur.

The game will be stopped, teams will return to their benches. Once it is determined who that spectator is there to watch that team will be required to ask the person to leave, and the game will not recommence until the person has complied. If a team refuses or is unable to remove the person, the Police will be called, and the game will not recommence until the person has been arrested or has left the arena.

Any team that fails to control their fans could be required to supply security at every one of their games for the balance of the season and playoffs and will be responsible for the associated costs.

Team Information: (Section 4)

4:1 Guidelines For Team Representatives:

If you are a team representative, you should use the following guidelines to help you operate your team. Team representatives are responsible for the operation of all aspects of their team. These include but are not limited to the information included in this section.

4:1-A Understanding League Rules, Obligations, Expectations:

- Team representatives must be familiar with the Hockey Canada Rule Book and the information included in the "League Manual and Handbook". Most hockey players who have played any amount of hockey would have a reasonable knowledge of the rules included in the Hockey Canada Rule Book. The Hockey Canada rule book will be used as the guideline to govern play. Here is a link to the Hockey Canada Rule Book 2020 to 2022.
https://cdn.hockeycanada.ca/hockey-canada/Hockey-Programs/Officiating/Downloads/rulebook_casebook_e.pdf
- **If application of the rules included in the "League Manual and Handbook" are in conflict or different from Hockey Canada Rule Book, then the rules in the "League Manual and Handbook" will be applied.**

4:1-B The If Not Rule:

- The **If not rule** is simple. **If you do not know how a rule is applied to your situation, ASK!**
- Do it in writing in the form of an email to league admin, well in advance of when you need the answer. If your team has a situation and you have **reviewed the league manual** and are still unsure **ASK!**
We would rather answer a question every time, than increase a suspension for a player and / or need to apply a fine to a team for not following the rules.
That's "The If Not Rule"
- **Not knowing will not be accepted as an excuse for violating rules, protocols, and procedures.**
- We may refer to the "If Not Rule" in this manual to help everyone understand its application and how it is to be used in the application of the rules, protocols, procedures, and expectations included in the Hockey Canada Rule Book and the "League Manual and Handbook".
- Team representatives do not need to memorize the "League Manual and Handbook", but all team representatives and **every participant** are expected to read this manual and use it as reference when needed. If you have reviewed the "League Manual and Handbook" and are unsure how to proceed on any matter refer to the **"If not rule"**.

4:1-C Captains and Assistants:

It is recommended that each team have 1 team captain and 2 assistants identified with C and A on the left chest of their jersey prior to the start of each game. These may or may not be the designated team reps. Officials are instructed to only communicate with designated "Captains or Assistant Captains". If a team has a question about anything that has happened in the game a designated Captain or assistant captain may respectfully approach the officials with any reasonable question. Players that are not wearing a C or A to designate them as a captain may not question the officials and are subject to misconduct penalties if they do so.

4:1-D Collection Of players fee's:

- It is recommended that you collect \$100 minimum from each returning player by July 1 for the upcoming season. This helps you to determine who is returning and then you are not scrambling to collect enough to make your August payment on July 31. Once you know who is committed to return you have more time to recruit appropriate replacement players. Once we announce the payment schedule you should set your own payment schedule for your players. You would need to decide if you are going to take advantage of the early payment option or just pay on time. **If a player does not pay you when they were expected to or promised to either remove them from your team or do not allow them to play until they have paid up to date.** Keep in mind you do not get to golf, fish, buy beer, go to the movies or anything else on a promise to pay later, hockey fees should be no different.

- Run your team like a business, give a receipt to every player when they pay you and keep a copy for yourself. Even better is collect as much as possible using e transfer. This will protect you and your team members from any misunderstandings in addition to helping you keep an accurate accounting of team finances. You should be prepared to show your team members an accounting of team finances anytime they request it. Open a bank account in your team's name and place all funds collected into that account. Make sure the account is set up to allow for email transfers into and out of the account. Confirm what the maximum dollar amount that account can send in a single email transfer. If that amount is less than what is due for a payment you will need to do **multiple transfers** and should do the transfers far enough in advance to get the total payment made on or before the due date. This helps avoid late payment fees and additional late games. (See Rule 2:3-A)

4:1-E Minimum Skaters & Goalie Required for scheduled games:

- All teams must have a minimum of six skaters and a goalie ready to play at the beginning of the game. Failure to meet this obligation will result in forfeit of the game. Provided they can prove they did everything possible to find a suitable replacement each team is given one incident of grace per season if they are unable to have a goalie at a game. Keep a list of who you contacted to play with date and time you will need to produce this to avoid the forfeit fine. There is no one game grace given for not having a minimum six skaters ready to play at the beginning of the game.
- If a team forfeits a game a minimum fine of \$250 will be levied by the League to a maximum of the total cost of the game (i.e., Ice time and officials.)
- **Forfeit rule additional late games.** In addition to the \$250 forfeit fee teams will be assigned 2 additional late games for defaults including all goal tender defaults. You have an obligation to the other teams in our league to make sure you have enough players and a goaltender ready to play every scheduled game. Make sure your goal tenders and team members understand this.

4:1-F Forfeit Rule Playoffs:

- Every team that commits to participating in the playoffs will be obligated to field a team for every scheduled game consisting of players from their regular season roster approved to play in the playoffs. Teams must make sure they have commitment from enough players on their roster to meet their obligation to ice a team for any scheduled game during the time frame the playoffs are scheduled for.
- Any team that defaults a playoff game will be fined \$500.00 and assigned 5 additional late games for the following season.
- Teams will have the option to opt out of the playoffs and would receive a refund of the approximate value of ½ the ice allocation costs of 3 games.

