

O.E.M.H.L 'AA' LEAGUE PLAYING RULES

1. INTERPRETATION

In these playing rules "League Executive" means the Executive Committee of the 'AA' League.

"AA League" or "the League" means the 'AA' League generally or the Board of Directors of the 'AA' League according to its By-Laws.

1.1 CODE OF CONDUCT

(a) Any team, team official, league official or other person participating in a 'AA' League, playoff game, 'AA' sponsored special event or meeting must comply with the following rules of conduct:

- (i) Respect the rules of minor hockey;
- (ii) Respect opponents and game officials at all times;
- (iii) Maintain self-co-control at all times;
- (iv) Eliminate trash talk, especially racist or other forms of abusive language;
- (v) Make a conscious effort to reduce your team's penalty minutes.

(b) Any team, team official, league official or other person that fails to comply with the rules of conduct outlined under paragraph (a) may be subject to suspension if the League Executive deems such action is necessary in the interests of the 'AA' League.

2. GENERAL

(a) General playing rules are covered by Hockey Canada rules plus the Minor Regulations and Code of Discipline set by the Ottawa District Minor Hockey Association (ODMHA). The following additional rules are specific to the operation of the 'AA' League and replace any similar rules issued prior to September 2004.

(b) League Conveners: The league convener for each division of the 'AA' League is responsible for ensuring that these playing rules are complied with by every team in that division.

(c) Code of Discipline: All teams must adhere to the latest edition of the ODMHA Code of Discipline. Team officials who do not adhere to these conditions face disciplinary action by the ODMHA. All penalties incurred by players and team officials under the Code must be reported to both the league convener and the District Chairperson within 24 hours after the end of the game in which the infraction(s) occurred.

(d) Season: The League Executive shall determine the duration and format of both the league season and playoffs for each division of the "AA' League.

(e) Sweaters: The home team, including goaltenders, must wear the distinctive light-coloured sweaters issued by the minor hockey association that it represents. The visiting team, including goaltenders, must wear the distinctive dark-coloured sweaters issued by the minor hockey association that it represents. Failure to comply with this rule may result in the immediate expulsion from the game of the offending player. In the case of matching or confusing colours, the home team must change.

(f) The Handshake: Unless otherwise directed by the referee for safety or disciplinary reasons, the handshake takes place at the CONCLUSION of each game.

(g) Team/Coach Penalties: The 'AA' Playing Rules are designed to increase the enjoyment of the game and ensure fairness to all teams and players. Failure to abide by any of these rules may result in the FORFEITURE OF GAME POINTS and the SUSPENSION OF COACHES/TEAM OFFICIALS for at least the next meaningful league or playoff game, whichever the case may be.

3. TIMING OF GAMES

(a) Timing: The ARENA CLOCK is considered the official timepiece for determining the scheduled start of running time. RUNNING TIME begins at the scheduled START TIME of the game and runs continuously through the game until the full 60, 80 or 90 minute limit, whichever is applicable, is reached. DO NOT ATTEMPT TO RE-SET THE RUNNING TIME FOR EACH PERIOD – simply let the stop-watch run from the scheduled start time to the final time limit, as specified below.

(b) Warm-up: A three (3) minute warm-up, which is part of the 60, 80 or 90 minute running times, will commence at the scheduled START TIME of the game. After two of the three minutes of RUNNING TIME have elapsed, the timekeeper will sound the buzzer. This will allow teams a minute for their cheer and time to position themselves for the start of the game. Referees have been instructed to assess a delay of game penalty to the team that causes a delay in starting the game.

(c) Time-outs are NOT permitted in 'AA' league and playoff games.

(d) Atom: 60 Minute Time-Clock. Periods are 12 minutes STOP TIME, subject to the following RUNNING TIME limits. Unless STOP TIME is completed before RUNNING TIME ends, the first period must end at 21 minutes running time (i.e., 21 minutes after the scheduled start of the game, including the warm-up), the second period ends at 39 minutes running time, and the third period ends at 60 minutes running time.

