**2017 Call-Up Process**

The call-up process may be used only if the following occurs: a team is aware that they will have no spares 48 hours prior to their game time.

The process is as follows:

1. The coach of the team who wishes to call up a player will contact the convenor in his/her own age group to get the name and contact information for players on the call-up list.

2. A call-up can only come from the age group one below, ie, U14 can call up from U12.

3. The call-ups will be from the older of the two age groups, ie, from U12 will be U12 not U11.

4. Each team may use no more than 2 call-ups in a single game.

5. Each player may only be called up 5 times total in a season (over all teams). The convenor will track the number of call-ups and remove that player’s name from the list once the maximum has been reached.

6. Coaches may not contact the player directly without first informing the convenor.

7. A player may refuse to be called up with no penalty.

8. The player who is called up will wear a pinnie that is closest in colour to the team jersey.

9. While playing as a call-up, the coach of the team who used the call-up is responsible for the behaviour of both the called-up player and any spectators associated with that player while they are playing as a call-up.

10. The coach who has made the call-up is responsible for notifying the referee that a call-up is being used.

11. A player cannot be called up to a game if they have their own team game at the same time.

12. Call ups cannot be used in playoffs.

Should the call-up process not be used and a team is short players, then Summer Rules will still be in effect.

**PROCEDURE 2015-HL42 Summer Rules will still exist.**

In both indoor and outdoor house league, all age groups, during regular season play, will play with an equal number of players to the maximum allowed in the age group.

During playoffs (U12 and older), teams may play with up to 2 players more than the opposing team to the maximum allowed in the age group.

U12 teams must have seven players present to play (a 10-minute delay of the start of the game is allowed). If one team does not have 7 players, the other team will win by default and a friendly match with the sharing of players will take place at the agreement of both coaches.