- Money collected from these fines will be divided evenly among all the teams that were the opposition of a team that defaulted a game. (Even if there was no fine applied because of a goal tender default.) Teams will receive a credit towards their next season fees from their share of the fine money. There will be no refunds from default fine money and if a team folds their share will be divided among other teams in the default pool or go into general revenue.
- If a game is forfeit the teams may use the ice for a practice or scrimmage and the officials must remain to record any problems. No one may play as goalie without the proper goalie equipment. If you want to scrimmage you can share the goalie and turn the empty net around or use goal posts as the scoring on the empty net. At the officials' discretion the teams may be ordered off the ice if problems occur. The League will consider discipline if problems occur.
- Using Spare Goaltender Equipment:
The league keeps and maintains a set of spare goaltender equipment in our lockers in Kin 3 that can be acquired from your timekeeper while playing in the Kin centers or CN. In most cases this is only done on an emergency basis because a goalie did not show up. If you know in advance that you need the spare goalie equipment or need it at the Elks or RMCA please notify league admin as far in advance as possible to make arrangements to pick up the equipment.
- There is a \$25 team charge each time the spare goalie equipment is used. This charge is used to pay a small fee to the timekeepers for their time and to help cover some of the costs of equipment maintenance and updates. The equipment must be returned to the timekeeper ASAP immediately after each game. The cost to replace any missing or damaged equipment will be charged to the team.
- A team may use the leagues spare goalie equipment to dress as a goalie any registered player from their team, another team registered in the league or a person who meets the player eligibility requirements. In an emergency the league would rather a team use a goalie that may not have an appropriate skill set than forfeit.
- If a team uses a goaltender in an emergency replacement capacity with a skillset that makes them not division appropriate, they would not be fined or have additional late games assigned but game could be forfeit if the opposition complains and under league rules but could be determined to be a 3-0 loss. (See rule 8:2 for rules regarding the use of spare goalies)

4:1-F Team Schedule Requests / Requests for Changes to Posted Schedule:

- Once division alignments are determined the league administrator can begin writing the league schedule. The schedule will be written to cover a minimum of 10 game increments. The schedule takes an enormous amount of time to develop. The schedule could be released in shorter increments as it is being developed to give teams as much time as possible to know when they play. In most cases the divisional alignment cannot be determined beyond 10 games to allow for movement of teams up or down or to allow the league to add a division or remove a division if it will improve league parity.

- Teams can make schedule requests to league admin before the schedule is being developed and prior to the deadlines for those requests. However, if the schedule is not yet posted we will do our best to meet any reasonable schedule request.
- Communicate with each other! Do not wait until the schedule is out to notify the administrator that half your team is in Mexico for a week, going to a concert or any other reason you may have. In most cases every change affects 3 other teams and up to 60 players. If we do not move other teams, we need to beg the city to cancel ice with less than the required notice and that is always replaced with a late ice time affecting your opposition team. Any team that requests a schedule change once a game is scheduled and posted online will pay the following fee's and play additional late games.
- Requests for schedule change with **less than 7 days' notice: \$100 fee and 2 additional late games.** Request for any schedule change **once schedule is posted: \$50 fee and 1 additional late game.**

4:1-G Team Jersey Selection and Jersey Conflicts:

- A team may not change jersey colors without the permission of the league executive.
- If there is a jersey conflict the team that has had the color the longest does not change. The team that has had the color the least number of years, months, or weeks will be required to change jerseys for each game they have a conflict with the other team. If the team required to use an alternative color does not have access to a second set of jerseys, they are required to wear a set of jerseys supplied by the league and pay a \$25 rental fee per usage. It is expected that if the team that has had the color the longest has a second set of jersey's they will volunteer to change colors as a courtesy.
- Each team is required to have a full set of team jerseys. Every team jersey must be the same color, preferably "exactly" the same and **MUST** have a different number for each player. The referee will disallow a player from playing if they do not meet these criteria. If a team cannot meet this requirement for all their players, they will be required to rent the spare jerseys from the league.

New Teams:

(Section 5)

5:1 New team applications:

- Applications for new teams is done at any time, but priority is given on a first come basis unless an applicant fills a specific need within any division.
- Applicants for new teams must contact the league admin at admin@recsms.com and request a “new team application package”. The admin will send the applicant a link to the forms that must be completed. Once the team has completed the requested information, they will notify league admin by email to admin@recsms.com.
Applications for new teams must be accompanied by a one time "Charter fee of \$500.00 that all new teams pay to become members of our league. Applicants will not be given consideration until the “Charter Fee “is paid via an e-transfer. (See section 2:1-A) The charter fee is required to buy into the league like any business with an operating budget that is in the \$500,000 + annually, we run with a surplus of funds that has been accumulated by member teams over many years.
- If the team’s application is accepted the new team must then make all payments on time as required under the payment of annual league fee’s schedule. If the application is approved after the first Friday in August, the team must make their first payment of annual league fee’s (\$2000) within 5 business days of acceptance of the application. Once you have paid your charter fee you are required to make all payments on time. Any new team that misses a payment may be suspended from play and will be removed from the league if payment is not made within 7 days. Costs do not vary by division in most seasons unless a division agrees to play less games. There are no minimum or maximum # of players we recommend 15 skaters and a goalie. We do not register individual players. We do take names and phone numbers and place them on a spare list that teams can use to add players to their teams. Average cost per player is \$600.00.

5:1-A New team application package:

Included in the new team application package:

- New Team Information, instructions on how to complete the application and annual payment of league fee’s schedule. If the application is prior to July 15 and league fees for the upcoming season have not been set the previous seasons annual payment schedule will be included to give new teams and idea of what to expect.
- New team information sheet filled out completely with the information requested. (See below for information on jersey selection)
- Player List: Each applicant must include a list of the players you are planning to have on your team with requested information. You may add additional players that are division appropriate for the level you applied for at any time. If you are not assigned into a division yet you may add any player but will be assigned to a division that meets the guidelines in rule 6:1.

