

# North York Hockey League

## Rules and Regulations

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# Rules and Regulations 2010-2011

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## Article 1- MISSION STATEMENT

The North York Hockey League is committed to promoting and maintaining a safe, fair, responsible and inclusive amateur hockey program that offers to all of its members the opportunity to participate and compete and to develop as responsible individuals and leaders in their respective communities.

## Article 2 - DEFINITIONS

For the purposes of these rules the following terms have the following meanings:

**Board** means the Board of Directors of the NYHL.

**Chief Operating Officer** means the individual designated by the Board to manage the day-to-day business of the League.

**Club** means an organization accepted for membership in the NYHL.

**Club Liaison (Club Contact)** means the Head of a Club's Select program or other person designated by the Club to be the primary contact and liaison from the Club to the NYHL for all normal communications.

**Club Official** means the President and the Head of the Select program and any other Official designated by the Club. **Club Official** shall mean any one of them.

**Game Officials** means the on-ice officials for each game, being either two referees or a referee and two linesmen as applicable and the off-ice officials for each game being the Timekeeper/Scorer and any other official designated by the League. **Game Official** shall mean any one of them.

**GTHL** means the Greater Toronto Hockey League which is the governing body of the NYHL and its Member Clubs.

**Hearing** means a specially convened meeting to hear details of an Appeal, a Protest, or an explanation of

events involving players, Team Staff or Spectators from a particular Club or Clubs.

**Hockey Canada** means the national governing body for amateur hockey in Canada.

**League** or **NYHL** means the North York Hockey League.

**League Office** or **NYHL Office** means the administrative office of the League located at 1633 Wilson Avenue.

**League Officials** means the Officers and Directors of the League. **League Official** means any one of them.

**League Pass** means the card provided by the League to Team Officials, Club Officials, and League Officials that entitles them to free admission to league games.

**Registration and Certificates** have been replaced by the Hockey Canada electronic registration system made available to Clubs through the GTHL.

**Season** means the period of time commencing on September 1 in a given calendar year and ending after Presentation and All Star Days are concluded in the next following calendar year.

**“Select”** means a level or program of hockey as defined in “House League and Select Operating Guidelines”. (See Article 19)

**Special Committee** means an ad hoc committee consisting of at least three (3) League Officials, that has been appointed by the Board for a specific purpose.

**Suspension** means a period of time or a number of games during which a suspended individual(s) is not allowed to participate in NYHL games and game related activities.

**Team Official** means a coach, assistant coach, manager, or trainer, who has been registered on an electronic registration certificate accepted by Hockey Canada through the GTHL and included on a Team Listing Form that has been accepted by the NYHL.

## **Article 3 – LEAGUE ORGANIZATION AND STRUCTURE**

**3.1 League Organization** – The NYHL is a division of the GTHL. The League consists of Member Clubs. The Board of Directors and the Officers, elected by the Member Clubs, govern the League in accordance with the League’s Constitution, Rules and By-laws. Day-to-day operations of the League are administered by an office staff headed by a Chief Operating Officer who is appointed by the Board, and assisted by other staff members as designated by the Board.

**3.2 Interpretation of the rules will be based first upon the spirit and intent of the rule.** If a situation arises that is not specifically covered by NYHL Rules, then GTHL rules may apply at the discretion of the NYHL Board.

**3.3 Power to Amend Rules.** The Board is authorized to amend these Rules from time to time as is necessary to comply with any changes made to the rules or regulations of Hockey Canada, the Ontario Hockey Federation, the GTHL, **or the efficient operation of the League.** Such amendments shall not require ratification by the Clubs. The Board shall give Clubs prompt notice of any such amendments.

## **Article 4 – CLUBS ENTERING TEAMS IN THE LEAGUE**

### **4.1 Applications for Teams to Play in the League.**

Clubs must submit team applications for entry into the NYHL to the League Office **no later than the October 1<sup>st</sup> for inclusion in the fall schedule and no later than December 1<sup>st</sup> for inclusion in the winter schedule and playoffs.** Late entries cannot be accepted after these dates.

### **4.2 Acceptance of Teams to Play in the League**

The Board will consider all applications for teams. The Board’s decision to accept a team for play in the League shall be final and binding.

Team entries are accepted in the following age groups:

<u>Division</u>	<u>Age</u> *	
Tyke	Up to 6	
Minor Novice	Up to 7	
Novice	Up to 8	<b>*Note: Ages shown as of December 31<sup>st</sup> in the current season.</b>
Minor Atom	Up to 9	
Atom	Up to 10	
Minor PeeWee	Up to 11	
PeeWee	Up to 12	
Minor Bantam	Up to 13	
Bantam	Up to 14	
Minor Midget	Up to 15	
Midget Junior	Up to 16	
Midget Senior	Up to 17	
Under 21	18 & 19 with up to <u>six</u> 20 year olds	

#### **4.3 NYHL Entry Fees and Payment of Fines**

(a) Team entry fees may vary from year to year. Clubs will be advised of fees for the forthcoming season in advance of when teams may be formed.

(b) All fees, fines and/or any outstanding amounts must be paid into the League Office within 2 weeks of invoice date. Any Club/team failing to pay the amount assessed may be removed from further competition permanently or until such time as remuneration is made. In the following season, no entries will be accepted from Member Clubs until outstanding amounts are paid.

#### **4.4 Designation of Club Signing Officers**

(a) Prior to September 1st of each season, any Club playing in the NYHL must complete a House League/ Select Membership Form listing the Officers of the Club including the Signing Officers and file the document with the League Office.

(b) A Club's NYHL Select Liaison must be recognized as one of the Club Signing Officers for the purpose of authorizing NYHL permission forms and documents.

(c) After commencement of the playing season, a Club must report any change in its Signing Officers to the League Office in writing within 7 days of such changes having taken place.

#### **4.5 Withdrawing Teams**

All team withdrawal requests must be in writing. Any Club that makes entry into an NYHL program and withdraws a team after the game schedule has been published shall be subject to a fine of \$300.

#### **4.6 Club Schedules**

All Clubs must submit their complete and current House League games schedule including House League and Select practice schedules, by age group, to the League Office prior to November 1. Playoff schedules for House Leagues must be submitted, by age group, immediately as they become available. If complete and current House league schedules are not on hand in the NYHL Office changes cannot be made to the NYHL schedule.

### **Article 5 – FORMATION OF TEAMS**

#### **5.1 Composition of Teams**

The composition of all teams must comply with the “House League and Select Operating Guidelines” contained in the Rules of the GTHL.

*(See Article 18).*

#### **5.2 Team Listing Form**

(a) A Team Listing Form is required to be completed by each team no later than November 15 of the current season. (Form is available for downloading from the NYHL Coaches Portal or contact your Club Liaison.)

(b) After November 15, no permission to attend tournaments can be granted until a team’s fully completed Team Listing Form has been filed.

(c) If a team's Form is not submitted by November 15th, a \$150 fine per Form will be levied against the Club to be paid immediately. If Form and Fine are not delivered to the NYHL Office within seven days wins will not be recorded and, at the discretion of the League Administration, the team may be removed from the schedule without recourse.

(d) If new players are added to the team after the Team Listing Form has been submitted, the Form must be updated in the League Office within seven days.

### **5.3 Affiliated Teams and Players**

(a) Affiliated teams and players fall into two categories:

#### House League Affiliation

- (i) A player may be brought up from the House League operated by the team's sponsoring Club, *or*

#### Chain Affiliation

- (ii) A player may be brought up from the Club's Select team in the age group immediately below.

(c) Any Affiliated Player listed on the game sheet must have "AP" written after the player's name. Without the "AP" after the name, an Affiliated Player is regarded as an ineligible player.

(d) Affiliated Players may be used an unlimited number of times until January 10 of the current season. After January 10, players from "Chain Affiliation" teams may be used just five times; when used for the sixth time, they must remain with the higher age category team and may not play in any exhibition, tournament or League game with the lower age category team for the balance of the season. Nonetheless, for the remainder of the season, "AP" must continue to appear after the player's name on the game sheet. Any players brought up from "House League Affiliation" to play Select hockey may be used an unlimited number of times

throughout the whole season and playoffs. “AP” must continue to appear after the player's name on the game sheet.

(e) Tournament and/or exhibition games that are not part of the League or playoff schedule are excluded from the number of games referred to in (d) above.

(f) If a goalkeeper is called up from a “Chain Affiliation” team after January 10 but does not play in the game (as witnessed on the game sheet by the Referee,) that game will not count as one of the five games allowed.

(g) If a Club has two or more teams in the same age category they must draw their APs from the House League or from the Select age category immediately below. They are not allowed to draw APs from the Club’s other team(s) in the same age category.

(h) Team’s may use a maximum of five (5) Affiliated Players in any one game. (During Playoffs up to their minimum approved bench strength.)

#### **5.4 Tiering of Teams during the Season**

(a) Teams registering by Oct 1<sup>st</sup> must file a Fall Pre-Tiering Information Sheet along with their team entry documents. (Forms are available for downloading from the Coaches’ Portal, from the Club Liaison or from the NYHL Office.

(b) Teams are required to file a Pre Tiering Information Sheet through their Club Liaison before December 1<sup>st</sup> and prior to the deliberations of the Tiering Committee. Along with accumulated game data and input from the Club Liaison, the Tiering Committee will consider the input from the teams in the assignment of tiers. A second opportunity for Club input will come after the initial deliberations and before the tiers are finalized on December 15<sup>th</sup> . The final tiers will be announced on or before December 15<sup>th</sup> . The Committee will consider all input but will retain the final decision.

## **Article 6 – REGISTRATION OF TEAMS**

### **6.1 Residency**

(a) It is the intent of the NYHL to provide hockey primarily for minor players who are legitimate residents of the City of Toronto and surrounding areas.

(b) Local restrictions as to residency for players registering in House league and Select programs apply.

### **6.2 Registration of Players**

(a) Each player must be registered electronically with Hockey Canada by his Club through the GTHL. The completed electronic registration must be accepted in the GTHL Office prior to the individual going on the ice.

(b) New players may be signed up to midnight Jan. 15.

