

Borrowing of Players

If a coach knows he is going to be short-handed (less than 2 full lines or 10 skaters) for a game and decides he needs to “borrow” a player from another FYHP team, he may do so but must conform strictly to the guidelines below. As a general rule, it is much easier to borrow a player if one knows well in advance of the need to do so. It is often difficult (if not impossible) to borrow a player from another team with little advance notice.

A. A phone call or email must be made/sent from the Head coach of the team needing the player or players to the Head Coach of the team he will need the players from FIRST! No player or parent should be contacted directly at any time until his/her own coach has been contacted. The coach being contacted for players should try to respond to the coach as promptly as possible. A fair amount of rest for a borrowed player playing two games in one day is 3-4 hours between games. No borrowed player should miss a game or practice for their team in order to play for another team.

B. The head coach that needs the player(s) may not select or request a specific player of their choice. The “borrowed” player should be picked by his/her own coach based upon the following factors: availability; attendance; attitude; coachability; health; maturity (since he/she will be playing up a level), etc. It should not be solely based on perceived ability, relative number of goals/assists, and should have nothing to do with how that player fared at tryouts. The coach that needs to borrow the player may ask specifically for a defenseman or forward if he chooses, but the coach who is sending the player will make the ultimate decision on which player to send.

C. The coach sending the players should start with second-year players first, then move through the rest of the team. The same player should never be sent in response to consecutive requests. Instead, which player is sent in response to a request to borrow a player should be alternated through the entire team to keep the process fair. Under no circumstances may any player participate in more than 5 games per season for any team other than the one for which he has been formally rostered.

D. All of the leagues and FYHP have specific guidelines re: which teams a coach may borrow players from. These policies are designed to prevent an unscrupulous coach from borrowing a player with greater skill than other players on the borrowing team. In short, one is never allowed to borrow a player from a higher level team—only from a team which is at a lower level (if at the same age level) or, if the player is being borrowed from a lower age group, from a team at the same level or, at most, one level higher.

Here is an example of the order in which a coach seeking to borrow a player should contact other coaches. Keep in mind this is just an example using a level that usually has four (4) teams associated with it.

Ex. - If the PWC1 coach needs a player from another FYHP team, his options are presented below in the appropriate order:

1. PWC2
2. Squirt B
3. Squirt C1
4. Squirt C2

In this example, the PWC1 coach could not call a Squirt A player or a Peewee B player to play on his team.

Mite A, Squirt A, Peewee A, and Bantam A players are only allowed to go up to the next level at the B level and above (ex. Squirt A can go to Peewee A or B). Coaches should exercise particular care when borrowing a player from a non-checking level (Mites/Squirts) to play at a checking level. Obviously, a FYHP team may only borrow players from other FYHP teams.

There are strict league and program sanctions for violation of this policy. Any questions about this policy should be directed to the President or Vice-President of FYHP.

E. Some of the leagues have additional rules which allow a coach to only call up a player who plays on another team in that league. For example, Westboro teams can only use players from other FYHP teams which play in the Westboro League. These guidelines should always be followed, if applicable.