5:1-B New Team Jersey Selection:

All new teams must consult with the league administrator and receive permission before selecting their jersey colors. If a new team is going to have 2 sets of jerseys a dark and a light set (Home and Away) their color application will be approved, and the new team must wear the alternate jersey whenever there is conflict with any jersey on an existing team in their division.

5:1-C New teams schedule additional late games:

Because our league will need to add additional ice times to accommodate new teams and because the only available ice is late ice each new team admitted to our league will be required to play more late games than established teams. New teams will play approximately a 30% more late games in their first season, 20% in their second season and 10% more in their third season while existing teams will play only about 5% to 10% more late games to accommodate the new teams. These figures may change if some of our existing teams do not return for the upcoming season.

Division Alignment / Player Eligibility:

(Section 6)

6:1 Division alignment policy:

- The executive has the sole authority to assign teams into a division. Provided a team meets the criteria explained here they will be assigned into the division they have applied to play in. The executive can at any time move a team or teams up or down through the divisions. The executive can decide to create a new division or divide a division into levels such as Rec. C Div. 1 and 2 as an example, if it is in the league's best interests to achieve better parity.
- The executive may decide to consult with teams from within a division if they are considering splitting a division into levels, to help them decide on how to proceed. This is not required and will not occur if it is obvious that a split is necessary.

6:1-A Team responsibility for Division assignment and player recruitment:

- **Build your teams with division appropriate players!**
The executive will no longer take an active role in removing players from teams that are not division appropriate. We will move teams up to the appropriate division if they recruit players or continue to use players that are not appropriate skill level for the "division" they are playing in or have applied to play in. The executive will review the alignment before each new round of scheduling to make decisions on alignment for that set of games to be scheduled. No matter what their record is, any team that has returning players or adds players to their roster that are not division appropriate will be moved up to a division that is appropriate for their more skilled players. Each year team's add players that are not division appropriate so they can win. This will result in movement of the entire team up at least one division not just the individual players.

6:1-B Clarification of alignment policy:

- We want to be clear on how the application of “Division Alignment Policy” will affect where your team will play. If for example your team plays in division C and add a player whose skill set is clearly suited for Division A or B **your team will play in division A or B.**
- It does not matter if the rest of your team is appropriate for Division C and some may even be division D appropriate, you will play in division A or B.
- It does not matter if for example a Rec. A appropriate player just wants to play with their friends in Rec C. They can play with their friends, but it will be in Rec. A.
- The league management team will upon request help teams make decisions on how appropriate any new player may be to their lineup and will advise teams on how this could affect the division they are going to be assigned to play in. If a team adds players that are not appropriate to their assigned division without consultation, they will be moved up during the next round of scheduling. This will include movement to a higher division for playoffs if deemed necessary.
- CO-ED Fun Division Exception. Players may play in the CO-ED Fun division from any skill set. See additional info below under sub section 6:3-C.

6:2 Player Eligibility:

This section includes rules on player eligibility and will discuss how teams can add new players, how new players can find teams and guideline for what division levels participants should play in when considering their hockey history and age. Please note that there are additional player eligibility requirements for **playoffs in section 6:2-E**

- **The Hockey History Questionnaire (HHQ)** are available on the P.G. Rec. Hockey League homepage as a printable pdf or can be requested to be emailed in either word or PDF format.
- Any player who does not complete the HHQ with the **correct information** or does not include a complete history of their previous hockey experience could be disqualified from playing in the PG Rec. Hockey League.
- **Player registration requirement:** Before going onto the ice for their first practice, exhibition, or regular season game, (Event) every new and returning player must go online and register then confirm that the registration has been done successfully. (There is a 15-minute lag time from time you finish registration to when it will appear on the team roster.)
- **Registration instructions** are included on the homepage of the web site. These include info on how to check your team roster to confirm that you are registered correctly.
- **Reviewing your team’s roster for player registration:** It is the team’s responsibility to go online and review their team’s roster before every game. Any player that is not listed on their team roster before going onto the ice for any event that is insured under the PGRHL liability policy is **ineligible to play**. Any unregistered player and the team they participated with are subject to the fines and suspensions outlined in section 7. (Every team will be assigned a dummy player. This player will be assigned statistics during data entry where no corresponding number can be determined to properly assign a stat.)

- **New player “tryout” registration requirements:** Every player must register online before going onto the ice for any event that is insured under the PGRHL liability policy. If a team decides that a “new player” they are trying out is not a fit, they can apply in writing to have the player removed from their active roster.
- **Carded players and age restrictions:**
- No one under the age of 16 years old may play in the P.G. Rec. Hockey League.
- **Underage Player requirement.** Any participant in the P.G. Rec. Hockey League that is not 19 years of age or older must hand in a parental waiver before participating in their first game. (Parental waivers are available to download and print on the homepage of the PGRHL League portal.) Any person that is not 19 years of age that participates without handing in a parental waiver completed, signed and dated by a parent or legal guardian is considered ineligible to play and their team is subject to fines the participant will be subject to suspensions as described in section 7:1-A page 26 of our league handbook.
- **A person is ineligible to play in the P.G. Rec. Hockey League** if during the current season (September 1 to April 30) they are or have been registered with minor hockey, on any junior league team, semi pro / pro league or with any college / university team. If there is any doubt, See 4:1-B The If Not Rule.
- Teams may apply in writing for exemptions to age and registered player restrictions.
- **Blacklisted (ineligible) Players:** A “Blacklisted player” is a player that has left or changed teams owing money to a previous team or the League. The original team can blacklist the player, making this player ineligible to play on any team until the problem is resolved.
- To blacklist a player, a team must contact the League office with the players name balance owing and contact information for the player. The League administrator will email the player to notify them that they are blacklisted and ineligible to play until the balance owing is resolved.
- If the player plays for any team at any time before the debt is resolved they will be suspended from playing for a minimum of 10 games after the debt is resolved.