(c) As per GTHL Rule 7.6 and as amended by the NYHL: Select players in age divisions Tyke through PeeWee (inclusive) are allowed to play only one (1) age group up. Select players in age divisions Minor Bantam through Midget (inclusive) may play two (2) age groups up if size, skill and the Club they are registered with allow such movement.

### **6.3 Proof of Birth Date**

(a) No player will be registered without acceptable proof of age being available for verification if necessary.

(b) For all players born in Canada, a Government of Canada birth certificate is required. This includes players who have previously played on GTHL competitive teams.

(c) For players born outside Canada, passports, baptismal certificates and hospital birth registrations are acceptable as well as birth certificates.

### **6.4 Registration with One Club Only**

Each player may sign with only one Club. If a player attempts to register with two different Clubs

electronically, the player's playing rights will belong to the Club who registered him/her in the GTHL computer first. Any other registration will be automatically rejected electronically.

### **6.5 Registration of Team Officials**

(a) Each team is allowed a maximum of 4 Team Officials on the bench. Persons designated as Coach, Manager, Trainer or Assistant Coach of a team must be electronically registered with Hockey Canada through the GTHL. No NYHL League Pass will be issued without proof of registration being on file at the NYHL Office. (see Article 9.3)

(b) As per OHF Rules all Team Officials must complete a Hockey Canada “Abuse and Harassment” Program before they can be registered.

(c) Only those persons who appear on the team’s validated Hockey Canada Roster Form and have been properly registered may take their place on their Club’s team bench when attending games (as per insurance regulations).

(d) Except for persons who have received permission by resolution of the GTHL Board to be a Team Official for more than one team outside of their primary organization, no person may be registered as a Team Official with more than one Club.

(e) **TRAINER:** Each team must have a Trainer who will possess a first aid kit on the bench. (see Article 10.13) Each Trainer must possess a properly dated HTCP certificate (3-year validity period). Equivalency will be permitted for Level 1 status for the following groups: physicians, nurses, physical therapists, registered athletic therapists, ambulance attendants, first aid instructors, firefighters, police officers.

### **6.6 Restriction On Team Officials Changing Clubs.**

A person who is registered as a Team Official in one season may not, without written consent of the Club

with which he was registered be registered as a Team Official, or appear on the bench in the immediately following season as a Team Official for a team of the same birth year for another Club. The original Club may unilaterally withhold such consent in its sole and absolute discretion.

### **6.7 Release of Signed Players**

The final release date for all players is November 15. Players who remain signed with a Club or team after that date cannot be released until the end of the season.

### **6.8 Outstanding Equipment and Registration Fees**

(a) Any player who has monies, equipment and/or property owing to a Club must turn in same upon request. Such requests must be made in writing to the player, with a copy of such letter being forwarded to the League Office. Any player failing to turn in a Club's equipment/property or pay outstanding monies upon request shall be indefinitely suspended until such time as said equipment/property or monies has been returned to the Club. Such suspensions apply in all Hockey Canada affiliated leagues and associations.

(b) Any Team Official who accepts monies, equipment and/or property belonging to a Club must return it upon request. Notice and penalties are the same as for players above.

## **Article 7 – TRYOUTS AND TAMPERING**

### **7.1 Advertising for Tryouts Prohibited**

*(also see Article 19.7(b))*

(a) No advertising for Select tryouts will be allowed at any time, except for mailings to a Club's own members and in-house notices within a Club. In order to avoid any possible misunderstandings, it is recommended that any such communication be clearly addressed to just the members of that Club and all such posted

notices shall be removed at the end of each club's permitted ice time.

(b) The first violation of this Rule will result in a fine of up to \$1,000 being levied against the offending Club and a one-year suspension to the offending team or Club Officials responsible. Further violation will result in the Club's continuing participation in the Select program being reviewed by the NYHL Administration.

*Note:* By Memorandum of Agreement dated July 1<sup>st</sup>, 2004, and approved by the Member Clubs the advertising ban nor the restriction on start date does not extend to the City of Vaughan Hockey Association. Also, by the same agreement, the CVHA is prohibited from signing players from outside the Vaughan Municipal Boundaries.

## **7.2 Tampering**

(a) Any Club/team, or persons connected with a Club/team, who is found guilty of directly or indirectly trying out, or soliciting new player(s) signed with another Club will lose the right to sign those player(s) for the upcoming or commencing season. The Officials of such Club/team may be further disciplined or suspended by the League Administration and fines levied.

(b) If a team plays protected player(s) from another Club in any game (such game or games to include exhibition and/or tournament games) or invites player(s) to its tryouts, or accepts such player(s) and allows them to participate in its tryouts without first having obtained permission in writing (in the manner set forth below) from the team with which such player is registered, the team committing such an infraction shall automatically lose the right to sign said player for the following season. Team Officials found guilty of a violation of this Tampering Rule shall automatically be suspended for a minimum of fifteen League games at

the discretion of the League Administration.

(c) The permission referred to above shall be written consent from the President or designated Club Official for the team with whom the player is registered to the President or designated Team Official of the team for which the player is trying out. This consent authorizes such Team Official to speak with the player or his/her parents for the purpose of recruiting such player.

(d) Team Officials found guilty of violating (a), (b) or (c) shall be suspended for a minimum of fifteen (15) League games at the discretion of the League Administration.

## **Article 8 – INSURANCE**

### **8.1 Mandatory Insurance**

For insurance purposes, it is mandatory that every NYHL player and Team Official have fully registered electronically with Hockey Canada through the GTHL and been accepted prior to going on ice.

### **8.2 Insurance Fees**

Insurance fees may vary from year to year in accordance with the policies of Hockey Canada and the GTHL. Insurance fees are payable to the GTHL.

### **8.3 Filing Insurance Claims**

Insurance claims must be submitted on the standard Hockey Canada Claim Form. Reporting Injuries.) Copies of Forms are available for downloading from the NYHL Coaches' Portal and from the League Office and from the Coaches' Manual. Copies of the Forms must be filed with both the NYHL and the GTHL Offices.

## **Article 9 – POLICIES REGARDING GATE FEES**

### **9.1 Gate Fees**

(a) All players and spectators will pay a gate fee as determined by the League. Non-playing children 14 years old and under will be admitted free with proof of age when accompanied by an adult. Proof of age must

be provided if requested. ie, Birth Certificate or valid Student Card.

Players pay for every game, even if playing a second game in the same arena.

Seniors are free with proof of age. ie Canada Seniors Card, Birth Certificate, or Driver's License.

## **9.2 Penalty for Failure to Pay Gate Fees**

(a) Any player or Team Official caught sneaking into games without paying will be suspended for three games for the first offence, five games for the second indefinitely for the third offence. In addition the Club involved will be assessed a \$150 fine payable before the team's next game.

(b) Any player or Team Official caught opening an exit door to admit anyone to avoid paying at the gate will be suspended for three games for the first offence and indefinitely on a second offence. In addition the Club involved will be assessed a \$150 fine payable before the team's next game.

## **9.3 Arena Passes for Team and Club Officials**

(a) A maximum of four (4) League Passes for each team will be issued to the accredited Team Officials when there is an accredited Trainer on the bench for games. Where there is no Trainer on the bench only two (2) passes will be issued.

(b) Passes can be applied for through the NYHL website [nyhl.on.ca](http://nyhl.on.ca) and will be issued by the League Office when applicant is confirmed as Team Staff by the Club Contact.

(c) To file an application on line a clear head-and-shoulders photograph in jpeg format must accompany the electronic application. No other format but jpeg is acceptable.

(d) Persons whose names are not on the authorized Team Staff List provided by the Club Liaison will not be

issued passes. Only the Club Liaison can authorize the Team Staff Personnel List.

(e) A Team Official's Pass is a license to be on the bench. Without it, any person on the bench is unauthorized and can be removed by the League or the Game Officials.

(f) Hockey Canada has made it mandatory that every person dealing with participating members of a Team attend and be certified at a "Speak Out Seminar".

(g) Team Staff who are 18 years of age and older must have a criminal record check submitted to their Club.

(h) Each Club will also be issued Executive Passes for the President and/or Select Liaison, provided a picture of each is made available.

(i) After November 1, all Club and Team Officials must show their Passes to the cashier each time an arena is entered, or pay the admission fee.

(j) No new Passes will be issued after January 7.

(k) Any Pass holder who allows a League Pass to be used by another party shall be subject to indefinite suspension, the Pass revoked and the Club assessed a \$150. fine.

(l) Suspendable Penalties assessed to non-carded personnel helping out on the bench shall be served by the senior carded Team Staff Member on the bench.

(m) No passes will be issued to any Team Staff unless the Coach or his designate from the registered Team Staff is in attendance at the Fall Coach Orientation Meeting held in early October.

## **Article 10 – SCHEDULES, GAME TIMES AND POLICIES**

### **10.1 Schedule for Game Times**

The NYHL will be maintaining a 3-week rolling schedule throughout the regular season with 4-weeks' lead time given wherever possible. For playoffs, the lead time is

often compromised by waiting for series to finish but the League will still provide as much notice as possible.

### 10.2 Length of Games

**Note:** Tyke, Minor Novice, and Novice games will begin the season as running time. Each game will consist of three 12-minute running time periods

Running time for the Novice Division will end on Oct 31<sup>st</sup>. The Minor Novice Division will go to Stop Time November 15<sup>th</sup> and the Tyke Division on December 1<sup>st</sup>.

Age Group	Regular Season and Quarter Finals (stop time)	Semi Finals and Finals (stop time)
Tyke to Novice	10-10-10	10-10-12
M. Atom to M. Bant.	10-10-10	10-10-12
Bantam to U21	10-10-12	10-12-12

### 10.3 Game Readiness

Teams must be dressed 15 minutes prior to scheduled start time and ready to go on the ice early if requested to do so by the Game Officials.

### 10.4 Start of Game Procedure

(a) FOR THE FIRST GAME OF THE PROGRAM AND FOR ANY GAMES FOLLOWING A FLOOD The Timekeeper will put 2 minutes up and start the clock when the Zamboni doors are closed, the nets are pegged and there is at least one Official on the ice.

