



### BC Hockey Application for Recreational Player Replacement/Relief

According to BC Hockey Policy 7.12, a Minor Hockey Association may apply for player relief/replacement for a recreational team that has insufficient players (twelve or fewer skater or fewer than two goaltenders) to a maximum of fifteen players (including goaltenders) to attend a recreational tournament for a maximum of three tournaments per season. Team's HCR affiliates must be contacted for availability prior to requesting relief. Refer to the BC Hockey Policy Manual for details.

**Instructions:**

- Submit the following to the District Minor Hockey Operations Task Group Member at least seven days prior to the tournament:
1. Completed application form. Application must be signed by the MHA President or accompanied by an email or letter from the MHA President endorsing the application.
  2. **Current HCR roster of team, indicating players unavailable for tournament.**
  3. Attached form(s) signed by player's parent/guardian agreeing to player's participation in tournament

Requesting MHA, Team & Division

Reason for Request

Have team's affiliate players been contacted for availability?    Yes            No

If 'No', why not?

Proposed Relief Player Information:			
Player Name	HCR #	Team	Position (Skater/Goaltender)

Host MHA: \_\_\_\_\_ Division: \_\_\_\_\_

Sanction #: \_\_\_\_\_ Dates: \_\_\_\_\_

Endorsed by MHA President:

Signature: \_\_\_\_\_ or attached email/letter

Name: \_\_\_\_\_

Date: \_\_\_\_\_

After review, the District Minor Hockey Operations Task Group Member will advise the MHA whether or not the request is approved. If approved, the replacement player(s) will be added to the requesting team's roster for the tournament, then removed. A new HCR roster will not be created.

**BC Hockey Request is:**

Approved \_\_\_\_\_ Denied \_\_\_\_\_

If denied, reason:

Minor Hockey Operations Task Group Member: \_\_\_\_\_

Date \_\_\_\_\_ Signature \_\_\_\_\_

**\*\*Parent consent & signature is required on next page\*\***