6:2-A New Player applications individuals:

Players new to the league that do not have a team to play with can apply to league admin with a completed Hockey History Questionnaire (HHQ). After a review of the HHQ the league admin in consultation with the applicant will determine what division, they should play in. The league admin will add the new player applicant to the new (spare) player list that will be distributed to the appropriate teams to help them find new recruits.

6:2-B New player applications from Teams:

- Teams may add new players that they recruit on their own. As explained in section 6:1 “No one may play in any division that they are too skilled to play in. “Not division appropriate”.
- A team may not use players that are too skilled for the division they are playing in. It is the team’s responsibility to determine the skill of new players they would like to add. If a team adds a new player and it is obvious that the player is too skilled for their division level, they must refund any fees collected from the player and contact the league administrator and ask for assistance to find an appropriate place in a higher division for the player.
- If the executive determines that a team is too skilled for their current division or are using any players that are not “Division Appropriate” they will be moved up as explained in section 6:1.
- A hockey history questionnaire (HHQ) may be required for teams adding new player recruits to certain divisions as explained below in the subsection for eligibility in each division, and or a hockey history questionnaire may be requested by the league administrator to determine where a new player recruit should play.

6:2-C Players changing teams:

- A player may not change teams at any time until all fees are paid up to date with the team they are leaving. **(See blacklisted players section 6:2)**
- Players Changing Teams Starting new season: A player changing teams at the beginning of a new season can only move to a team that is either in a higher division or the same division as the team they played with the previous season.
- A team or player can **apply** to move one division below the highest division he has played in, the previous year, and may not begin play until they receive Executive approval.
- Players Changing Teams During the Current Season: Before a player can change team’s, he must first be released from his current team. Upon request league admin will contact the current team representatives via email and request a release. This release is required to make sure players keep their dues paid up. If a player changes teams and has never been officially released, they are considered an ineligible player. (See section 7)
- If a team will not release a player, the player may appeal to the League Executive.
- A team withholding a release from a player without a valid reason will be subject to a review by the League Executive.
- A player may change teams during the year, however once the player has played for the new team, he cannot play for any team he has previously played for that year without Executive approval (fines and/or suspensions will be levied in the latter case).

6:2-D Playing Full time On More Than One Team:

- A team can apply for a person to play full time for more than one team within the League provided they do not apply to play in a division that is below their skill level. (Division Appropriate) The basic guideline to play on a second team is the applicant must not have a skill set is in the top 30% for that division.
- The player must register with their **primary team**. This team will be the team they can play for in the playoffs without an application provided they meet the minimum number of games played.
- **Players may not play for 2 teams in the same division in the playoffs. (New May 25, 2022)**
- Players can play as a spare on another team, provided they are division appropriate for up to 4 games. (See spare player info section xxx) Before playing in a 5th game with a second team in the league, the second team must apply in writing and wait for permission to allow the player to play on 2 teams.
- A player playing for 2 teams may be required to prove that they have met the financial obligations for both teams.

6:2 E Playoff Player Eligibility:

- Players may not play for 2 teams in the same division in the playoffs. (New May 25, 2022)
- **Teams may not add players to their rosters with less than 10 games remaining.**
We do not allow teams to add any new registrations of skaters (Non Goalies) with less than 10 games remaining.
- **Spare goalies may be added with less than 10 games remaining:**
To register with a team if they apply in writing to the league.
To the “To Be Announced Team” for the remainder of the regular season.
- With less than 10-games remaining a team may use any player that is listed as division appropriate from the spare player or goalie list as spares if you are going to be short of players.
- A team may not use a player in a playoff game that has played less than 10 games for their team unless you apply and receive permission.
- Teams must apply in writing to the league and request permission from the league to use a player with less than 10 games played. (See *criteria for application below*)
- Teams will be notified when the application process is open and when the deadline to apply closes. This will not occur until there are only a few games remaining in the regular season. Teams may not apply in advance of that notice. To apply you must email league administrator at admin@recsms.com and give the reasons you believe that the player should be permitted to play.
- **If a team uses a player that is not eligible to play, they will receive an automatic default for that game and be fined, no exceptions.**

Playoff Criteria for allowing players with less than 10 games (Update March 2025)

All decisions on allowing a player to play with less than 10 games played are made by the league president in consultation with other executive board members.

If it is determined that the application will give the team an unfair advantage to win, the application will be denied. (Ringer Rule)

- A team must **apply** for a player that has played 6 to 9 games.
You may apply to have the player participate if they have played 6 to 9 games.
A player applied for under these circumstances could be permitted to play or could be restricted to playing only in only be permitted to play in a playoff game if the team has less than 10 skaters and a goalie. History with the team and any other special circumstances will be taken into consideration.
- A team may only apply for a player with less than 6 games if the player was eligible to play in the playoffs with that team for the previous 2 playoffs and has played at least 2 other seasons with the team. This will only be considered if there are very special circumstances. (injury or medical condition)
- Once an application is received the league president will review the application and decide then notify the team in writing prior to their first game.
- **Goaltenders** are exempt from the 10-game rule, **but your team must apply to use any goaltender** that has not played 10 games with your team during the regular season.
- A team may apply for a goaltender after the deadline but should apply 24 hours prior to the game that they need the goaltender to play. Do not apply to use a goaltender that is not considered the proper skill level for your division. If you apply after the deadline, you must make every effort to get a spare goalie that plays in your division, or a division below your level.

6:3 Player Eligibility Based On Division:

In this section we will discuss guidelines and rules for player recruitment and eligibility based on each division. This will include any age restrictions for Master's divisions.