(b) At the :30 second mark of the warmup the referee will blow the whistle and go to centre ice in preparation to start the game. When the buzzer goes at the end of the warmup, the timekeeper will immediately reset the clock to 10:00 minutes. Both centres must be at the dot ready to faceoff, the bench gates must be closed and the rest of the starting players on-side. If this occurs the Referee will drop the puck to start the game. If the Referee is unable to drop the puck because one or both teams are not ready to begin, the team that, in the

opinion of the Referee is least ready, will be assessed a 2-minute minor penalty for Delay of Game.

(c) **FOR GAMES WHERE THERE IS NO FLOOD** the Timekeeper will put 2 minutes on the clock at the conclusion of the previous game and start the clock when players from that previous game have left the ice. From that point the Referee will follow the same procedures as outlined in (b) above.

### **10.5 Five-Goal spread in the 3<sup>rd</sup> period**

(a) Once a 5-goal spread has been opened up in the third period the clock will continue to run and stop time will be suspended. If the gap closes to within 3 goals the clock will revert to stop time. But, If the spread once again reaches 5 goals the game will continue under running time until the end regardless of the goal spread. **Rule will apply in Round-Robin playoffs.**

(b) In any playoff game where points per period or goals for and goals against could be a factor in deciding a team's positioning, the clock will not run.

### **10.6 Minimum and Maximum Number of Players**

(a) In all NYHL games the maximum bench strength, in all age divisions shall be seventeen players, plus two goalkeepers who shall play goal only.

(b) Minimum bench strength required to start a game is six players.

(c) The NYHL requires each team to have a minimum of 15 players including goalkeepers dressed for each League and Playoff game. In cases where the House League's Hockey Canada registration in a particular age group is low, the Club can apply to the League for relief from this requirement. Teams not meeting the 15-minimum bench requirement will receive notification from the League on the first occurrence and a \$25 fine. On the 2<sup>nd</sup> through 5<sup>th</sup> occurrence the Club will be fined \$25 plus \$10 per player below the minimum of 15. If

there is a further occurrence Team Management will appear before a Special Committee of the Board to determine whether they should continue to participate.

### **10.7 Uniforms**

(a) Teams with two sets of sweaters are required to carry both sets to all games.

(b) Sweater colours for both home and away sets must be submitted to the League Office by September 15<sup>th</sup> each year so the up-to-date listing may be provided to all Member Clubs in order to avoid sweater conflicts at scheduled games. Teams are expected to wear their home or away uniforms according to whether they are scheduled as the home or away team. It is recommended that teams that have one set of sweaters carry a numbered set of numbered cover-ups in case of unavoidable conflicts. In cases where only one team has two sets and a conflict occurs, the team with two sets, in a spirit of sportsmanship, is required to change. If both teams have only one set and a conflict occurs, the Home Team must change to their cover-ups or alternate, non-conflicting sweaters. Such potential conflicts should be determined and resolved before the teams appear on the ice to start the game. (check “NYHL Approved Sweater Colour” List on the NYHL Coaches’ Portal or in the Appendix section at the back of this Rule Book.

(c) All players on a team (including goalies) must wear team sweaters of identical base colour. Players (excluding goalies) must wear two socks of the same base colour. Failure to comply with this rule will result in a two-minute Minor Penalty being assessed to the offending team and the player(s) must change the article(s) before returning to the game. Continued violations could result in supplemental discipline to the responsible Team Official(s) and a \$150 fine to the

offending team, at the discretion of the League Administration.

(d) Each of the players on a team must be assigned a specific sweater number which they will wear all season.

(e) Any team or Club refusing to adhere to the above regulations on sweater colours in any League or playoff game will have the details noted on the back of the gamesheet by the Referee and, at the discretion of the League Administration, shall be considered to have defaulted that game and the current default fee will apply.

### **10.8 Completion of Game Sheets**

(a) Full names (first and last) of all players taking part in a game must be printed clearly on all game sheets with their corresponding sweater numbers.

(b) Designate Captain and Alternates by noting a "C" or an "A" next to the player's name. A team may have one Captain and/or not more than 3 Alternate Captains – or they can choose to have none. However, if the choice is to have none, then the team waives all rights to communication with the Referee (e.g., if a player is sent out of the game, the Referee will choose, from those on the ice, which player will be the one to sit out the penalty in the box. Also lost is the opportunity to request a measurement or rule interpretation).

(c) Game sheets go first to the Coach of the Visiting Team. However, if by the start of the third period of the prior game, the Visiting Team Staff is not present, the sheet will be given to the Home Team to get started.

### **10.9 Adding a Player's Name to the Gamesheet**

The only circumstance where a player's name can be added to a Game Sheet is if it has been inadvertently omitted from the Game Sheet. The Referee shall permit the name to be added before the game ends providing such player was in uniform and on the ice or on his

players bench at the start of the game. (To be safe, if Team Officials think a player is coming to the game but may be late, the name should be entered on the game sheet in anticipation of his arrival.)

#### **10.10 Procedure at the End of Games**

(a) At the end of each game Team Officials **MUST** hold their players on the bench. At the discretion of the Referee, one team will be directed to exit first.

(b) Team Officials must have dressing room doors open prior to the end of the game. Failure to do so will result in the suspension of the Team Officials for one game for the first offence, and three games for any subsequent infraction. Referees will record this infraction as GM 99.

(c) It is the team's responsibility to collect their copy of the game sheet from the Timekeeper. A player from the last shift (usually the Captain or Assistant Captain) can be designated to pick up the game sheet from the time box before leaving the ice.

(d) Water Bottles are not to be emptied over the boards at the Bench as this causes dangerous ice build up along the Boards.

#### **10.11 No Show Policy**

(a) If one team does not show up for their game, the team that is present goes on the ice as soon as the ice is available. The clock is set to 10 minutes. When this runs out, the game is officially declared as a "No Show". The clock is then set to 30 minutes. When this runs out, the Start of Game Procedures for the next game or the flood will start.

(b) If a team has been delayed due to going to a wrong arena or being held up because of weather or travel delays and the cashier is notified, the game can be held up a maximum of 15 minutes (as time allows). The late team is responsible for getting six players dressed and on the ice as soon as possible or suffer delay of game

penalties.

### **10.12 Defaulted Games**

(a) Any team that defaults a scheduled League game will be subject to a default fee of \$250 payable immediately plus the League's out-of pocket expenses. Any team defaulting a scheduled game on October 31<sup>st</sup> shall be subject to a \$500 fine.

(b) Any team/Club failing to pay a League fine will be removed from further competition until the fine is paid. At the discretion of the President, The team may be permanently suspended.

(c) Upon deliberately failing to play a scheduled game, the Team Staff shall be suspended pending a disciplinary hearing before a Special Committee.

(d) A team defaulting any game in a playoff series shall be barred from advancing in the playoffs. All previously scheduled games played in that round by said team shall be recorded as (1-0) wins for the opposing team.

*Note:* If, in the judgment of the League Administration, the default causes an unfair advantage or disadvantage for any or all of the teams remaining in the playoff series the League reserves the right to schedule a head-to- head playoff between those teams so affected.

## **Article 11 – RULES OF PLAY**

### **11.1 Hockey Canada Rules to Apply**

The Rules of Hockey Canada shall apply except as varied from time to time by the NYHL. It is the responsibility of each Coach, Manager and Club Official to have knowledge of the NYHL Rules.

### **11.2 Referee's Authority**

(a) In a game situation, the Referee shall have full authority and the final decision in all matters under dispute except game times, start of games and periods.

(b) The Referee's decision shall be final on all questions

of fact and not subject to appeal.

(c) Referees and Game Officials must be treated with respect by all players, Team and Club Officials and spectators. A Mutual respect Policy is in effect and will be strongly supported by the NYHL.

(d) Club Officials, Team Officials, players or spectators are not permitted to enter the Game Official's dressing room at any time or to encroach upon or impede the passage of Game Officials entering or leaving the ice or the building. Fines and suspensions will be levied for breach of this rule.

### **11.3 Entering the Ice Surface**

(a) Any team guilty of going onto the ice surface before the Zamboni gates are fully closed and before there is at least one Official on the ice will receive a Bench Minor penalty. Repeated offences may result in fines and suspensions at the discretion of the League Administration.

(b) Team officials are prohibited from walking across the ice to get to or from the benches. This City of Toronto by-law also supported by the NYHL risk management policy. Hockey Canada's insurance does not cover Team Officials injured in such circumstances. Referees will assess a GM99 penalty in all such incidents and report the matter to the League Office.

(c) Team Officials may not step on the ice without the permission of the Referee. Failure to comply with this rule will result in a Game Misconduct penalty being assessed to the offender.

### **11.4 Protective Equipment**

(a) All protective equipment must be CSA approved.

(b) All protective equipment must be maintained in a safe condition. It will be at the discretion of the Referee to determine if the protective equipment is in a safe condition and, if not, he/she may rule the equipment unsafe for use in the game.

(c) Any player who is considered to be wearing excessive tape on their hands, or is found to be carrying dangerous equipment concealed therein or in their gloves, shall be assessed a Match penalty. The coach of said player(s) shall be suspended five games.

(d) All protective equipment except gloves, headgear or goaltenders' leg pads, must be worn entirely under the uniform. Leather elbow patches on the outside of the sweater and palmless gloves are prohibited. After one warning by the Referee, a Minor penalty shall be assessed for the violation of this rule.

(e) Any player or goalkeeper entering an NYHL game with non-CSA certified equipment will receive one warning and be required to change the illegal equipment before participating. A Misconduct Penalty shall be assessed for any subsequent infractions.

(f) All protective equipment is to be worn in a manner to maintain its effectiveness. Neck guards must be positioned to protect the vulnerable neck area. Ear Pieces must not be removed from the helmet. Facial protectors must be properly fastened to the helmet with all straps in place.

(g) The use of supplemental oxygen is not permitted.

### **11.5 Goalkeeper's Helmets, Masks and Throat Protectors**

(a) Goaltenders in all divisions shall be required to wear a CSA approved hockey helmet to which a CSA approved facial protector has been securely attached by a qualified person and not altered in any way. Any alteration to either helmet or facial protector automatically destroys certification. Any goalkeeper using illegal headgear in a game will not be allowed to continue in the game unless approved equipment is substituted.

