

## **CLUB and 19 Player Affiliations:**

I have received a few questions about Club and 19 Player affiliations. Rather than just responding to a single person, I am sending this information to all to ensure that we are all on the same page. Unless the interpretation changes somewhere up the line, here are the answers.

A club is a single entity. For example all of the following are separate clubs: Almonte Pakenham, Carleton Place, Osgoode Rideau, Perth Lanark, Richmond, Stittsville, West Carleton, Titans, OVSS, MTK, and Osgoode Richmond Senators. If you declare club affiliation, then you can only draw affiliates from within your own club. For example if MTK went Club then they would not be able to affiliate AP or CP house league players.

If you declare club then there is no list to maintain. The affiliate must be marked AP on the game sheet and he must exist on a valid team list within your club from which you are eligible to draw. You still must follow the rules of where you can draw from; ie, Pee wee to Bantam, B to A (for competitive), etc. For competitive you cannot move down a letter; i.e., Pee wee A to Bantam B. The team categories and levels you can affiliate from do not change with club vs 19 player.

The maximum 5 game rule after Jan xx still applies.

A club player can affiliate to more than one team. For example the same Pee wee B goalie could affiliate to the Pee wee A1 team on Monday, to the Bantam B team on Tuesday, play for his own team on Wednesday and then affiliate to the Pee wee A2 team on Thursday. You still require the player's home team coaches' permission on a game by game basis.

The minor aged player condition on page 85 of the handbook applies to both club and 19 player.

Under the new regulation passed at the AGM any player in a club that is placed on a 19 player affiliation list is immediately no longer eligible to participate in club affiliation.

*Don Wise*

Chair, District 4

For details on the affiliation process and form go to [www.district4.ca](http://www.district4.ca)