6:3-A Recreation. Divisions A B C:

- Rec. A is the highest level of hockey in the league. There are no restrictions on who can play in Rec. A based on their skill set. The executive could, when necessary, to maintain parity in the Rec. A Division refuse to allow a team to add certain players that would significantly upset the balance within the division. There is no place to move a team that builds a team that is far more competitive than other teams in the Rec. A division. In the past this has caused the Rec. A division to be reduced to as few as 2 or 3 teams that have parity.
- Players Who Have Played Professional Hockey, International Hockey, Junior Hockey, or any other high-level hockey in the previous 5 years must play in the Rec. A division.
- Rec. B is the second highest level in the league and would consist of players with a significant amount of hockey history that does not include the levels listed above. Players that played below Junior A tier 2 and possibly some Rep hockey would likely be a good fit. Beyond that the Rec. B division would be players with an extensive minor hockey background or natural athletes that can play at this level. The rules in section 6:1 apply here so build your team appropriately.
- Rec. C can be the toughest division to figure out when building a team. Most years it will be the largest division with at least a level one and a level two. Guidelines for recruitment would be players who played house league minor hockey, maybe played low level rep hockey and are older or have injuries that would affect their abilities to play in Rec. A or B. With Rec. D as the entry level division some players with no minor hockey background but an above average skill set would be Rec C appropriate. Review carefully the rules outlined in section 6:1.

6:3-B Rec. D entry level division:

- Rec. D is currently the entry level division in for P.G. Rec. Hockey. It is for entry level players with either no minor hockey background or extremely limited organized hockey background. The league management will make some exceptions for female players whose skill set, and hockey history is a bit above the normal for Rec. D. This will be done only if the female player in question is not capable of playing at a higher level. League management may continue to make exception for 1 maybe 2 players who have been with a legitimate Rec. D. team for several years if it is a close call and the team has no other new players that are borderline not appropriate.
- Many natural athletes with no organized hockey background are too skilled for Rec. D so their HHQ information will not rule them out. Once teams begin play this will become evident. If you have a team in Rec. D and find out a "player" you added is not division appropriate or if the league notifies you that a player is not division appropriate you have **2 choices**.

- **(1) Excerpt from section 6:1-B:** If a team adds a new player and it is obvious that the player is too skilled for their division level, they must stop using the player and refund any fees collected from the player and contact the league administrator and ask for assistance to find an appropriate place in a higher division for the player.
- **(2) Move up to Rec. C Division**
- There is no longer a requirement to apply for new players in Rec. D. Teams are encouraged to use the HHQ to determine if a player is appropriate and to consult with the league admin for help if they are unsure. From the inception of the Rec. D division the league management team was called upon to police the teams when it came to recruitment. In the end this led to never ending debates about individuals who did or did not fit the division. Everyone expected the league management to solve the problem for them. This will no longer occur. The league management will follow the guidelines outlined in section 6:1.
- There is no longer a requirement for new players in Rec. D to wear any stripe or anything identifying them as a new player. Team representatives are expected to notify the league admin if they have any concerns about the skill set or aggressive play of any new or existing player in the division. This should be done through email to league admin as soon as there is a concern. Do not wait until you play a team multiple times then complain. If you have concerns let the admin know. This way we can monitor the player and if other teams have a concern, then the appropriate action will be taken.

6:3-C Co-Ed Fun Division Basic Rules and Philosophy:

The Co-Ed Fun Division has been created as a place for people of all skill sets to get together and enjoy the game of hockey. We feel strongly that this can only be achieved with the right attitudes and careful attention to the responsibilities that go with playing in a mixed gender division with a variety of skill sets.

Here are the basic rules and philosophy that are in addition to the general league rules and code of conduct you agree to when joining and participating in the Co-Ed Fun Division:

- No personal statistics will be kept other than penalties. No team statistics will be recorded.
- Every player will be required to sign and submit a code of conduct for Co-Ed Fun Division in addition to the general league code of conduct requirement.
- There is absolutely no rough or aggressive play permitted.
- It is understood that while playing with and against players who could be significantly more or less skilled and possibly smaller and lighter than you that every precaution be taken to avoid accidental contact.
- It is understood that the more skilled players must embrace the idea of playing for fun and share the ice and the puck with everyone.
- Skilled players that do not represent the idea of “playing for fun” and are going out with the idea of scoring at will or making others look bad will be removed.
- No one may score more than 3 goals per game.

- NO Slapshots 2-minute minor penalty will be assessed.
- It is understood that this is a mixed gender division, and each team will decide how they share the dressing rooms. If requested, we will make sure we have a single third dressing room to be shared by either gender (all male or all female) from both teams.
- Appropriate behavior around language, gestures and personal conduct must be maintained in a mixed gender environment.
- It is understood that if it is in the best interests of the division, we may ask players to move in groups or as individuals to another team during the season. Always respecting relationships to try and keep friends and family together.

6:3-C Co-Ed Fun Division Team Building, Returning Players And Recruitment:

- Exemption from Rule 6:1: The League will accept Individual and team applications for any player of any ability that wants to play in Co-Ed Fun Div. with no restrictions on skill set. Every new applicant that has not played in the P.G. Rec. Hockey League or Gentlemen's Hockey League in the last 5 years must submit a completed Hockey History Questionnaire.
- Payment of annual fees for Co-Ed Fun Division: The Co-Ed Fun Div. may take a few years to build up team numbers and it would be our intention to continue to build the division provided there is adequate interest and ice allocation. New teams will be exempt from paying the charter fee, but every team will be subject to somewhat higher annual league management fees.

Returning teams and new teams approved are required to make their first payment as explained in section 2:2 first Friday in August. We would then work together to recruit new players and teams until the AGM in mid-September. Once we have determined the total number of teams and settled on a schedule, we will decide on the total annual league fees and divide the payment schedule into 2 additional payments on the dates listed in section 2:2 (Oct. 31 and Nov. 30).