(b) When a goaltender loses their helmet, play shall be stopped immediately. Any such deliberate action by

the goaltender shall result in a Minor Penalty for "Delay of Game". If this deliberate action occurs when an opponent is on a breakaway over the centre red line, or occurs during the last two minutes of regular playing time, a Penalty Shot shall be awarded to the non-offending team.

(c) All goalies must wear CSA approved helmets and masks at all times. This applies when on the ice, on the players' bench, assisting with the doors in the penalty box and while leaving the ice.

(d) Cooper Protector GTP affixed to the Cooper helmet is acceptable. Throat protectors must be BNQ approved. Any deviation must have prior approval through the NYHL Office.

### **11.6 Goalkeeper's Pads**

With the exception of skates and stick, all equipment worn by the goalkeeper must be constructed solely for the purpose of protection of the head and body and must not include any garment or contrivance which would give the goaltender undue assistance in keeping goal. Abdominal aprons extending down the thighs on the outside of the pants are prohibited.

(a) Goalkeepers' pads shall not exceed 27.94 cm, (11 inches) in width and 96.52 cm (38 inches) in length as measured on the goalkeeper and shall not be altered in any way.

(b) A Puck foil (a piece attached to the bottom of a goalkeeper's pads designed to stop the puck) is considered illegal equipment.

### **11.7 Goalkeeper's Gloves**

Any pocket or pouch or contrivance added to the goalkeeper's glove by the manufacturer or otherwise is not acceptable and makes the glove illegal.

*Note 1:* The goalkeeper's blocker glove shall not exceed 20.3 cm (8 inches) in width nor 38.1 cm (15 inches) in length.

**Note 2:** The goalkeeper's catching glove shall be restricted to a maximum of 20.32 cm (8 inches) in width which is to include any attachments added to that glove. The distance from the heel of the glove along the pocket and following the contour of the glove to the top of the "T" trap must not exceed 46 cm (18 inches). The maximum circumference of the goalkeeper's catching glove must not exceed 114.3 cm (45 inches)

### **11.8 Players' Helmets and Masks**

(a) To maintain valid insurance coverage during every game and practice all players must wear approved helmets and CSA approved shields or full masks at all times. This applies when on the ice, sitting on the bench, in the penalty box and while leaving the ice. For the first violation of this rule, a warning shall be issued to the team. The second violation will result in a Bench Minor Penalty being assessed against the offending team. The wearing of said helmets and shields is mandatory for all age groups.

(b) The CSA approved hockey helmet for players and goalies must have the facial protector securely attached and neither can be altered in any way. Any alteration to either automatically destroys certification and will cause the helmet to be deemed uncertified illegal equipment by the Referee.

(c) Chinstraps of the helmet must be worn and securely fastened closely under the chin. The strap of the facial protector shall also be securely fastened to the hockey helmet. Failure to do so will result in the player being assessed a two-minute penalty for playing with improper protective equipment.

(d) All helmets are required to have ear guards. If they are missing, the helmet will be deemed uncertified illegal equipment by the Referee.

(e) Players shall remove helmets during the playing of national anthems.

(f) CSA Certification stickers cannot be removed from the helmet without invalidating the certification .

### **11.9 Loss of Helmet During Play**

(a) When a player loses their helmet while on the ice, they must go immediately to the player's bench. Failure to do so will result in the player being charged with a two-minute penalty for playing without proper protective equipment.

(b) If a player deliberately removes his/her helmet to fight or to challenge an opponent to fight, they will be assessed a Gross Misconduct.

(c) Where a player wears a helmet and/or facial protector in an offset position during play, play shall be stopped and a Misconduct Penalty will be assessed to the offending player.

(d) If the Referee's attention is drawn to the possibility that a facial protector or helmet may not be certified (CSA approved), or if the Referee observes that a helmet or facial protector may not be certified and that piece of equipment turns out not to be certified, the Referee shall assess a Minor Penalty and order the illegal piece of equipment removed from the game.

(e) The Referee is empowered to make such calls through the Captain, without his/her attention being drawn by an opposing player or Team Official.

### **11.10 Player's Throat Protectors**

All players must wear a BNQ approved throat protector worn in the proper manner to protect the vulnerable throat area. The BNQ certification label must appear on the equipment. A two-minute Minor Penalty will be assessed for any infraction of this rule.

### **11.11 No Jewellery**

Players are prohibited from wearing personal jewellery of any kind during a game in which they are participants. Violations will result in the offending team being assessed Bench Minor(s) and the offending

player(s) being prevented from participation until such time as the jewellery is removed. If the offending player(s) should attempt to re-enter the game without removing said jewellery, they will be assessed a Gross Misconduct penalty.

### **11.12 Injured Players**

When the play has been stopped due to an apparent injury to any player (other than the goalkeeper), that player must sit out at least one stoppage of play before returning to the ice. Failure to leave the ice will result in a two-minute Bench Minor Penalty for delay of game. Returning to the ice prematurely, ie; before the first stoppage of play, is illegal and the offending player will be assessed a Minor penalty for Ineligible Player.

### **11.13 First Aid Kits**

All teams must have an adequately equipped first aid kit on the bench with a minimum of antiseptic, scissors, band aids and gauze as well as pressure, triangular, 1" and 2" bandages. Failure to carry a first aid kit will result in a Bench Minor Penalty and a \$50 fine.

### **11.14 AIDS Awareness**

(a) The risk of contacting human immunodeficiency virus (HIV), which causes Acquired Immune Deficiency Syndrome (AIDS), is a risk in our society. While the risk of transmitting HIV during a sporting activity such as hockey is minimal, everyone must take appropriate precautions to reduce this risk.

(b) When attending to an injured player with an open wound, avoid direct contact with blood products and bodily fluids. It is strongly recommended that anyone attending to an injured player should wear waterproof gloves. Any player with a bloody wound should be removed from further participation until the bleeding is stopped and the wound is covered with a dressing. All equipment with blood on it must be removed and either rinsed off or replaced.

## **11.15 NYHL/GTHL Policy – Concussions**

***Background*** (as defined by the Brain Association of America and the Canadian Academy of Sport Medicine.) See also pages 38- 39 in the Rule Book.

\* A concussion may be sustained through a variety of mechanisms. A direct blow to the head, blow to the jaw, sudden twisting or shearing force, and a sudden deceleration of the head (similar to a “whiplash” – type injury) can all produce concussive signs and symptoms.

\* Both closed and open head injuries can produce a concussion. A concussion is the most common type of traumatic brain injury.

\* A concussion is caused when the brain receives trauma from an impact or a sudden momentum or movement change. The blood vessels in the brain may stretch and cranial nerves may be damaged.

\* A person may or may not experience a brief loss of consciousness (not exceeding 20 minutes). A person may remain conscious, but feel “dazed” or “punch drunk”.

\* A concussion may or may not show up on a diagnostic imaging test, such as X-rays, CAT Scans and MRI’s. III

\* Skull fracture, brain bleeding, or swelling may or may not be present. Therefore, concussion is sometimes defined by exclusion and is considered complex neurobehavioral syndrome.

\* A concussion can cause diffuse axonal type injury resulting in permanent or temporary damage.

\* A blood clot in the brain can occur occasionally and be fatal.

\* It may take a few months to a few years to heal.

The GTHL believes that the participants’ safety and health is paramount and should be first and foremost in determining the most appropriate time in which a player may return to play once that individual has suffered a suspected or identified head injury.

## **NYHL/GTHL Policy Regarding Concussions:**

(1) Any player who suffers a SUSPECTED Concussion must stop participation in the hockey activity immediately. If there is doubt as to whether a concussion has occurred, it is to be assumed that it has and that the player's parent/guardian be encouraged to have the injury properly diagnosed at a hospital asap. A hockey activity is defined as any on-ice or off-ice team function involving physical activity

**AND...**

(1a) Any player who is diagnosed by a Medical Doctor with any grade of concussion must stop participation in all hockey activities immediately. A hockey activity is defined as any on-ice or off-ice team function involving physical activity.

(2) Team Officials are responsible to recommend to the individual's parent or guardian that they seek medical attention immediately, especially if the injury was incurred in any form of hockey participation.

(3) The participant is not permitted to return to any hockey activity until written permission is given by a medical Doctor.

(4) Copies of such documentation **MUST** be submitted to the League Office prior to the participant's return to any hockey activity. (See Concussion Signs, Symptoms, Awareness at the back of this book.)

### **11.16 Reporting of Injuries**

(a) In the case of an injury, Coaches/Managers should obtain a Hockey Canada Injury Report Form from the NYHL Coaches' Portal, their Club Contact or the League Office.

(b) Ensure the Team Official(s), player, parent, physician and others complete the Form where indicated.

(c) The Form must be submitted within 90 days of the accident (to the address at the bottom of the back page

of the report). Attach a copy of the game sheet and any bills that are to be claimed. If bills are not yet available, submit the Form and game sheet anyway. (d) If no Injury Report Form is filed within 90 days of the incident, Hockey Canada will not have any record of the accident ever having taken place, nor will a claim file have been opened to receive any subsequent bill claims. This could invalidate the chances of claiming at a future date.

## **ARTICLE 12 – BEHAVIOR**

### **12.1 Standard of Behavior**

(a) The cooperation between our League and the arenas in which our teams play is, to a great extent, determined by the deportment of our fans, players and Officials. Therefore, a high standard of behavior is expected.

(b) Team Officials and players should show respect for arena staff, and never use abusive language to these personnel.

(c) Spectators, Team, Club, League, and Game Officials, plus Players are expected to behave in a sportsmanlike manner at all games, whether regular season, exhibition, playoff or tournament. Spectators, Team, Club, League, and Game Officials, plus Players shall NOT use abusive, profane or discriminatory language that is directed at any other person. Any act of physical violence or threatened physical violence by any Spectator, Team, Club, League or Game Official or Player against any other person (other than physical acts that are part of the game of hockey) will NOT be tolerated. No Team, Club, League or Game Official or Player shall engage in conduct, whether on or off the ice, that brings the League, any Club or Team into disrepute.