(e) Pee Wee: 80 Minute Time-Clock. Periods are 15 minutes STOP TIME, subject to the following RUNNING TIME limits. Unless STOP TIME is completed before RUNNING TIME ends, the first period must end at 27 minutes running time (i.e., 27 minutes after the scheduled start of the game, including the warm-up), the second period ends at 51 minutes running time, and the third period ends at 80 minutes running time.

(f) Bantam and Midget: 90 Minute Time-Clock. Periods are 15 minutes STOP TIME, subject to the following RUNNING TIME limits. Unless STOP TIME is completed before RUNNING TIME ends, the first period must end at 30 minutes running time (i.e., 30 minutes after the scheduled start time of the game, including the warm-up), the second period ends at 57 minutes running time, and the third period ends at 90 minutes running time.

(g) Bantam and Midget: 110 Minute Time-Clock. These games will be played according to STOP TIME LIMITS ONLY. The warm-up will be five (5) minutes and a flood will take place (arena staff permitting) at the conclusion of the second period. The first and second periods are 15 minutes STOP TIME and the third period will be 20 minutes STOP TIME. Before the game starts, the home team must write "EXTENDED ICE" clearly on the game sheet and bring this note to the attention of the visitors who must comply with this rule.

(h) Period Ends Before Running Time Elapses: If STOP TIME causes a period to end before the RUNNING TIME limit has expired, simply maintain the RUNNING TIME

maximum limits outlined above in paragraphs (d) to (f) inclusive. Do not attempt to re-set the stopwatch. In effect, where STOP TIME ends a period, any RUNNING TIME gained automatically falls into the next period, but it does not affect the maximum 60, 80 or 90 minute limit for the game.

(i) Associations With Blocks of Extended Ice: Associations with blocks of ice exceeding the 60 or 80 minute running time limit may wish to utilize this ice for league games. These games will be played according to STOP TIME LIMITS only. The warm-up is five (5) minutes and a flood may take place at the conclusion of the second period (arena staff permitting). Before the game starts, the home team must write "EXTENDED ICE" on the game sheet and bring this note to the attention of the visitors who must comply with this rule.

(j) Games Starting Late/Delayed: Games starting late or otherwise delayed for valid reasons (e.g., weather, arena staff, injury, etc.) will lose the time lost from the first period (in extreme cases, part of the second period could also be affected). The first period ends at the same RUNNING TIME mark as if there had been no delay. It is essential that all games finish on schedule. All games must be played regardless of late starts or delays unless insufficient time exists to consider a game completed. (see Rule 5).

(k) Timekeepers Responsibilities: The home team must provide a stopwatch to the timekeeper to track RUNNING TIME. Timekeepers must enter the start and finish time of each game on the game sheet. The START TIME is the same as the SCHEDULED GAME TIME unless a delay has occurred, in which case see paragraph (j) above. In ALL cases, the timekeeper must record any unused STOP TIME if a period or game is terminated by RUNNING TIME.

(l) Clock Failure: If the arena time clock fails, the referee must consult with the timekeeper to ensure that a stopwatch is used to complete the running time of the game. Running time may be recorded with a wristwatch if no stopwatch is available.

(m) If stop time cannot be recorded, the game will use running time with an adjustment to the penalties. Two (2) minute penalties become three (3); five (5) becomes seven (7). Ten (10) minute penalties will remain ten (10) minutes. Should the clock fail at any time during the penalty, the remaining time will be multiplied by 1.5 and served at running time under the appropriate penalty rule.

4. REFEREES

(a) To the extent permitted at local arenas, the referee MUST be on the ice before the scheduled START TIME.

(b) Should a no-show of officials occur, the home team must advise the appropriate league convener within 24 hours who will notify the Referee Assignor. Games cancelled due to absent officials will be re-scheduled by the league convener and the home team.

(c) All games at all levels require three on-ice officials. However, if only two qualified officials are available, the game WILL BE PLAYED with two officials. If only one qualified official is available, the game will be postponed.

