



Caledonia Oldtimers Hockey

2022-2023 Availability and Spares Rules

4. Player Invites and Call Ups:

- 4.1. With the reduction of teams from 15 to 13 skaters for the 2019-2020 season, the league has implemented the use of a Spares List to call up players (skaters and goalies) when teams are short.
- 4.2. Skaters and Goalies must be registered to play in the league or on the Spares List; outside skaters and goalies are not permitted for any reason as they are not insured.
- 4.3. All call ups of players from the Spares List will be done by the Spares Coordinator on behalf of the Team Reps and League.
 - 4.3.1. Under no circumstances shall a Team Rep go into other team's dressing rooms to ask players to play for their team because they are short.
 - 4.3.2. If the Spares Coordinator cannot get someone from the Spares List, it is their responsible to contact players from other teams to see if they can help out by filling in for another team
- 4.4. Selection of Call Up Player(s):
 - 4.4.1. The Spares Coordinator will select a player of equal or lesser ranking of those players absent from the team who are short players.
 - 4.4.2. In no case shall a player of higher ranking be assigned to play for a short team without consent from the President or Vice-President. This shall only be permitted when no other option is available and current players from the league cannot assist in filling a roster
 - 4.4.3. From time to time when we cannot get players from the Spares list to fill in for missing rostered player, we will extend an invite to a player with another team to fill the missing spot(s). ***This is being modified for the 2022-2023 season due to the short list of spare players.***
 - 4.4.3.1. ***Regular Season***
 - 4.4.3.1.1. The two team reps may pull from the game prior to their game, so long as they are in agreement on which players will join their game.
 - 4.4.3.1.2. Any disagreement between team reps on who is playing will result in the players being asked to play a second game ineligible.
 - 4.4.3.1.3. This will only be in effect for the regular season and not allowed for the playoffs.



4.4.3.2. Playoffs

4.4.3.2.1. The Spares Coordinator will advise the President and Vice-President that we cannot we cannot get players from the Spares list to fill in for missing rostered player.

4.4.3.2.2. The President and Vice-President will assign three (3) Executive Members and, or Team Reps not playing in the playoff game in question to assign a player from another team.

4.4.3.2.3. The three Executive Members and, or Team Reps chosen will not be playing in the game in question, so that there is no conflict of interest. One of the three chosen will automatically be the Spare Coordinators, so long as they do not have a conflict of interest.

4.4.4. In the event a goalie is missing, the first option is to select a goalie from the Spares List. If a goalie from the Spares List is not available, a goalie may be used from another team or the reserve list that the league has - this is only for the Spares Coordinator to handle. Team Reps are not to do this on their own.

4.4.5. The Spares Coordinator will do their best to select call up players to help maintain the balance between teams in our league.

4.4.6. The Spares Coordinator will adjust the rankings of players from the Spares List as the season progresses so to allow for the best possible substitution in cases where teams are short players. This will be done in conjunction with the President and Vice-President.

4.4.7. Should the Spares Coordinator be one of our Team Reps, they will have the President and Vice-President determine call-ups for their team or will have the opposing Team's Rep agree to the spare selection for the Spares Coordinator's team for the game in question.

4.5. Player call ups are permitted when a team is short skaters. In some cases, player call ups are mandatory.

4.5.1. Mandatory Call Ups:

4.5.1.1. When a team has less than 9 of its regular skaters, a Team Rep must contact the Spares Coordinator. The team will be given enough spares to get to 9 or 10 skaters.

4.5.1.2. When a Team has 9 skaters, a Team Rep may choose to ask for 1 spare skater so that they have 10 skaters.



- 4.5.1.3. When a team is missing a goalie, a Team Rep must contact the Spares Coordinator.
- 4.5.2. Should a spare player be called and a player who was supposed to be missing shows up, the spare player will play the game that they were called up to fill in for. This is the only case where a team shall have more than 10 skaters that includes a spare player.
- 4.6. Availability
 - 4.6.1. All Players are to confirm their Availability by 6pm to 7:30pm on the Sunday before the Monday game day. The TeamSnap App sets a deadline of completing your availability for a game 27 hours before the start of a game
 - 4.6.2. Any player not responding by the deadline will be considered a No
 - 4.6.3. Players are to respond that they can attend (Yes) or cannot attend (No).
 - 4.6.4. Maybe is considered no.
 - 4.6.4.1. If a player is uncertain about whether or not they can, they are required to send an email to their Team Rep and the Spares Coordinator to indicate the reason they are unsure. These are the only cases of "Legitimate Maybes".
 - 4.6.4.2. The Spares Coordinator will decide if the player can be left as a "Maybe"
 - 4.6.4.3. A Decision on whether the player can play (Yes or No) for "Legitimate Maybes" must be confirmed to their Team Rep and the Spares Coordinator by 5pm on Monday of the game day.
 - 4.6.4.4. Abuse of this "Legitimate Maybe" rule may result in the League changing on how we handle these situations.
 - 4.6.5. Emergency Cancellations
 - 4.6.5.1. Cancelling a confirmed yes after the Sunday deadline and before 12noon on Monday, requires the player to send an email to their Team Rep and the Spares Coordinator.
 - 4.6.6. Confirmed No
 - 4.6.6.1. After the deadline Sunday a player is ineligible to play. The only way a player may play after confirming no requires the player to send an email to their Team Rep, President, Vice President and the Spares Coordinator – Approval will only come from the President or Vice-President



- 4.6.6.2. If a player chooses to show up after confirming no, they are ineligible to play. If an ineligible player participates in a game and the league is made aware of it, the following will occur:
- 4.6.6.2.1. 1st Occurrence - Their team will be given a loss regardless of the outcome of the game
 - 4.6.6.2.2. 2nd Occurrence - Their team will be given a loss regardless of the outcome of the game and the player will be suspended for 1 game
 - 4.6.6.2.3. 3rd Occurrence - Their team will be given a loss regardless of the outcome of the game and the player will be suspended for 3 game
 - 4.6.6.2.4. 4th Occurrence - Their team will be given a loss regardless of the outcome of the game and the player will be suspended for the remainder of the season
- 4.6.7. The League will look at players who do not provide a response on availability on a regular basis. We will also look players who cancel or try to change their availability at the last minute on a regular basis. These will be handled on a case-by-case basis. The League reserves the right to review these situations and take appropriate actions based on the specific situations for the player in question.
- 4.7. Game Limits
- 4.7.1. Players on the spares list can play a maximum of 14 games, including playoffs