(d) Ejection from Game. Any Spectator, Team, Club,

**League Official or Player who behaves in a manner that does not meet the standard set out in Rule 12.1(c) may, at the Game Official's discretion, be ejected from the game or the playing area of any game. In the case of any Team or Club Official or Player participating in the game, any such ejection may be in addition to any penalty that may be imposed by the Game Official under the rules of hockey. In the case of ejection of a Spectator, the onus of ensuring that the Spectator obeys the ejection falls upon the team to which the Spectator is related. The Game Official may delay any game until the individual complies with the ejection.**

**(e) Banishment of Spectator. Any Spectator whose conduct in an arena is found by the Board, or any Special Committee of the Board, to be disruptive and not conducive to the well being of the game may be banned from such arenas as determined by the Board or Special Committee for a specified period of time. The onus of enforcing such a ban falls upon the Club to which the Spectator is related.**

**(f) OHF Code of Conduct. This Code of Conduct identifies the standard of behavior that is expected of all Ontario Hockey Federation (OHF) Members including athletes, coaches, parents, directors, volunteers, staff, chaperones and others.**

**OHF, Member Partners, and League Associations are committed to providing a sport environment in which all individuals are treated with respect. Members of the OHF shall conduct themselves at all times in a fair and responsible manner. Members shall refrain from comments or behaviours which are disrespectful, abusive, racist or sexist. In Particular, behaviour which constitutes harassment or abuse will not be tolerated by the OHF, Member Partners, and League Associations.**

**During the course of all OHF, Member Partners, and**

League Associations' activities and events, members shall avoid behaviour which brings OHF, Member Partners, and Local Associations or the sport of hockey into disrepute, including but not limited to abusive use of alcohol, and non-medical use of drugs.

Members shall not use unlawful or unauthorized drugs/narcotics or performance enhancing drugs or methods.

OHF members shall at all times adhere to OHF, Member Partners, and Local Associations operational policies and procedures, to rules governing the OHF, Member Partners, and League Associations events and activities and to rules governing any competition in which the member participates on behalf of the OHF, Member Partners, and League Associations.

Members of the OHF, Member Partners, and Local Associations shall not engage in any activity or unruly behaviour which endangers the safety of others.

Failure to comply with this Code of Conduct may result in disciplinary action, suspension or release from membership. Such action may result in the member losing privileges that come with membership in the OHF, Member Partners, and Local Associations, including the opportunity to participate in OHF, Member Partners, and Local Associations' activities. (Harassment or abuse will not be tolerated by the OHF, Member Partners, and League Associations.)

**(g) Fair Play Code for Coaches**

1. I will be reasonable when scheduling games and practices remembering players have other interests and obligations.
2. I will teach my players to play fairly, respect the rules, Officials and opponents.
3. I will ensure that all players get equal instruction, support and fair playing time.

4. I will not ridicule or yell at my players for making mistakes or performing poorly. I will remember that the players play to have fun and must be encouraged to have confidence in themselves.
5. I will make sure that the facilities and equipment are safe and match the players' age and abilities.
6. I will remember that the players need a coach they can respect. I will be generous with praise and set a good example.
7. I will obtain proper training and continue to upgrade my coaching skills.
8. I will work in cooperation with Officials for the benefit of the game.

## **12.2 Damage to Arenas**

(a) Before allowing players to enter a dressing room, a Team Official must check the room for damage with specific attention being given to the washroom and shower facilities. If any damage is noticed, it must be brought to the attention of the NYHL Cashier and the arena management immediately, or the team will assume the liability for the damage and the cost of repairs will be charged to the team and its Club.

(b) Dressing rooms must be left as clean as possible. Trashcans placed in these rooms must be used for all litter. A \$150 fine plus cleanup costs will be billed to the team through its home Club. (Note section (a) above.)

(c) An inspection should be made by a Team Official following the last players' departure from any dressing room after a game or practice. This means that a Team Official should be the last one out of the dressing room.

(d) Some players' emotions following a lost game or ejection from a game may result in an outburst of temper and sometimes intentional and/or unintentional vandalism. Team Officials should accompany players to the dressing room in those circumstances and make every effort to ensure that this does not happen. The

cost of cleanup and/or damage repair will be billed to the team through its home Club plus a minimum \$150 fine levied by the NYHL.

(e) Any defects to bench and penalty box areas (e.g., door shutting mechanisms, mats, benches, etc.) or within the ice area itself (e.g., boards, railings, etc.) should be reported to the game Referee immediately in order to avoid potential injury. Referees are to see that these defects are noted on the white portion of the game sheet.

### **12.3 No Smoking**

Smoking is prohibited in all areas of the arenas.

## **ARTICLE 13 – SUSPENSIONS AND PENALTIES**

(See Also Article 12 Behaviour)

### **13.1 Jurisdiction of the League**

Players, Club/Team Officials and Game Officials are subject to NYHL discipline while any NYHL activity is in progress, from the time they enter the parking lot until they leave it, whether participating in a game or not.

### **13.2 General Provision for Suspensions**

(a) Any violation of the Constitution, By-laws, Rules or Regulations of the NYHL or decision of the Board of Directors by any individual member of the League (Club Official, Team Official or player) shall render such member liable to suspension by the President or a Special Committee.

(b) Any suspension of six games or less, by the NYHL President or as prescribed by the OHF Minimum Suspension List, for any single infraction shall be without right of appeal.

(c) All automatic suspensions shall be without right of appeal, except as noted in (d) and (e) below.

(d) Any player or Team Official who verbally threatens physical abuse to any Game Official shall be assessed a Match penalty and shall automatically be suspended for

their next seven games as a minimum, with the right to appeal within seven days.

(e) Any player or Team Official who physically abuses, strikes or attempts to strike any Game Official in any way shall be assessed a Match penalty and shall automatically be suspended for a minimum of seven games from the date of the infraction, with the right to appeal within seven days.

(f) Should the President see fit to assess a longer suspension, teams will be advised through their Club Liaison.

### **13.3 Team Officials Responsible for Enforcing Suspensions**

Team Officials are responsible to see that any penalized player and/or Team Official sits out all suspensions arising from penalties as noted on the game sheet, or communicated by the Referee after the Gamesheets have been separated or by the NYHL Office Staff.

### **13.4 Conduct When Suspended**

(a) A player or Team Official, when assessed a Game Misconduct, Gross Misconduct or Match penalty, shall go immediately to the team dressing room and remain there for the balance of the game or go home.

(b) At no time are any ejected players or Team Officials allowed to return to the bench or spectator areas.

(c) While under suspension, a player or Team Official may not enter the dressing room before, during, or after games, or be in the vicinity of their team's or the opposing team's bench or dressing room.

(d) Team Officials, while under suspension, may not conduct coaching activities from anywhere in or around the arena. Use of electronic equipment is prohibited.

(e) Violation of these rules shall be reported to the President and the Chief Operating Officer for additional disciplinary action.

(f) If a player or Team Official under suspension of any

kind participates in any NYHL games(s), whether it is with their own team or an affiliated team, the said game(s) will be recorded win(s) for the opposing team(s). The offending player shall be assessed an additional minimum two-game suspension and the Team Officials of the offending team shall receive minimum suspensions of six games each.

(g) (i) Any player or Team Official suspended for more than three games is prohibited from participation in any exhibition or tournament game until the suspension has been served in League game(s). Suspensions totaling three games or less **MUST** be served out in Select League play only, thereby allowing the penalized individual the opportunity to attend tournaments. Should any player or Team Official receive a suspension that is not fully served by the completion of the League season and playoffs, the remainder of that suspension shall carry over to the next season, regardless of whether they register with the same or a different Club in the next season.

(ii) Suspensions earned in tournaments must be served in the tournament as much as possible. When the tournament play is over, any portion of the suspension not yet completed, must be served in N.Y.H.L. Select League play.

(iii) Suspensions earned in exhibition games must be served in N.Y.H.L. Select League play.

(h) Players, Team Staff or Referees receiving suspensions while playing as “APs” may not play, be on a team bench or referee anywhere until the suspension has been served in the age group where it was earned. Team Staff receiving a suspension while playing or coaching, may not play, be on a bench or referee anywhere until the suspension has been served.

(i) Suspensions earned in tournaments and not

completely served during the tournament must be completed in regular Select League games.

(j) Team Officials found guilty of knowingly using an overage player or any ineligible player, including affiliate players where the “AP” is not shown on the game sheet, may be suspended a minimum of six games and/or the score of the game may be reversed, at the discretion of the Disciplinary Board.

(k) Any Team Official or player found guilty of allowing false information to appear on a player's Registration Certificate or Team Listing Form, or who knowingly makes a false representation to the NYHL, shall be suspended for a period to be determined by the President or a Special Committee.

(l) Clubs/teams which knowingly play against ineligible players/Team Officials and who willfully conceal the knowledge from the NYHL shall be considered equally as guilty as the offending Club/team and shall be judged accordingly by the President or a Special Committee.

(m) Any Team Official or Game Official who knowingly participates in a game with a suspended Team Official or player is automatically suspended.

### **13.5 Body Checking Begins**

Body checking begins at the Minor PeeWee level.

**13.6 OHF Minimum Suspension List** (See Appendix at back of the Rule Book.)

#### *Please Note*

Penalized Team Staff receive an extra game above the OHF minimum suspension for players for each infraction incurred.

### **13.7 Hockey Canada Standard of Play Initiative**

At the A.G.M., May, 2006, Hockey Canada elected to adopt very strict penalty standards for hooking, holding, interference, tripping, cross checking, and slashing. visit <http://www.nyhl.on.ca> to access document).

The basic tenets of these standards are:

- (a) Use of the stick is limited to playing the puck.
- (b) Restraining or interfering with an opponent in any fashion is not permissible.

### **13.8 Game Misconducts**

Any five-minute Major penalty carries an automatic Game Misconduct. Players receiving a Game Misconduct penalty shall not participate in at least their next scheduled League game. When a Team Staff is assessed a Game Misconduct they receive an additional one game suspension. (Refer to OHF Suspension List in the Appendix at the back of the Rule Book)

### **13.9 Checking from Behind**

(a) A Minor Penalty plus Game Misconduct or a Major Penalty plus Game Misconduct, at the discretion of the Referee, based on the degree of violence of the impact, shall be assessed any player who intentionally pushes, body checks or hits an opposing player from behind anywhere on the ice. If, in the judgment of the Referee, a player is checked from behind and thrown heavily into the boards or into the net with no opportunity to protect himself, a Match penalty shall be called.