The teams will be expected to collect all the payments from their returning list of core players. Our goal is to have a minimum of 16 full time players on each team includes a goalie. Estimated cost per player will be \$625 and estimated cost per team of \$10,000 with adjustments made to the schedule to accommodate this fee structure.

- Returning teams from the previous season will be permitted to return with all core players registered with their team for the previous season provided they meet the first payment deadline. Returning teams must provide a list of returning players before they apply to add any new players.
- **Adding new players to teams In Co-Ed Fun Division:** To build a strong division with adequate numbers of players for each team we need to work together to recruit and place new players onto teams. The goal is to make sure each team has a minimum 15 skaters and a goalie.
- All "New Applicants" must apply through email to join The Co-Ed Fun Div. and once approved they will receive instructions on how to make a required initial e transfer payment of \$300.00 direct to the PG Rec. Hockey League as part of their application. (To be applied to team fees once placed)

- “New Applicants” can apply to play on a specific team and if 2 or more applicants want to be placed together on a team they will be referred to as **“Group applications”**.
- Part time players that want to split the season and player fees with a partner will be referred to as **“Part time Pairs”** and must include an initial e transfer payment of \$150.00 each direct to PG Rec. Hockey as part of their application.
- Part time pairs will be placed onto teams once full-time applicants have been placed. Once placed on a team it is up to the team to use these players how they want, with no restriction on playing on the same night or number of games played.
- Players that apply to play part time without a partner will be called **“Part time single”** and must include an initial e transfer payment of \$150.00 each direct to PG Rec. Hockey as part of their application. Part time single applications will be the last players placed onto teams. Part time single players will not be guaranteed a spot on any team until all full-time applicants and “(Part time pairs)” are placed. If we cannot meet the goal of 16 full time players (including part time pairs) by the start of the season we will place part time single applicants onto teams to make up for the difference in numbers and money.
- If any part time single players cannot be placed onto a team, they can leave the application fee (\$150) with the league they will be eligible to play up to 10 games for any team that needs a spare on any night. The \$150 collected by the league from part time singles not placed will be applied as a credit of \$15 to the team for each game played as a spare.
- All “New Applicants” will be placed on a team by a committee consisting of members of the executive in consultation with team representatives from each team. After labor day and prior to the start of the season we will meet as a group to assign “New Applicants” to teams.
- When we start to place “New Applicants” we will place them one at a time onto teams until the total number of players evens out then it will be one and one unless applicants want to play with another applicant or applicants (Group applications). In that case the team with the least number of players would be assigned the group application players together (if it makes sense for parity) and not be assigned any other players until the other team’s numbers are equal.
- The goal is as much parity as possible. Every effort will be made to place “New Applicants” onto the team they want to play for. If an applicant refuses to play where placed \$50 will be kept and the rest of their application payment refunded.
- Once a new applicant is placed onto a team the funds, they paid to the league will be applied to their new team’s annual fees. Their team will then collect any additional fees to make their future payments.
- If we have not filled all teams with at least 16 players by the end of September decisions will need to be made to play less games or increase player fees accordingly.
- Playoff format is to be determined however we should consider a remix of all teams by dividing players into small groups based on skill set then doing a draw to place groups together maybe with no more than 1 or 2 groups allowed to play with regular season team.

6:3-D Masters A and B Division

- To be eligible to play in the Masters A Division a player must be Age 35 before playing. The Masters A division is made up of players that are age 35 or older and the majority would be former Recreation A and B players many with a background in junior and rep hockey whose skill set due to injury or age makes them a good fit for the division. Teams may not add or use players that are strong Rec. A caliber no matter their age.
- To be eligible to play in the Masters B Division a player must be Age 35 before playing. The Masters B division is made up of players that are age 35 or older and the majority would be former Recreation B and C players. To get an idea of what caliber these players are please review the player eligibility requirements for those divisions. Teams may not add or use players that are Rec. A caliber no matter their age. Teams in the Masters B division will be moved up to Masters A as described in section 6:1 if they add players that are not division appropriate. The top teams should not add players that will make them stronger if it jeopardizes the overall parity within the division. If a team becomes too strong for the Master's B division, they will be moved into Masters A division.
- Masters A and B Division Goalies: Each team must make every attempt to find a full-time goalie that meets the general rules for eligibility in the Masters A and B Divisions. If it is not possible to find a full-time goalie meeting these criteria, then the team may apply for any goalie that is division appropriate by submitting a Hockey History Questionnaire with written application to league admin. (See info on using spare players for criteria on using spare goalies if your full-time age-appropriate goalie is not available)
- Allowing underage players into Masters A Divisions:
To accommodate a new team into the Masters A divisions or if a reasonable request is made by an existing team the executive may decide to allow an underage player to join the division with their team. This would only be permitted if the player is division appropriate in skill set and has an exceptionally clean history regarding discipline. To be considered division appropriate any underage player applied for would need to have a skill set below 30% of the players in the division applied for. Any team that has a player under the age of 35 may not apply to move to Masters B no matter what their record is. Any underage player allowed to participate does so under strict guidelines regarding violations to our rules. Any suspensions are automatically doubled, and any serious infractions will revoke the underage players right to play in the Masters divisions until they are of age.

6:3-E Masters Division: (Age 45+ with possible exemption to 35+)

The Masters Division is being created to be an old timer's division with Rec. League Rules. The P.G. Recreation Hockey League is fortunate to have many players participating that are well over 45 years of age most of them have been part of our league for decades not years and have been an integral part in building the league everyone enjoys today. The Masters Division should be a place that players can play until retirement from the game. Teams cannot add players of any age whose skill set is more suitable to Masters A.