5. COMPLETED GAME

A game is considered completed if a minimum of one half of the allocated stop time only has been played in the regular season. In playoffs, a game is considered completed if

two periods of stop time have been completed. Causes for the ice to be “unavailable for play” include power failures, unsafe ice, serious injury, etc. The timekeeper must note the stop times at the occurrence of the interruption, and the time it was cleared. A major altercation resulting in an interruption of the game is not considered as justification for the application of this rule.

6. RE-SCHEDULED/SWITCHED GAMES

(a) Re-scheduled Games Before October 20th: An initial League Schedule will be completed before the regular season commences. All teams, whether home or visitor, have until October 20th to re-schedule league games without restriction or penalty. This rule applies to a visiting team only if it is not possible to switch the game with another visiting team under rule 6 (f). The team initiating the change must advise the appropriate league convener at least 72 hours before the scheduled date of the game that it will be re-scheduled to a different date.

(b) Re-scheduled Games After October 20th: After this date, only the home team will be allowed the privilege of re-scheduling a home game. In all cases, a visiting team that wishes to initiate a change to a scheduled league game MUST first attempt to arrange a switch with another visiting team under rule 6 (f) BEFORE it requests the home team to re-schedule the game. The home team must seek the appropriate league convener’s approval for every game that it wishes to re-schedule, no later than 72 hours prior to the originally schedule date of the game. A charge of \$10.00 per request may be assessed against the applicable Association.

(c) Number of Re-scheduled Games Permitted: All teams will be allowed to re-schedule only two (2) home games after October 20th. This rule does not apply if scheduled games cannot be played due to inclement weather, ‘now show’ referees, arena breakdown or other exceptional circumstances, as determined by the league convener.

(d) Requests to Re-schedule Games that were to be Played on or Before January 31st: All re-scheduled games that were to be played on or before January 31st, must be completed by that date. Failure to meet these dates will result in forfeiture of points and suspension of the responsible coach.

(e) Requests to Re-schedule Games that were Scheduled to be played after January 31st: All re-scheduled games that were to be played after January 31st must be completed by the final day of the regular league season as determined by the League Executive under rule 2 (d). Failure to meet these dates will result in forfeiture of points and suspension of the responsible coach.

(f) Switched Games: Visiting teams, as shown on the league schedule, may without restriction switch games with other visiting teams scheduled to play the same home team on a different date. Once the teams involved have agreed to switch a game, the league convener must be notified by the team requesting the switch no later than 72 hours before the scheduled date of the first game involved in the switch. The team requesting the switch, will be responsible to inform the home team of the switch. The home team cannot refuse to play the switched team. Switched games do not count as re-scheduled games. Switching a game simply means that the scheduled visiting team changes, there is no change to the date, time and arena as originally scheduled. For the purposes of this rule, games played in neutral arenas, i.e. not in the home team’s arena, are considered “switched games”.

(g) Notification: Except in the case of re-scheduled games caused by inclement weather, rink failure, double booking of games or other exceptional circumstances, the

team requesting the change must notify and obtain the concurrence of the league convener at least 72 hours before the originally scheduled date of the game.

(h) Re-scheduling a Game: Except in the case of re-scheduled games due to inclement weather, etc., the team requesting to re-schedule a game after October 20th must provide to the league convener a date, time and place for the re-scheduled game before the convener approves the re-schedule.

(i) Referee Costs: Any additional costs charged to the 'AA' League in respect of the game officials assigned to a league or playoff game will be borne by the team that was responsible for incurring the additional costs.

(j) Ice Costs: If applicable, the incremental cost of the ice for the re-scheduled game will be borne by the home team requesting the change, unless the teams involved agree to another payment arrangement.

(k) Inclement Weather Re-scheduling:

- Team officials must contact their league convener who has the authority to postpone games due to weather conditions.
- If the league convener cannot be reached, the team officials must contact the League President, Vice President or Secretary, who also have the authority to postpone games.
- The League official will then contact the Referee Assignor to advise the officials that the game has been postponed and will be re-scheduled.
- Coaches and team officials are NOT to contact the Referee Assignor with regard to the re-scheduled of league or playoff games.