*(See (d) below).*

(b) If either the Minor Penalty + GM or the Major Penalty plus GM is made at any time in the game, the player is suspended from that point in the game. Further suspensions are applicable according to the severity of the infraction. The Minor penalty plus a Game Misconduct carries a one game suspension whereas the Major Penalty plus Game Misconduct carries a 3-game suspension. Players who are assessed a Match Penalty are indefinitely suspended pending investigation and a ruling by the NYHL Administration.

(c) If, in the judgment of the Referee, a player is injured as a result of a check from behind, a Major Penalty plus

Game Misconduct must be assessed, or, alternatively, a Match Penalty could also be assessed under this rule.

(d) Where a player is high-sticked, cross-checked, body checked, pushed, hit or propelled in any manner from behind into the boards or goal net, in such a way that the player is unable to protect or defend themselves, a Match penalty shall be assessed.

(e) Referees are instructed not to substitute other penalties when a player is checked from behind in any manner. This rule must be strictly enforced.

### **13.10 Checking to the Head**

(a) A Minor and a Game Misconduct Penalty, or a Major and Game Misconduct Penalty, at the discretion of the Referee, based on the degree of violence of impact, shall be assessed to any player who checks an opponent to the head area in any manner.

(b) A Major Penalty plus Game Misconduct Penalty, or a Match Penalty shall be assessed any player who injures an opponent by checking to the head.

(c) A Match Penalty shall be assessed any player who deliberately attempts to injure or deliberately injures an opponent by checking them to the head. I

(d) Referees are instructed not to substitute other penalties when a player is checked to the head with significant impact.

### **13.11 Cross-Checking and Slashing**

(a) A Major Penalty plus Game Misconduct shall be assessed any player who strikes an opponent above the normal height of his shoulders with a cross-check, whether or not injury results.

(b) A Major Penalty plus Game Misconduct shall be assessed any player who cross-checks a goaltender while in the goaltender's crease.

(c) A Major Penalty plus Game Misconduct shall be assessed any player who injures an opponent as a result of a cross-check.

(d) A Minor or, at discretion of Referee, a Major Penalty plus Game Misconduct shall be assessed any player who impedes or seeks to impede the progress of an opponent by slashing with their stick.

(e) A Major Penalty plus Game Misconduct will be assessed any player who injures an opponent with a slash.

### **13.12 Fighting**

(a) Any player charged with fighting will be removed from the game and will receive a five-minute Major Penalty plus a Game Misconduct, which carries an automatic suspension from the next scheduled game.

(b) When a fight occurs, all other players except the goaltender shall immediately retire to the front of their respective benches or, should the fight occur in front of the players' benches, to a neutral zone designated by the Referee, and stay there until the Referee calls them back to resume play. The goaltenders must stay in their goal creases or proceed to a neutral zone if so directed by the Referee. Any players refusing to do so after being instructed by the Referee shall be assessed a Misconduct Penalty plus any other penalty they may incur.

(c) A player or Team Official who is involved in a fight in the penalty box or in the area leading to the dressing rooms and/or is designated by the Referee as being the instigator of said fight shall be suspended indefinitely pending investigation and a ruling by the League Administration.

### **13.13 Unnecessary Roughness**

(d) A Minor Penalty, or at the discretion of the Referee, a Major Penalty and a Game Misconduct shall be assessed to any player who is guilty of unnecessary rough play.

### **13.14 High Sticking**

(a) The carrying of sticks above the normal height of the shoulders is prohibited.

(b) A player who contacts an opponent above the normal height of the shoulders with a high stick, or who checks or intimidates an opponent while carrying their stick above the normal height of the shoulder of their opponent, shall be assessed a Minor Penalty, or at the discretion of the Referee, a Major Penalty plus Game Misconduct. If injury results, a Major Penalty plus Game Misconduct shall be assessed.

(c) A Match Penalty shall be assessed any player who injures an opponent with a high stick.

(d) Contacting the puck with the stick above the normal height of the shoulders is prohibited. When it occurs play shall be stopped and the ensuing face-off shall be at the closest spot which does not give a territorial advantage to the offending team unless:

(i) a player on the non-offending team obtains possession and control of the puck in which case play shall continue.

(ii) a player on the offending team shall, by such action, bat the puck into his own goal in which case the goal shall be allowed.

(iii) The offending team gains a territorial advantage, in which case the face-off shall be where the stoppage of play occurred unless otherwise stated in the rules.

(e) A goal scored from a high stick shall not be allowed except when such a goal is scored by a player of the defending team into his own goal.

### **13.15 Throwing Stick**

(a) A Minor Penalty shall be assessed any player who deliberately throws their stick, or any part of it, or any other object, at the puck or puck carrier, in any zone except when such act has been penalized by awarding

a Penalty Shot or a goal.

(b) A Minor Penalty shall be assessed any player who deliberately throws their stick, or any part of it, in any zone, but not at the puck or puck carrier.

(c) A Major Penalty plus a Game Misconduct shall be assessed any player who, in his defensive zone, deliberately throws their stick, or any object, at the puck or puck carrier.

### **13.16 Bench Clearing Altercations**

(a) Any team guilty of clearing their players' bench as a result of an altercation during the course of a game will automatically default that game.

(b) The default fee will be charged in such instances and must be paid prior to participation in further League play.

(c) No points in the standings or scoring records will be awarded to the offending team(s).

(d) Subsequent bench clearing incidents by the same team during the same playing season will result in a double default fee being assessed, in addition to the other conditions already described.

(e) Any disputes regarding bench clearing incidents will be decided by the President or a Special Committee without recourse.

(f) A suspended player or Team Official is prohibited from participating in any exhibition game and, if the suspension is over three games, is prohibited from participation in any tournament games, until the suspension has been served in League games.

### **13.17 Zero Tolerance towards Discrimination and Unsportsmanlike Behavior**

(a) Any player or Team Official who engages in verbal taunts, insults or intimidation based on discriminatory grounds (race, ethnicity, religion, gender, sexual orientation or language) shall be assessed a Game Misconduct Penalty.

(b) Notwithstanding the above, at the discretion of the Referee, a Gross Misconduct penalty may be assessed for any such infraction by any player or team official.

(c) A Minor Penalty shall be assessed to any player or Team Official who challenges or disputes the rulings of any Game Official during a game or who displays unsportsmanlike conduct. If a player or goaltender persists, they shall immediately be assessed a Misconduct Penalty and any further disputes will result in a Game Misconduct penalty being assessed to the offending player or goaltender. If a Team official persists, he shall immediately be assessed a Game Misconduct penalty. A Referee is not required to assess a Minor Penalty under this rule before assessing the Misconduct or Game Misconduct, but may assess either of these penalties initially.

(d) A Bench Minor Penalty shall be assessed a team where any player or Team Official on the bench who bangs the boards or ice surface with a stick or any other object in protest of a ruling.

### **13.18 Ejection from Game for Four Penalties**

(a) Any player receiving a combination of four penalties of any kind in a League game will be automatically removed for the balance of the game upon the assessment of the fourth penalty. The player must leave the ice and proceed immediately to the dressing room, remaining there for the balance of the game.

(b) The fourth penalty assessed to any player will require the team to play one person short and have a player in the penalty box to serve the assessed penalty, such player having to be one of the participants on the ice at the time of the assessment of the fourth penalty.

(c) The player who has been removed from the game for four penalties may play in the team's next regularly scheduled game, provided that none of the penalties were Major or Match penalties involving suspensions.

### **13.19 Ejection from Game for Three Stick Infractions**

(a) Any player receiving a combination of three stick penalties of any kind in a League game will be automatically removed for the balance of the game upon the assessment of the third stick penalty. The player must leave the ice and proceed immediately to the dressing room, remaining there for the balance of the game.

(b) The third stick penalty will require the team to play shorthanded with a player who was on the ice at the time of the infraction serving the penalty.

(c) The player who has been removed from the game for three stick penalties may play in the team's next regularly scheduled game, provided that none of the penalties were Major or Match Penalties involving suspensions.

### **13.20 Suspension for Three Match Penalties in a Game**

Any player incurring any combination of three Match penalties in one game shall be suspended indefinitely pending investigation by the League Administration.

### **13.21 Excessive Penalties**

Any excessive number of penalties in a game or series of games by any one team will be subject to review by The League Administration and may result in severe disciplinary action.

### **13.22 Assault Charges**

The Crown Attorney of the Province of Ontario has advised that criminal charges may be laid against hockey players, Team Officials or Game Officials who become involved in using physical force with other players, officials or spectators, either on or off the ice.

### **13.23 Holding Players At the Bench**

(a) A Game Misconduct Penalty shall be assessed to the Coach of any team that fails to hold his players at their bench at the end of the game if an altercation that results in penalties of any kind is either in progress as

the game ends or begins after the game has ended. (This also applies to players in the penalty box. They must remain there until told to leave.)

(b) At the conclusion of each game Coaches must keep their players on the players' bench until instructed by the officials to leave. Players are not permitted to flood onto the ice when the game is over. Only those players who were on the ice at the end of the game are permitted to be on the ice.

### **13.24 Refusing To Leave Bench or Playing Surface**

A Player or Team Official refuses to leave the bench or playing surface after he has been assessed a Game Misconduct, Gross Misconduct, or Match Penalty – this shall be considered a “refusing To start Play” infraction.

(a) If the offending Player or Team Staff subsequently leaves the bench within two minutes of being ordered to do so by the Referee , then a Major Penalty + a Game Misconduct Penalty shall be assessed to the Coach for “Delay of Game”. If this infraction occurs within the last two minutes of regular playing time or anytime in overtime, then a Penalty Shot (in addition to the Major + the Game Misconduct) shall be awarded to the non-offending team.

(b) If the offending Player or Team Staff does not leave the bench within two minutes of being ordered to do so by the Referee then the Referee shall immediately suspend the game and report the matter to the League Administration.

