

North Shore Inline Hockey League

House Team Policy

Fun, skill development, teamwork, and good sportsmanship form the foundation of the North Shore Inline Hockey League (NSIHL).

NSIHL strives to improve each player's skill level, and enhance their enjoyment of the game, while helping them to develop both mentally and physically.

1. League Requirements

- 1.1. To be eligible to play, players must be registered with NSIHL and have paid their registration fees in full. Players will not be allowed to play before they are registered.
- 1.2. Players are subject to NSIHL and National Inline Hockey Association (NIHA) rules.
- 1.3. Most teams will have a maximum of 13 players (1 goalie and 12 skaters). League Management on a case by case basis may permit an additional player. The Bantam Division teams are permitted to have 14 players (1 extra player) per team.
- 1.4. The coaching philosophy will focus on team play and players will receive equal playing time. An exception to this will be in the case of a player being disciplined, at which time, a Coach may limit a player's playing time.
- 1.5. At some age levels, NSIHL will offer two Divisions for players: Recreational and Competitive. The Recreational Division is for new players and those who desire a less competitive environment. The Competitive Division is for higher skilled players and those that want more competitive play.
- 1.6. Players will choose to play in either Recreational or Competitive Divisions. All A1 and A2 rep ice hockey players must play in the Competitive Division. A3 rep and house ice hockey players may play in either the Competitive or the Recreational Division. All new players to the NSIHL must play in the Recreational Division unless they are A1 or A2 rep ice hockey players. An exception may be made for goalies, who may be permitted to play on a second team as a player or goalie, in a different division.

2. Overage Bantam Player Rule (18 yr olds)

- 2.1. "Overage Players" are permitted to play in the NSIHL provided they meet the requirements and there is enough room for them to play.
- 2.2. In order to qualify as an "Overage Player" they must:
 - a) have already volunteered with the NSIHL during their final Bantam season (age 17) or volunteer in their final year as an "Overage Player" (age 18) if they are enrolled in high school or any post secondary institute.
 - b) if they are not enrolled in high school or any post secondary institute during their overage year they must volunteer with the NSIHL in that year regardless if they already volunteered with NSIHL during their final Bantam year (age 17).
 - c) be in good standing with the NSIHL.

2.3. Volunteer Requirements:

- a) be a head coach, an assistant coach or a team manager.
- b) assist with the Tykes program (5 yr olds) or with the Goalie Clinic program.

2.4. No more than 2 overage players per team is permitted. League Management reserves the right to determine how many "Overage Players" will play in a given season. Players may be put directly on the waitlist until it is determined that there is enough room for them to play. Players may play in the Bantam Division that they played in the season prior or move from the Recreational Division to the Competitive Division. Players must send the request to play as an "Overage Player" to the Registrar at registrations@nsihl.com and to the League Manager at leaguemanager@nsihl.com. Players that are found using falsified information to gain entry into the league will be immediately suspended, followed by a disciplinary committee meeting which may lead to a permanent suspension.

3. Player Movement

- 3.1. Players, who desire to play on a different Team within their Division, or in a different Division, must submit a written request to the League Manager, including an explanation of the request. After consulting with the respective Coaches, League Management will make a decision.
- 3.2. New or less-skilled players will be allowed to play in a younger division, if the League Management deems it to be in the best interest of the players involved.
- 3.3. Skilled players will be allowed to play in a more competitive or older Division, if the League Management deems it to be in the best interest of the players involved. League Management will look favorably upon, and encourage such movement, when player's skills are sufficient to earn a position in a more competitive or older Division. League Management reserves the right to move a player from the Recreational Division to the Competitive Division, or vice versa, without the player's consent. This will be done only if a player is found to be too strong or too weak for the division they registered in and/or for the purpose of trying to achieve a better balance of teams.
- 3.4. Team rosters will be frozen for a minimum of 10 days following the draft, and players will not be allowed to request a change of teams until they have participated in at least 2 team games/practices.
- 3.5. In order to balance teams, player movement will be encouraged early in the season. League Management reserves the right to move players without the players consent if necessary.

4. Team Selection

- 4.1. Coaches will select teams through a draft, in cooperation with League Management.
- 4.2. Players will be rated on a scale of 1 to 10, with 10 being the highest and 1 the lowest. The overall rating will be based on forward skating, backward skating, stick handling, shooting and team skills. A rating list will be created, where the players will be listed in order of their overall rating. All ratings will be kept confidential.
- 4.3. Prior to the draft, players may request, in writing, to play with only one other player. Players will not be allowed to request a specific coach. The requests will be noted on the

ratings list. Players who request each other have a greater likelihood of being placed on a team together. However, the primary goal of the draft is to create balanced teams.

- 4.4. At the beginning of the draft, Coaches may *protect* players who are directly related to a Team Coach, Assistant Coach or Manager, up to a maximum of 3 players per team. *Protected* players must then be selected when they become available on the ratings list.
- 4.5. The order in which Coaches will select players will be established by a random draw.
- 4.6. The first round of the draft will be according to the established order. Each following round will be in the reverse order of the preceding round, commencing with the Coach who selected last in the preceding round.
- 4.7. Goalies and skaters will be selected in the same draft.
- 4.8. Goalies will be classified as “full-time” or “part-time”, where “full-time” means a player is committed to playing as a goalie and intends to play in at least 80% of his/her team’s games, and “part-time” means a player intends to play as a goalie in approximately 25% to 50% of his/her team’s games.
- 4.9. A team may select only one “full-time” goalie.
- 4.10. A team may draft a second goalie, but only after each team has drafted a goalie.
- 4.11. Teams who draft a “full-time” goalie as their first-drafted goalie may not draft a second goalie until all teams who draft a “part-time” goalie as their first-drafted goalie have drafted a second goalie.
- 4.12. At the draft, Coaches will be allowed to protect only one player in the “top group”, regardless of their desired Coaching team.
- 4.13. The “top group” is determined by the number of teams in the Division. For example if the Atom division has four teams, the Atom “top group” will have four players. And, if the Mite division has nine teams, their “top group” will have nine players.
- 4.14. The exception will be when the evaluation score of one of the “top group” is the same as a player listed below him/her. All players with a score the same as a player in the “top group” will be considered as part of the “top group”.
- 4.15. The intention of this rule is to make sure that there is a player available to every team from the “top group”.
- 4.16. In each successive round of the draft, the group of players available to be drafted shall be the top-rated undrafted players equal in number to the number of teams in the draft, plus any players with an evaluation score equal to that of the lowest-rated player in that group. This provision shall be suspended part way through the draft, at the discretion of the League’s representative running the draft. At that point, all remaining players will be available to be drafted.
- 4.17. The exception to the above is that goalies shall be available to be drafted in every round, regardless of their evaluation score.
- 4.18. In the event of any problems, discrepancies or abuse of the process, League Management will make a final decision.

Updated Feb. 2010