7. Completion of League Schedule:

(a) All scheduled games MUST be played regardless of whether the outcome of the game will affect the status of the league standings. Unless determined otherwise by the League Executive, failure to complete all scheduled games will result in the suspension of the coach and/or the loss of points.

(b) End of Season: All divisions of the 'AA' League must complete their regular league schedule by the final date determined by the League Executive under rule 2 (d).

8. Association Responsibilities:

(a) Home teams must provide adequate and competent off-ice officials (timekeeper, scorekeeper, penalty box attendant) for all their home games. These officials must be experienced in the handling of delayed penalties and other situations that may arise appropriate to the level of hockey being played. Off-ice officials must be familiar with the ODMHA game sheets and correctly fill out all sections. Specifically, they must be familiar with the timing of games as described under rule 3.

(b) Visiting teams have the right to have an off-ice official in the timer's box or the visitor's penalty box as an active participant in the timekeeping and to open/close the penalty box door where necessary.

(c) Off-ice officials are considered game officials and MUST maintain an unbiased demeanour throughout the game and immediately following the game. Off-ice officials who yell, swear or criticize other on-ice or off-ice game officials may be subject to severe disciplinary action.

9. Tournaments:

(a) It is mandatory that all teams in each division submit their tournament schedule by October 1st of the current playing season to their division convener. Failure to comply will result in the suspension of the responsible coach.

(b) It is mandatory that all teams in each division submit copies of all tournament game sheets to their division convener within five (5) days of completion of said tournament. Failure to comply will result in the suspension of the responsible coach.

(c) Divisions that have a Provincial or Regional Championship will not be allowed to enter any tournaments after the completion of the regular league schedule.

(d) Divisions that do not have a Provincial or Regional Championship may request in writing to their division convener for permission to attend a tournament after the completion of the regular league schedule. The division convener will have sole authority to approve or turn down any request.

(e) League and playoff games take precedence over tournament and exhibition games. Teams that place a priority over games other than those in the league against the direction of the convener will forfeit points and the responsible coach will be suspended.

10. Submission of Game Sheets/Reporting of Scores and Suspensions:

(a) Submitting Game Sheets: For all league play, at the conclusion of the game, the referee must provide both teams with a signed copy of the game sheet, one of which must be the original (white) copy. The home team is responsible for mailing the original (white) copy of the game sheet for all home games to the league convener, within 24 hours of the completion of the game, in the self-addressed envelope provided by the league. If the referee is required to submit a written report, the referee will keep one of the last three remaining copies for his/her reference. Referees will not keep the original (white) copy, the home team must retain it. The home team will be required to provide the referee with a self-addressed envelope provided by the league and it will be the responsibility of the referee to mail his/her report to the division convener with 24 hours.

(b) Reporting Suspensions: Coaches/teams must report all suspensions assessed during league and out-of-league play to both the league convener and the appropriate District Chairperson within 24 hours of the completion of the game. While the convener will provide advice regarding the suspension applicable to the penalty under the ODMHA Code of Discipline, the final decision comes from the District Chairperson. If the District Chairperson changes the original or initial suspension, the team must notify the convener IMMEDIATELY of this fact. The league convener is responsible for ensuring that every suspension incurred in his/her division is properly served.

(c) The league convener will adjust the divisional standings to reflect the points forfeited by a team as a result of the participation of a suspended or otherwise ineligible player or team official in a 'AA' league or playoff game. In addition, the convener will also remove any wins/ties earned by a team as a result of the participation of a suspended or otherwise ineligible player or team official in a 'AA' league or playoff game. As well, the result of the game for the offending team is null and void.

(d) Reporting of Game Scores: BOTH TEAMS must report the score by telephone, fax or e-mail to the league convener immediately after the game, and in any event no later than 24 hours after the game. If a team has league or play-off games on successive days, the score and any suspensions acquired in the first game must be reported to the league convener before commencement of the game on the second day.

11. Playoffs:

(a) General: Playoffs will comprise the top eight (8) teams in each division (see (i) below), unless otherwise directed by the league.

(b) Ice for all playoff games must be provided to the League Scheduler: All playoff rounds will begin on the date fixed by the League Executive under rule 2 (d) who will also specify the final date for the completion of each series. There will be no change to home ice dates once these have been handed in and accepted by the league.

