

## ADDENDUM A

### 6-Minute Playing Time Rule Explained

There is a rule in CYC that each player **MUST** play a **minimum of 6 consecutive minutes** the first time a player enters a game in each half.

CYC will only look at the **MINUTES** (not seconds) of the time a player enters and exits a game and is noted on the scoresheet. Substitutions are **NOT** allowed until the clock hits the 14:59 mark of each half.

#### Example 1: *COMPLIANT*

Player A starts the game (20:00), substitutions will be allowed once the clock hits the 14:59 mark at the earliest. If Player A gets subbed out at 14:23, this is in compliance with the 6-min playing time rule. The scoresheet will be marked as: IN (20) and OUT (14) = 6 minutes

#### Example 2: *COMPLIANT*

Player B subs in for Player A at the 13:42 mark, the earliest that Player B can be subbed out for is at the 7:59 mark. The scoresheet will be marked as: IN (13) and OUT (7) = 6 minutes

#### Example 3: *NON-COMPLIANT*

Player B subs in for Player A at the 13:42 mark, Player C then subs in for Player B at the 8:02 mark. The scoresheet will be marked as: IN (13) and OUT (8) = 5 minutes

#### Example 4: *NON-COMPLIANT*

Player C comes late to the game and the clock shows 5:59 left in the half. Player C should NOT be allowed to enter the game as they wouldn't be able to fulfill the 6-minute rule. Player C will be allowed to play in the 2nd half. [Winter Only] Player C will not receive credit for a game played