- If a player of any age last played in the Master's A or Rec. A or B Division or equivalent in another city, or there is any question about the players suitability to play in Masters Div. the team must apply in writing to the league admin with a HHQ for permission to add that player. The president will review each player application and makes the final decision on eligibility. The president may also decide to consult with team representatives from the Masters Div. before deciding.
- To be eligible to play in the Masters Division a player must be division appropriate and age 45 or older we will consider an exemption to allow players aged 35 to 44 to apply to play in Masters Div. Teams wanting to add any new player under 45 years of age but over the age of 35 must apply in writing via email to the league administrator and send in a completed Hockey History Questionnaire for the player with the application. Teams may not use the new player until the application is approved.
- Masters Division Goalies: Each team must make every attempt to find a full-time goalie that is minimum age of 35 and division appropriate. If it is not possible to find a full-time goalie meeting these criteria, then the team may apply for any goalie that is division appropriate by submitting a Hockey History Questionnaire with written application to league admin. (See info on using spare players for criteria on using spare goalies if your full-time age-appropriate goalie is not available)

Unregistered / Ineligible / Suspended / Players:

(Section 7)

7:1 Using unregistered ineligible suspended players:

If a team allows a player to participate that is suspended, unregistered or ineligible as described in section 7 the following fines and sanctions will be issued. There will be no recourse for a team to appeal any consequences that result if they violate any of the rules here once the violation is confirmed. This more than any other section is where section 4:1-B **The If Not Rule is applied:**

7:1-A allowing an unregistered or ineligible player to participate:

- Any team that allows an unregistered player to play will be fined \$100. For the first offence then +\$50 for any subsequent offence through the season. (\$150 for second \$200 for third and so on). **The player will be suspended for 2 games, no exceptions no excuses.**

- Any team that allows an ineligible player to play will be fined a minimum of \$200 but this could be doubled (\$400) or tripled (\$600) depending on circumstances.

7:1-B allowing a suspended player to participate:

- Any team that allows a player that is under suspension to play will default the game that the player participates in. The player's original suspension is doubled. In addition, the team will be fined \$200.00 for the first incident and \$400.00 for a second and any subsequent incidents. If there is any possibility that a player has been suspended, you must not let that player play. (The if not rule)
- It is the team's responsibility to review their copy of every game sheet following the game. If there are any multiple incidents where a team allows a suspended player to play that team and the players registered to play for that team may also be expelled from the P.G. Rec. Hockey League for the balance of the season.

7:1-C allowing a player to participate under an alias:

Players must register using their legal (last) surname, but they can use a first name that they use in day-to-day life. For example, a person named "Bartholomew Simpson" but goes by Bart Simpson can register as Bart Simpson. They cannot register as Billy Simpson or "Goal a game Simpson" or any other alias.

If a player registers or participates under an alias or plays under another player's name, the team will be fined a minimum of \$400, and the player will be suspended and ineligible to play for a minimum of 20 games to be carried forward to the next season if less than 20 games remain.

Using Spare players:

(Section 8)

8:1 Understanding rules and expectations for using spare players:

- The basic rules that govern who can play in any division are covered under Section 6 and section 7. This section will explain additional rules and protocols that must be followed when your team needs to use a "spare player" to fill in because you will be short of skaters, or your regular goalie is not available.
- There are four sections that you need to review and understand. Who is eligible to play for your team / How to list them on your roster at the game / Exceptions for spare goalies / Guest players.
- As explained in section 6:2 Player Eligibility: Every person that goes on the ice for an event that is covered under the P.G. Rec. Hockey Leagues insurance must be registered **this includes spare players. Review section 6:2 and make sure you understand the requirement before using any spare player.**
- **Spare player list:** The league will post a list of players and goalies on the website with their contact information, which are available to spare for teams or are looking for a fulltime team to play on and available to play as spares until they find a team.
- Every person on the spare player list will be required to apply and submit a hockey history questionnaire (HHQ). We will use the information from the HHQ in discussion with the applicant to determine where the players skill set are division appropriate. We

will list the appropriate division on the spare players list beside their contact information. Your team may not use a skater from the spare list in a division below where they are listed. (See spare goalie exceptions).

*(The league does its best to determine the division appropriate level for every player on the Spare list based on their HHQ. If you use a spare player or play against a team using a spare, **please email a review to league admin** with your assessment of their division level assigned on the list. This will help us determine if the player is not division appropriate because they are too skilled or possibly not skilled enough and we can adjust the list.)*

- Every spare player must be registered on the “To Be Announced Team” (TBA). The TBA is a team created by admin to allow players without a team to register and is also used for scheduling purposes. Admin will not put a skater or goalie on the “Spare Player List” until they have registered on the TBA team.
- **We want teams to use skaters and goalies from the spare player list as their first choice when picking up a spare to fill in.** This gives your team a chance to see if this player might be a fit for your team or another in your division and opportunity for them to play. This is not a requirement but a recommendation that benefits everyone.

8:1-A Rules regarding who and how your team can use spare players:

- A team may not under any circumstances use a player that is not division appropriate, players that are too skilled for their division or do not meet the age criteria for Masters A, Masters B or Masters Division.
- A team may not continually pick up players that are considered in the top 30% skill set for your division even if they meet the division appropriate criteria. This will be viewed as trying to use the rules to gain an unfair advantage over your opposition. The league admin or any team can request a review of a team’s record when using spares, specifically “who they use”. If the league determines that any team has been using spare players to gain an unfair advantage the team could be subject to defaults and fines.
- A team may only pickup spare players to give them 10 total skaters. (see exception)
- **Exception to 10 total skater rules:** If you have asked a player or players to come out and spare for you to get you to 10 skaters and you have a player or players from your roster show up unexpected and now have more than 10 players you can use the spare player or players provided you do not exceed 13 total skaters with no exception.
- A team may only use the “Exception to 10 total skater rules” in up to 5 regular season games.
- **How to list Spare Players on your roster at the game:** You must write every spare player’s name and his registered team name below the bottom of your team list on the game info sheet the scorekeeper gives you to cross off players not there. Players from the spare list are registered on team name “TBA”. If you do not do this the spare player is ineligible to play and subject to rule **7:1-A allowing an unregistered or ineligible player to participate:**