(c) Playoff Ice Requirements: Each Association will be required to provide for all playoff games the following amount of playing time for each division: Atom – 70 minutes, Minor and Major Peewee – 90 minutes, Minor Bantam, Major Bantam, Minor Midget and Major Midget – 110 minutes.

(d) Playoff Game Notification: Every attempt will be made to provide notification of playoff games 36 hours before the scheduled time/date of a game. In extraordinary circumstances, notification may be less than 36 hours. Teams waiting for a series to finish may be told by the league convener to be ready to play on a certain day, even though the team they are to play has not been named, nor ice time confirmed. Any coach who declines to play a play-off game as scheduled by the league will be subject to immediate disciplinary action, including FORFEITURE OF POINTS and SUSPENSION OF THE COACH for at least the next meaningful game.

(e) Home Ice Advantage: In any series the playoffs, the team that finishes higher in the final league standings for the regular season has “Home Ice Advantage”. A team with home ice advantage is not automatically guaranteed the first game of a series on its home ice. Associations are required to provide home ice for playoffs in a timely manner. If an Association cannot provide the required ice, the league will find ice and bill the responsible Association.

(f) Completion of the Playoffs: All playoffs, with the exception of divisions that have Provincial or Regional championships, must be concluded by March 31st of the current playing season. Divisions that have Provincial or Regional championships, winners will be declared seven (7) days prior to the championship start date. (This includes the scheduling of six (6) games for the league finals.)

(g) End of Season Standings: If ties occur at the conclusion of the regular season, ties will be broken among teams that are tied in the following order of precedence:

- (i) team with most wins overall;
- (ii) team with most wins against other tied teams;
- (iii) team with best plus – minus record (goals for – goals against = plus/minus rating);
- (iv) team with most goals for;
- (v) team with least goals against.

(h) Subject to paragraph (a) above, the playoff schedule will set as follows:

Quarter Finals: Series A (1 vs. 8)
Series B (2 vs. 7)
Series C (3 vs. 6)
Series D (4 vs. 5)
- as per the final league standings for the regular season.

Semi-Finals: Series E. The highest surviving quarter final team will meet the lowest survivor, as per the league standings.

Series F. The second highest surviving quarter final team will meet the second lowest survivor, as per the league standings.

League Final: Series G. Winners of series E and F. Home ice advantage goes to the highest team as per the league standings.

(i) Format for Quarter Finals and Semi-Finals:

(i) Quarter finals and semi-finals will be five (5) point series, unless otherwise directed by the because of time constraints imposed by provincial or regional championship tournaments. Winner = 2 points. Loser = 0 points. Tied games will remain tied with each team receiving one (1) point.

(ii) Subject to subparagraph (i), if after four games neither team has attained five points, a fifth game must be played with time allowed for sudden victory overtime. In the event of a sudden victory situation, each overtime period must be equivalent to a normal STOP TIME period of regulation time for that division.

(j) Format for Division Finals:

(i) Division finals shall be six (6) point series (same points allocation as for quarter finals and semi-finals).

(ii) If after five games neither team has attained the necessary six points, a sixth game will be played with sudden victory overtime. In the event of a sudden victory situation, each overtime period must be equivalent to a normal STOP TIME period of regulation time for that division.

(k) Expediting Completion of Playoff Games/Series:

(i) If in any series it is the opinion of the league that time is of the essence, the league may require that the game be played on the first available ice regardless of where the game should normally be played. The normal home team status rotation will remain in effect.

(ii) If in the opinion of the league a series is being delayed because of the unavailability of ice, the league may direct that a game be played on another ice surface. At the discretion of the league, this other surface could be in either of the competing teams arenas or on a neutral site. Ice costs will be borne by the designated home team.

12. Branch Representatives at Provincials and Regionals:

(a) To determine Branch Representatives, the following order of precedence applies:

1. Playoff winner;
2. League winner;
3. Playoff finalist.

(b) At the Midget level, the Branch sends two teams to Central Canada Regionals. Team #1 is the team that meets the first order of precedence as determined above and Team #2 is the team that meets the next order of precedence.