### **13.25 Change of Players**

During a line change in a stoppage of play, if there is a scrum or gathering, the players coming on the ice must remain at their respective benches until the gathering is dispersed and the Referee has indicated for the line change to take place. Failure

to remain at the team bench may result in a Bench Minor Penalty being assessed.

### **13.26 Face-offs**

When a team commits a face-off infraction (late arrival, not immediately taking a proper position, early movement), the Referee or Linesman shall require, that the replacement for the player ejected from the faceoff, shall be any other player on the ice that has not committed a faceoff infraction during this same stoppage of play.

### **13.27 Kick Shot**

A Minor Penalty shall be assessed any player except the Goaltender, who uses a kick shot during the game. If an injury results, a Major Penalty and a Game Misconduct Penalty shall be assessed.

## **ARTICLE 14 – EXHIBITION GAMES AND TOURNAMENTS**

### **14.1 Exhibition Games**

(a) Permission for all exhibition games with teams outside of Toronto must be made on a proper form through the NYHL Office and be accompanied by a cash fee of \$10 per team per game. A duly stamped copy of same will be forwarded to the Club/team; this stamped copy keeps players' and Team Officials' insurance valid. For games inside Toronto, a fax to the office from Club Liaison with all pertinent information will suffice.

(b) Any team failing to obtain permission from the NYHL for an exhibition game shall result in the Coach and/or Manager being indefinitely suspended until the case is reviewed by the League Administration.

(c) HCOP-certified officials must be used for all exhibition games.

(d) Any suspension incurred in exhibition games must be completed in Select League play.

(e) A copy of all exhibition game sheets must be submitted to the NYHL Office within 48 hours after a game is played. Failure to comply will result in the team staff being suspended and/or a \$150 fine.

(f) Teams should not make arrangements for exhibition games until they have received their regular NYHL schedule. League will not work around exhibition games.

#### **14.2 Early Season Ice for Games**

Select Teams may be formed by September 1st. Players must be openly registered before stepping on the ice for tryouts or exhibition games.

#### **14.3 Tournament Sanctions and permission to Enter**

(a) All tournaments must be sanctioned by Hockey Canada. The House League teams of NYHL Member Clubs, as well as those Club's Select teams, must comply with sections (b) through (g) below.

(b) Any team wishing to enter a tournament must first make application to the NYHL Office in writing via a "Permission to Attend Tournament and Insurance Validation Form" accompanied by \$10 fee. Insurance coverage is invalid unless the sanction has been given. **Do not book travel plans/hotel rooms or pay fees until the validated permission form has been returned to the team.**

(c) Playing in a tournament without permission invalidates a team's insurance plus that of all other teams, and can cost the host club the right to operate a tournament in the future. Team Officials could also become liable for any injuries incurred. Team Staff and players will be indefinitely suspended by the League. Any team entering a tournament without a properly signed and stamped form will be fined \$500.

(d) A copy of all tournament game sheets must be submitted to the NYHL Office within 48 hours after the tournament ends. Failure to provide the sheets will

result in the Team Staff being indefinitely suspended and the team fined \$150.

(e) Tournament permission requests must be in the NYHL League Office by 5pm five (5) weeks prior to the tournament. (Application Deadline Schedule is posted on the Coaches' Portal.) The League will not work around Tournament Permissions received after the League schedule has been issued.

(f) If a Conditional Permission has been granted contingent upon the tournament scheduling around NYHL games, any known League or Playoff games scheduled for the team during the course of the tournament should be listed on the Tournament Permission Form.

(g) Permission is still required whether or not a team is still competing in either House League or Select games or out of the playoffs..

(h) Applications for teams to attend a Tournament must be signed by the Club Liaison only.

(i) Club events such as banquets, fund raisers, or activity nights require 5-weeks notice to the League and teams must apply for those nights as one of their two exception days that are allowed. (Deadline Schedule is posted on the Coaches' Portal.)

(j) (i) For tournaments taking place during the last two weeks of the regular schedule, teams will be granted Conditional Permission only. In March and April, no permission will be given for out-of-town tournaments unless the team is out of the playoffs. For Toronto-based tournaments, Conditional Permission will only be granted if the NYHL tournament guarantees to work around the NYHL schedule. The League cannot work around tournament games at playoff time. Copies of local tournament schedules are required.

(ii) Permission granted to teams/Clubs entering or hosting local tournaments in regular season or

playoffs means the NYHL will work around the tournament schedule but it does not preclude teams playing NYHL scheduled games as well. Teams whose Clubs host Tournaments during NYHL Playoffs may not enter any other Tournament until they are out of Select League Playoffs.

(k) Teams are not allowed tournaments, exhibition games or Club/team events during NYHL Presentation Day and All Star held on the final weekend of the season. All Championship teams must be available.

(l) During the season, teams are allowed a total of five (-5) Events or Tournaments, (three plus Christmas and Easter weekend.) (See (i) below). No team may enter more than three tournaments, not including Christmas and Easter weekend, whether they have to be scheduled around or not. During N.Y.H.L. playoffs, if a team has not already attended three Tournaments or used up its total allotment of 5 events/tournaments, it may only enter one (1) local tournament while still contending, whether it has to be scheduled around or not. Permission may be granted for teams to enter tournaments provided the following requirements are adhered to without exception: \_

(i) Permission may be granted to enter more than three tournaments provided the tournament is during Christmas week or Easter weekend (that single Friday, Saturday and Sunday only) and they have not already used up their five event/Tournament allotment.

(ii) A "Permission to Attend Event/Tournament and Insurance Validation" form is received by the League Office five weeks prior to the occasion and approved.

(iii) A team may never enter two tournaments running at the same time.

#### **14.4 Changes to Scheduled Games**

(a) Teams or Clubs that cause changes to be made to the published NYHL schedule due to improper or incomplete information being submitted will be subject to a fine of \$150 per change plus the Leagues' out-of-pocket expenses. Fine to be paid prior to the next League game.

(b) Conditional clearance only will be given for any team during playoffs. Club and Select Playoff games take precedence.

(c) The League cannot work around or change schedules for tryouts or exhibition games.

### **ARTICLE 15 – PLAYOFFS, PRESENTATION AND ALL STAR DAYS**

#### **15.1 Breaking Ties to Determine Playoff Positions**

(a) In playoff series, other than round-robin, playoff position will be determined by the following process in this order:

- (1) Head-to-head record of teams that are tied
- (2) Regular season standing including all League games played after December 31.
- (3) If team standings are tied utilizing all games played after December 31 add the goals for and against together and divide the total into the goals for. The team with the highest percentage will be awarded the highest position.
- (4) In all series (except round-robin) and in all divisions, the League reserves the right to schedule a sudden victory game to decide first place for playoff position.

(b) Overtime or situations requiring special decisions in playoffs will be determined by the League Administration. Teams will be advised before the start of any game affected by any decisions.

## **15.2 Round-Robin Series in Playoffs (re 5-Goal Spread)**

In round-robin playoff games the clock will run in the 3rd period if there is a 5-goal spread.

## **15.3 Teams Participating in Playoffs**

All teams make the playoffs.

## **15.4 Presentation and All Star Days**

(a) The last weekend of every season (late April/early May) are the Presentation and All Star Days

(b) All Tier Champion teams in all age divisions will be scheduled and must be available for that weekend.

(c) Clubs are asked to ensure that their teams have submitted their All Star ballots by March 15 to ensure their players will have the opportunity to participate.

(d) Goaltenders for the All Star teams are selected by the League Administration on the basis of Goals against.

(e) The League Administration will contact players nominated by the teams and assemble the All Star squad for each tier by selecting the players nominated starting with the player listed number 1 for each team and then moving to the second nominees until the team is full.

(f) The All Star Team Coaching Staff will be from the Runner-up in the tier championship.

(g) Coaches should not tell their players who they have nominated as that can lead to disappointment if the team is filled before their name is pulled.

(h) Teams and Players cannot enter into tournaments, exhibition games, banquets or tryouts during this final weekend.

(i) All Star Day ballots are available on the NYHL Coaches portal.

(j) Representation from every Club should comprise the final All Star team.

## **ARTICLE 16 – PROTESTS AND APPEALS**

### **16.1 Procedures for Protests**

(a) Protests regarding games played must be in writing, and such protests, together with a summary of any evidence to be submitted, shall be prepared in triplicate: one copy for the League Office, one copy for the protesting Club/team, and one copy for the Club/team protested against. The following procedure shall be followed:

(i) Timing: Protests, in writing and supported by evidence, shall be delivered by the protesting Club into the hands of the opposing Club and the NYHL Office within 48 hours of the incident under protest. In the event that such protest cannot be delivered within normal business hours to the NYHL Office, the protesting Club shall advise the League by e-mail or fax that the protest will be delivered within the 48 hour period to the NYHL Office and the opposing Club. In all protest situations, time shall be of the essence.

(ii) Form of Protest: The protest shall be in writing and shall stipulate the rule/regulation under which the protest is laid, and shall be counter-signed by the Club President or NYHL Liaison of the protesting Club. Accompanying the copies to the League Office and the protested Club shall be a summary of the evidence to be submitted. The copy to the League Office must also be accompanied by a \$100 fee, which sum may be forfeited to the League should the protest be disallowed. Both teams will be notified of the date, time and place of the hearing, and both must be represented at the said hearing. All protests will be heard by a Special Committee. If a protest is withdrawn by the sender, the fee is forfeited.

### **16.2 Protesting Sweater Colours and Ineligible Players**

Teams wishing to protest sweater colours or ineligible

players must notify Referee and have it noted on the back of the game sheet prior to the end of the game. Alleged ineligible player(s) are to have their Team name and name(s) and number(s) printed on the back of the white copy of the game sheet before the end of the game, with said player(s) (a maximum of two) signing below their name(s).

### **16.3 Referees' Judgments Not Protestable**

Referees' judgments are not protestable unless there has been a breach of actual playing rules.

### **16.4 Procedures for Appeals**

Appeals of suspensions or other decisions must be filed in writing at the League Office within seven days and be accompanied by a fee of \$100 for each incident. The fee shall be returned to the appellate if a decision is rendered their favour.

