



## **CUHL Player Movement Rule – Clarification 2021-2022 Season**

Any team can “borrow” (from within their own club) up to three players for a game if they are short players with the following restrictions:

- The Player Movement Rule can only be used to fill a team to a MAXIMUM of 9 skaters and 1 goalie.
- Borrowed players must be rostered on a CUHL team within the organization
- Player movement can only be from a lower level team to an equal or higher level team.
- Player movement can never be used to drop players in level (Example: D2 to D3). If a team has special circumstances, a request must be made to the CUHL Board and approval but be granted in advance. Requests should be submitted to the CUHL at least 48 hours in advance of the scheduled start time.
- If a team is short a goalie, only a GOALIE from a lower or equal level may be used, however a SKATER from any team may be utilized. Example, a non-goalie skater on a D1 team may play goalie for a D2 team. But the D1 Goalie may not play in D2.
- The CUHL Movement rule is not applicable in any playoff tournament play-in, round robin, consolation, or championship games; teams must play with their official roster only.
- When applying the Player Movement rule, the team manager must inform the opposing team’s manager of the use of the rule prior to the game, and CC Statistician Jordan Mann ([jordanmannskating@gmail.com](mailto:jordanmannskating@gmail.com)).
- The team exercising the rule must clearly identify on GameSheet the players that are absent, and the players that are borrowed.
- The Player Movement Rule may not be used to fill spots that are open due to league suspension or other R&E matters.