8:1-B Division Rules regarding who your team can use as spare players:

- A team may use spare players from their own division provided they do not violate the rules set out in section 8:1-A.
- Masters A: Can use any spare player over 35 years of age from any division except Rec A. (Rec. A Exception:) Masters A can use any division appropriate spare player aged 40 years of age or older registered in Rec A.
- Masters B: can use any spare player over 35 years of age from Masters Division, Rec C and D division. Can use division appropriate spare players registered in Masters A and Rec B provided they are age 45 or older.
- Masters Division: Can use any division appropriate spare player over 40 years of age from Rec C and D division. May use division appropriate spare players registered in Masters B and Rec B provided they are age 45 or older.
- Rec A: Can use any spare player from any division.
- Rec B: Can use any spare player from any division except Rec A.
- Rec C: Can use any spare player from Rec D and all levels of Rec C provided they are division appropriate for the level you are playing at in Rec. C. Can use any division appropriate spare player registered in Masters Division or Masters B.
- Co-Ed Fun Div. May use any spare player from any division provided they have agreed to and handed in a signed copy of the "Co-Ed Code Of Conduct".
- Rec D: Teams in Rec D may only use spare players registered and playing full time in Rec. D. The league will monitor what players you are using. Do not use this to give your team and unfair advantage, if you always use the top players from the division the league will apply the rules listed above in section 8:1-A regarding unfair advantage. Spread the opportunity around.

8:2 Spare Goaltenders / Exceptions to Spare players rule for goalies:

- Contact information for spare goalies that are not playing for a specific team and all goalies registered with a team in P.G. Rec Hockey and P.G. Gentlemen's Hockey can be found on the spare goaltender list on the home page of our web site.
We will only list goaltenders on our spare goaltender list that are registered with a team or have registered with the To Be Announced Team. If you want to use a goal tender not listed on the spare goaltender list, ask them to contact league admin with a completed HHQ and arrange to be registered with TBA that way they can be added to the spare list so other teams can use them also. If a spare goalie does not want to be added to the spare list, they must register with your team.
- Spare Goaltender Division Eligibility:
If a team needs to use a spare goalie, they can pick up a division appropriate goaltender from the spare goalies list as described under rules in sections 8:1, 8:1 A and 8:1 B.
A team may only use a goalie that is permitted under the spare player rule 8:1, 8:1 A and 8:1 B.

- Exception: If a team has contacted every goalie that would be permitted under Rule 8:1, 8:1 A and 8:1 B and have not found a division appropriate spare and they have run out of time or contacts to call, they may use any goal tender provided they meet the criteria to play hockey in the P.G. Rec. Hockey League.

To confirm a team has made every effort to find an approved goaltender as described in section 8:1, 8:1 A and 8:1 B the team will need to keep a list of who you called from the approved list for your division with date and time. This list will be used to determine if a fine would be issued in addition to the default for using a goalie that was not division appropriate.

- Rec D Div. Spare Goaltenders:
If teams in Rec D need a spare goalie, you must use a goaltender from the spare goalie list approved for Rec D. If you have less than 24 hours you are required to try everyone from this list at least once before asking a goaltender not on the list to play. If you have more than 24 hours you should get an answer from everyone on the list through text or by speaking to them before asking a goaltender not on the list to play. Keep a record of your calls and the responses including date and time the call / text was made. The league will be monitoring this and taking this very seriously. If we see that your team used a goalie from outside the list, we will be checking that you made every attempt to get someone from the list. Using a goalie that is not division appropriate may result in a default and could result in a fine if all goalies listed were not contacted as stated above.

8:2-A Using Spare Goaltender Equipment:

A team may dress any registered player from their team as a goalie, provided they are not a former goaltender that would have a skillset that makes them not division appropriate. The league keeps and maintains a set of spare goaltender equipment in our lockers in Kin 3 that can be acquired from your timekeeper while playing in the Kin centers or CN. In most cases this is only done on an emergency basis because a goalie did not show up. If you know in advance that you need the spare goalie equipment or need it at the Elks or RMCA please notify league admin as far in advance as possible to “make arrangements” to pick up the equipment.

There is a \$25 team charge each time the spare goalie equipment is used. This charge is used to pay a small fee to the timekeepers for their time and to help cover some of the costs of equipment maintenance and updates. The equipment must be returned to the timekeeper ASAP immediately after each game. The cost to replace any missing equipment will be charged to the team.

8:3 Using A Guest Player:

- A guest player is: Someone who is visiting the city who does not have a permanent address in the city or surrounding area and / or is not intending to join the team / league on a permanent basis or a player that a team wants to use with less than 10-games remaining in the regular season.
- **A “Host Team” may under the following rules use a guest player.**
A team may not use a guest player if he does not meet an age requirement or whose skill level is above the division they play in even if the other team initially agrees. Doing so will result in a default of the game and could result in team fines.

8:3-A Team Obligations when using a guest player:

Because a guest player has no real consequence to his actions while playing in our league the “Host Team” that allows a guest player will be held responsible if a guest player is involved in any serious incidents.

The following fines will be applied to the “Host Team” for the following infractions.

Any single major penalty or single 10-minute or game misconduct \$100 fine

Any Gross misconduct, match penalty or multiple majors or misconduct penalties will result in a minimum \$200.00 fine and may be more depending on the incident.

Failure to follow these guidelines every time you use a guest player will result in a minimum \$100.00 fine and default of the games involved.