13. Protests/Appeals (see Annex 1 for prescribed procedures)

(a) Submitting Protests/Appeals: All game protests or appeals to the league must be submitted by the team within 72 hours after the end of the game at issue before they will be heard by the league. All protests must be in writing, addressed to the Vice President, Administration, of the 'AA' League (Chairperson of the Appeal Committee) and delivered by personal courier or postmarked within 72 hours by registered mail. Copies must also be sent to the applicable league convener, league Secretary and the President of the Association of which the team is a member of. A fee in the form of a cheque payable to the OEMHL 'AA' League in the amount of \$150.00 must accompany the protest. All letters of protest/appeal must clearly state the grounds upon which the protest/appeal is being made and what aspect of the game, in particular, is being protested. At its discretion, the league will determine whether or not an protest/appeal will be heard by the league. Protests or appeals of a frivolous or trivial nature will not be heard.

(b) Timing Protests: The league will not hear "timing" protests unless the protesting team has a representative in either the timekeeper's or penalty box, actively participating in the timing of the game.

Revised August 2005

ANNEX 1

APPEAL PROCEDURES FOR OEMHL 'AA' APPEAL COMMITTEE

GENERAL:

The OEMHL 'AA' Appeal Committee ('Committee') will comprise a minimum of three (3) members plus the Chairperson. Prior to each Appeal hearing, the Chairperson will select the Appeal Committee members drawn from sitting members of the OEMHL 'AA' League (League). In the selection of these members, the Chairperson will exclude any person who may have any real, potential or perceived conflict-of-interest. The Chairperson of the Committee will be the Vice President, Administration, of the OEMHL 'AA' League. Appeals will be held as required, at times and places to be determined by the Chairperson.

In the event that the Chairperson is unable to attend an appeal hearing, or for any other reason, the Chairperson may appoint an acting Chairperson drawn from sitting members of the OEMHL 'AA' League.

VOTING:

All members participating in an appeal have the right to one vote except the Chairperson who will vote only in the event of a tie.

FILING OF APPEALS:

The Appellant must submit an appeal within 72 hours from the time of the occurrence to the Vice President, Administration, of the 'AA' League. Copies of the appeal must also be forwarded to the Secretary of the OEMHL 'AA' League, applicable convener and the President of the Association of which the team is a member of. A Deposit in the amount of \$150.00 must accompany the appeal. If the deposit is a cheque, it must be made payable to the ODMHL 'AA' League.

APPEAL HEARING PROCEDURES:

The hearing procedures will be as follows:

- 1) The nature of the appeal will be summarized by the Chairperson who may call upon any witnesses to give testimony;
- 2) The Appellant or Representative will be provided an opportunity to present the case, to substantiate the nature of the appeal, to call witnesses and to ask questions;
- 3) Committee members, including non-voting League members, and witnesses will have the opportunity to ask questions and to explore in detail the nature of the appeal;
- 4) The Appellant or Representative will have the opportunity to summarize the case;
- 5) Voting by Committee Members will take place, in camera, at the conclusion of the hearing. A simple majority will determine the outcome;

- 6) Committee Members will also vote at that time on whether the deposit of \$150.00 may be returned to the Appellant, in whole or in part;
- 7) The result of the appeal will be forwarded to the Appellant or Representative in written form within 48 hours from the conclusion of the appeal. Copies will also be forwarded to Committee Members, Appellant's Association President, applicable convener and the Secretary of the OEMHL 'AA' League. If time is of the essence, the Chairperson may provide a verbal decision to the Appellant followed up by the written decision;
- 8) The decision of the OEMHL 'AA' Appeal Committee is final subject to further appeal to the ODMHA under prevailing appeal rules and guidelines of that Association.
- 9) Appeals should be forwarded to:

Mr. Ron Killeen,
 Chairperson Appeals,
 1217 Upper Dwyer Hill Road,
 Carp, Ontario K0A 1L0
 Telephone number (613) 256-3847
 Fax number (613) 839-2761

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