

## Player In-Game Eligibility Rules

### Section 9

#### 9.1 Call Up Player

- 9.1.1 If a team is below 8 available players for a game, they may call up players using the guidelines below.
- 9.1.2 The intent of the rule is to avoid the last-minute forfeit of games due to lack of players
- 9.1.3 Players may be called up from one category to another (Ex: 11U to 13U) or within the same Category from a lower tier to a higher (Ex: 5 to a 3 team but not from higher to lower).
- 9.1.4 Teams can call up players from within their zone (Northwest, Southeast, Northeast or Southwest). Ex: Northwest can pick up players from Northwest but they cannot pick up players from Southwest.
- 9.1.5 All players brought up from a lower level must be clearly indicated on the front of the score sheet by the designation "CU". It is the coach's, managers or responsible adult's responsibility to inform the Minor Officials so that the score sheet can be properly marked.
- 9.1.6 The call-up must be only to fill a team roster to a maximum of eight (8) players.
- 9.1.7 A player may only be called up 3 times.
- 9.1.8 Teams may NOT call up players for the EYBA Playoffs.

#### 9.1 Playing Time Allocation

- 9.1.1 Players must be listed on the score sheet prior to the start of game in order to be eligible. Recommendation: Every player listed on the score sheet and present at the game must participate in each game in accordance with the rules.
- 9.1.2 If a player is not listed on the score sheet prior to the start of the game then the Referees may assess a technical foul. The player may be added to the score sheet and participate in the game with the agreement of the opposing team and the referees.

#### 9.2 Starting the Game

- 9.3 Each team shall have at least five (5) players dressed and listed on the score sheet five (5) minutes prior to the start of the game.

#### 9.4 Starting the Game Shorthanded

- 9.4.1 Any team failing to provide at least five (5) players fifteen (15) minutes after the scheduled start will be permitted to start the game with four (4). The opposing team will also be required to field a maximum of four (4) players. The game will proceed in a 4v4 RUN time format until the 1st quarter ends.
- 9.4.2 In the event a 5th player is not available, at the start of the 2nd quarter, the game will end and be considered a forfeit by the team unable to field enough players.

If a 5th player becomes available, the game will return to stop time starting in the 2nd quarter.

9.4.3 Teams repeatedly short the standard 5 players may be fined up to \$100 and could be removed from the schedule.

## 9.5 Finishing the Game Shorthanded

9.5.1 If a team begins a game with 5 players and a player fouls out, that team will still be allowed to continue the game with as many remaining players as they have.