

West Niagara Minor Hockey Association Local League Affiliated Player (AP) Policy

The AP program is intended for player development and to supplement when your team has **less than 12 skaters.** When used, APs must be clearly marked on the game sheet. APs should be identified ahead of time, and the AP form must be completed by all participants.

APs will only be used to replace missing players with a similar skill level. Their purpose is not to strengthen ("stack") your team. While last-minute decisions are common, the AP system must be used fairly and for its intended purpose: development and roster support. AP Coaches are welcome to invite AP's to participate in practices and off-ice team events and tournaments where your team numbers fall below the 12 as outlined above.

An AP can only be used if he/she appears on your official roster. Using an AP that does not appear on our roster will result in a suspension of the player and the Coach.

Being an AP is a privilege, not a right. An AP's first commitment is always to their original team, they may not miss a regular team event (game, practice, fundraiser) for an AP game or event without approval from their original head coach.

AP privileges may be revoked by the WNMHA Board or the player's original coach if disciplinary issues arise.

Should a coach or coaching staff manipulate the AP program to simply strengthen (stack) their team or not AP like skilled players, it will be the right of the WNMHA Local League Convenor to investigate and initiate a progressive discipline program which might include:

- 1. Education and a written warning to the coach
- 2. Coach suspension
- 3. Coach expulsion or coach consideration in future years

A player can AP for <u>only one team</u> and only after completing the required paperwork, available on the WNMHA website.

Note:

- MD players may only AP to travel teams.
- If the AP's level includes ice restrictions (e.g., half-ice), those restrictions still apply when playing
 up.
- Please allow 24-48 hours to have an AP approved to a roster