### **16.5 Querying Player Eligibility**

Eligibility of player(s), who have played during the regular season, may not be questioned after February 1 unless said player is thought to be playing while suspended.

## **ARTICLE 17 – CHAMPIONS, AWARDS AND RECOGNITION**

### **17.1 Return of Trophies**

All Annual Trophies will be retained by the League following presentation, and a memento trophy will be provided to each championship team. Any team removing an Annual trophy from the arena will be fined \$500.

## **ARTICLE 18 – HOSTING TOURNAMENTS**

### **18.1 Hosting Tournaments**

GTHL approval must be obtained in order for any Club, or group of Clubs, to host a tournament. Refer to GTHL regulations for further information

## **ARTICLE 19 – HOUSE LEAGUE AND SELECT OPERATING GUIDELINES**

All Toronto based Member Clubs of the NYHL and their teams must comply with these “Guidelines”. (b) Vaughan (CVHA) falls outside some of these parameters due to a negotiated pact between the GTHL, NYHL, and CVHA. The full NYHL Membership agreed to abide by the terms of this pact.

### **19.1 House League Guidelines.**

The purpose of this Article is to establish operating guidelines for House League Organizations in order to ensure the integrity and success of their house league and house league select programs. These guidelines are intended to provide general principles that House League Organizations should apply in a manner appropriate to their community, size and the best interests of their members. By complying with these guidelines, House League Organizations can ensure that their house league programs and house league select programs are legitimate and meet the required standards of their governing bodies. Nothing in this Article shall be construed as preventing a House League Organization, with respect to either its house league or house league select programs, or an affiliated division, operating a tournament or house league select league, from imposing stricter standards than as set out in this Article.

### **19.2 Compliance with House League Guidelines.**

No House League Organization, nor house league select program, may operate under any guideline less strict than as set out in this Article unless it has obtained the prior written approval of the League.

### **19.3 Definitions for House League Guidelines.**

Hockey Canada defines a “House League” as “a community oriented minor hockey program structured to provide development and competition at the

recreational level”. For the purposes of this Article, “House League Organization” means an organization that operates a House League as defined by Hockey Canada.

For the purposes of this Article, a “House League Select Program” is a program where in order to be eligible to play select hockey a player must be registered with a recognized (sanctioned) House League Organization and accordingly be an active participant in a recognized (sanctioned) schedule of House League games. For the purposes of this Article, a “Minor Development Program” is a program that is not a House League Select Program and is not competitive (i.e. AAA, AA, A, B, C, D etc.). The guidelines in this Article fit these definitions and recognize both the community-oriented and recreational nature of House League programs and House League Select Programs. These guidelines also reflect the distinction made by the League between House League Select Programs and competitive programs.

#### **19.4 Philosophy Related to House League Select Programs.**

The House League Select Program is a hockey program that is based in the House League and should be an extension of that program. Players and their families that choose to participate in a house league select program do so because it reflects the attitudes and community affiliation of the House League to which they belong and in which they participate. Therefore, the focus of a house league select program should not be to emulate higher levels of competitive hockey (A and above), but to offer the values of House League programs to a group of House League players participating in an advanced program.

### **19.5 Registration of House League Players.**

House Leagues must submit a standard player's registration form as issued by the League for all their players. All coaches, managers and trainers of all House League and House League Select Program teams affiliated with the League must be carded on the House League registration forms and be registered with the League Office prior to the commencement of the regular House League season. Additional players may be registered up to January 15 in any Season.

### **19.6 Penalty for Failure to Register and Pay Insurance.**

House Leagues who have not submitted registration forms and insurance premiums for players and Team Officials prior to commencement of regular House League season games may forfeit their membership in the League and shall be assessed a fine of \$100 for late payment.

### **19.7 Operating Guidelines for House Leagues.**

(a) Residency. A House League is a community-oriented program and therefore the residency of its membership should reflect the geographic area surrounding its home arena or organizational base.

(b) Solicitation. A House League may solicit new registrants by way of general advertising. While players registered with other House League Organizations in the previous season are not prohibited from choosing to move to a different House League Organization for the next season, such players should not be specifically and individually solicited by a House League Organization or any of its officials or representatives, including select coaches, officials or representatives.

(c) Acceptance of Players. All applicants should be accepted to play in a House League, subject to any significant physical limitation and ice availability.

(d) Player Registration. All players must be registered on a recognized House League Registration Certificate.

**A player may play in one House League and may sign only one House League Registration Certificate in a Season (subject to release provisions).**

**(e) Team Membership.** House League players should play on the same team all Season, subject to transfers within the House League Organization for team balancing purposes which should be completed by a date set by each individual House League Organization. This date should be as early as possible and in any event no later than January 1.

**(f) Team/Division Organization.** House League divisions should be organized based upon the age of the players. It is recognized that some large House League Organizations (i.e. Mississauga Hockey League) group players of various divisions into separate subdivisions based upon skill levels. This format is acceptable provided it complies with these guidelines.

**(g) Ice Time.** All players should receive equitable ice time during games.

**(h) Skill Development.** Younger players should be offered the Hockey Canada Initiation Program or other skill development program.

**(i) Number of Teams.** A House League division or a subdivision/tier must consist of a minimum of three teams, whose players may be of more than one birth year.

**(j) Team Sweaters.** House League teams should each have their own distinctive numbered sweaters, and these should be distinct from the House League Organization's select team sweaters.

**(k) Game Schedule.** The posted schedule should consist of a minimum of 16 regular season games plus playoffs. All teams should play at least once each week, if ice availability permits. If there is a bye team, it should not go more than one week without a game.

(l) Playoffs. All teams should qualify for playoffs in order to reflect a House League’s spirit of inclusiveness and equal play.

(m) Officials. All games should be refereed by a minimum of two HCOP-certified officials.

(n) Game Sheets. All games should be properly recorded on legitimate game sheets that are retained by the House League Organization’s convenor for each division or subdivision.

(o) Membership fees. There should be a fixed fee for House League membership that is separate and apart from any fee related to participation in the House League Select Program.

### **19.8 Operating Guidelines for House League Select Programs.**

(a) Intent of House League Select Hockey. Teams participating in House League Select Programs, while considered more competitive than House League teams, are an extension of the House League and are intended to reflect the same spirit of community-oriented recreational hockey. Therefore, they should seek to be inclusive and provide as much opportunity as possible for House League players to participate.

(b) House League Membership. All House League Select players must be registered and active participants in a legitimate House League that is sanctioned by the League. The prime and important considerations are that:

(i) Each player in a House League Select Program is playing on a legitimate House League team whose membership is substantially different from the membership of the House League Select team.

(ii) Each player in a House League Select Program is playing in a bona fide and posted schedule of a minimum of 16 regular-season House League games

plus playoffs that are separate and distinct from the H L Select program games, practices and skill sessions.

(c) Tryouts. All House League players should be invited to try out for their own House League Select Program. A player must be registered in the House League before participating in any of the tryouts for that House League organization's Select program. In accordance with Articles 7 & 18.7 (b) a House League Select program and its coaches, officials and representatives should not solicit players who were registered with another House League Organization in the previous season, whether or not such players also played in a House League Select Program. A House League Select Program shall not conduct tryouts, nor finalize team selection before September 1, Failure to comply with any of these provisions will nullify the eligibility of the offending team to participate in any aspect of a House League Select Program.

(d) Number and Membership of Select Teams. The ideal norm is viewed as one select team coming out of a single-age House League division of at least four House League teams. In these circumstances, the select players would constitute approximately 25% (less if more than four teams) of the total number of House League players in the House League division. While this is regarded as the ideal norm, it is recognized that access to participation in the House League Select Program should not be unduly restricted in a situation where a House League Organization has a lesser number of House League players in certain birth years. Further, it is recognized that there are situations where it may be appropriate for a second select team to be formed out of the same birth year. In order to accommodate these situations, the following variations from the ideal norm will be acceptable provided that the House League Program and the House League Select

**Program are fully in compliance with both the letter and the spirit of these guidelines.**

**(i) In accordance with Rule 16.7(i) the minimum number of House League teams in a House League is three. In this situation, one select team is permitted to be formed from the House League players in that division and the select players may not constitute more than 40% of the total number of House league players in the three-team House League division.**

**(ii) In a situation where there are four House League teams in a combined-age division, there may be a maximum of two select teams from that division, usually with one select team being for the older age group and the other being for the younger age group.**

**(iii) In circumstances involving a House League division of four or more House League teams, the select players in the House League may not constitute more than 50% of the total number of House League players in the House League division.**

**(e) Size of Teams. Select teams must carry a minimum of 13 players (including goalies) and should try to carry as full a roster as possible (consistent with the number and skill level of applicants) in order to reflect the inclusive nature of H L Select Programs.**

**(f) Ice Time for all players should be equitable during games.**

**(g) Attendance at House League Games. A House League Select Program player is expected to attend all House League games unless for reasons of illness or injury. A House League Select Program player should miss no more than three regular season House League games because of attendance at tournaments and should not miss any House League playoff games because of tournaments. A House League Select Program player who attends less than two-thirds of his or her House League games will be considered**

ineligible for further participation in the House League Select Program. House League Organizations may apply to the Board of the applicable Affiliated Division that is operating the House League Select Program's league for relief from this provision due to illness or injury of the player.

### **19.9 Affiliation.**

Applications by a House League Organization for affiliation with the League must be submitted by September 1st and each application must be accompanied by the applicable affiliation fee and insurance premium as outlined in the application form.

### **19.10 Volunteers**

Volunteers who have access to or contact with the players under the age of 18 must submit the proper screening documents to their Home Club.

### **19.11 Police Checks**

Police check are mandatory for all personnel who have access to or contact with players under the age of 18.

### **19.12 Speak Out Program**

The Speak Out program is mandatory for all Team Staff who have access to or contact with players under the age of 18.

### **19.13 team staff entry passes**

Passes for entry to North York programs are issued to team Staff on the following basis. The pass will be used only;y to the person to whom it is issued. Two Passes only will be issued to each team unless there is a certified trainer present on the bench for the team's games in which case four passes can be issued.

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