



PERMITTING PLAYERS

Teams who are going to be short players for a game - are allowed to add players to their roster through use of a permit.

Permits are only required for teams U13 and older.

Players can only be permitted to a different team if they are:

- 1) Equal or younger in age than the team being permitted to (ex: U14 can't permit U15+ players)
- 2) Equal or lower in skill level than the team being permitted to (ex: SILVER team can only permit SILVER or BRONZE players)

Before initiating the steps required to permit a player...any coach in need of extra players should first contact the club Technical Director to help identify any potential players who could be called up to help.

It is also recommended that you start the permitting process as soon as you know you will be short players for a game. Waiting to long may result in the permit not being obtained in sufficient time.

Steps to permit a player:

- STEP #1: Coach requiring a player must ask the coach of the permit player if they are okay with playing up
- STEP #2: Coach of player asking to be permitted then asks parent of player if they can play up
- STEP #3: Parent asks their player if they want to play up
- STEP #4: Coach of player being permitted responds to coach asking for permit if player is available YES/NO
- STEP #5: Coach asking for permit - contacts player and ask if they wish to play up
- STEP #6: Coach asking for permit contacts TD to get permit
- STEP #7: TD sends coach permit to take to the game and give to referee before game starts

*U11 and U12 teams and lower who need extra players can borrow players from any team equal/younger than the age level they are at without the use of a permit - however they must first contact our TD to facilitate any request.

*U10 and lower teams that are in need of extra players can borrow players from any team equal/younger than the age level they are at without the use of a permit. Coaches are encouraged to share players with your opponent if they are short before looking elsewhere for players.