



ONTARIO EAST-EST “AA” & “A”

MINOR HOCKEY LEAGUE

PLAYING RULES

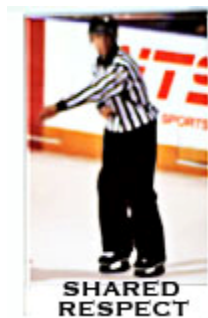




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1. INTERPRETATION

In these playing rules:

- a) **League Executive:** means the Executive Committee of the OEMHL 'AA' & "A"
- b) **League:** "AA" & "A" League" or "the League" means the OEMHL "AA" & "A" League generally or the Board of Directors of the "AA" & "A" League according to its Constitution and By-Laws.
- c) **ODMHA:** Means the Ottawa District Minor Hockey Association, Minor Council or the Executive Committee of the ODMHA.

2. CODE OF CONDUCT

- a) **Members:** Any team members, team, association or league official before, during or after any "AA" or "A" league, playoff or special event game that conduct's themselves in a manner that is deemed to be detrimental to the "AA" & "A" League, may be subject to suspension if the League Executive deems such action is necessary in the interests of the "AA" & "A" League.

3. GENERAL

- a) **Playing Rules & General information:** can only be found on the "AA" & "A" League Website & should be checked on a frequent basis during the season.
- b) **General Playing rules:** are subject to Hockey Canada rules plus the Minor Regulations and Code of Discipline as set by the ODMHA. The following additional rules are specific to the operation of the "AA" & "A" League. **NOTE** League Executive will determine along with the Board the interpretation of playing rules. In all cases, the Executive will have the final word on the OEMHL "AA" & "A" League playing rules.
- c) **League Convenors:** The league convenor for each division of the "AA" & "A" League is responsible for ensuring that these playing rules are complied with by every team in his/hers division.
- d) **Code of Discipline:** All teams must adhere to the latest edition of the **ODMHA Code of Discipline** listed in the most recent **ODMHA** handbook and posted on the OEMHL & ODMHA website. Team officials who do not adhere to these conditions face disciplinary action by the **ODMHA**. **"AA" & "A"** discipline, noted within the playing rules & **"AA" & "A"** league constitution. All penalties incurred by players and team officials under the code must be reported to both the League Convenor and the District Chairperson within **24 HOURS** after the completion of the game in which the infraction(s) occurred.
- e) **Season:** The league Executive shall determine the duration and format of both the league season and playoffs it will also have the final say in any OEMHL Special event for each division of the "AA" & "A" League
- f) **SWEATERS:** Every member of the home team including goaltenders **must** wear light coloured team sweaters issued by the minor hockey association. The visiting team including goaltenders **must** wear distinctive dark-coloured sweaters issued by the minor hockey association. Failure to comply with this rule may result in the immediate expulsion from the game of the offending player(s). In the case of matching or confusing colours, the Home Team must change. The referee will decide if a change is required.
- g) **HANDSHAKE:** Unless otherwise directed by the referee for safety or disciplinary reasons, the handshake shall take place at the **CONCLUSION** of each game.
- h) **Team/Coach Penalties:** The "AA" & "A" League Playing Rules are designed to ensure fairness to all teams and players. Failure to abide by any of these rules may result in the **FORFEITURE OF GAME POINTS** and the **SUSPENSIONS OF COACHES/TEAM OFFICIALS** for at least the next meaningful league, playoff game or special



event game.

- i) **Pre-game Activities:** No team will be allowed to conduct a pre-game event that may affect the playing time of any league, playoff, or special league event games without prior written authorization by the League executive.
- j) **DRESS CODE:** All "AA" & "A" league associations' players & coaches must adhere to a dress code. This can consist of an association dress code already in place. If the association does not have a mandatory dress code, the League will impose a mandatory dress code for the teams under its jurisdiction. This code will be in effect for all league functions when representing the ODMHA Ontario East/Est "AA" & "A" League including out of Branch Tournaments. "AA" & "An" events are subject to a mandatory dress code at all times. League dress code will consist of shirt Tie or turtleneck no jeans no holes in pants.

4. LEAGUE PLAY

- a) **Season:** All Divisions in the League will play a 28 game schedule. The league Executive shall determine the duration and format of both the league season and playoffs for each division of the "AA" & "A" league. (see rule 3.e)
- b) **Members:** Teams who are willing to play through the Christmas and/or March Break may do so providing the League Convenor has given permission, **with the exception of Major Peewee AA who must play through March Break due to the Provincial Playdowns.** Item d) league play)
- c) No league games will be scheduled during Thanksgiving weekend (Thursday thru Monday inclusive)
- d) At no time will League games be allowed to be scheduled or permitted as part of any tournament play unless they are hosted by the "AA" or "A" League.
- e) **The League may host showcase events.**
 - i. The exact date (S) will be set by the Executive.
 - ii. All Member Associations are required to participate. Failure to do so could result in a fine and or the possible suspension of the team or team officials.
 - iii. Ontario Winter Games: **(This applies to Major Peewee "AA")**
Rules and regulations for Ontario Winter Games tournament will be the responsibility of the executive under rule 3-e. Under the present Ontario Winter Games format, the league will host a tournament every two years to identify the ODMHA Branch Representative. At times, the OEMHL "AA" League may be required to supply two teams for this event. The executive will determine the amount of teams in the tournament. This is a mandatory League function.

5. GAMES START TIMES ALL DIVISIONS "AA" & "A"

Monday to Friday – earliest start times all levels regular season & play-offs 19:00 hours (7:00pm)

EXCEPTION: Monday to Friday – "A" League teams will be permitted to supply 3 - 6:30 start times per division & 2 - 6:00pm start times. (See Note Play-off)

Required Actual playing times Ice per Division: (These times exclude flood times)

- 50 Minute Game: OEMHL Minor Atom "A" Major Atom "A" & Minor Peewee "A"
- 60 Minute Game: OEMHL Major Atom "AA"
- 80 Minute Game: OEMHL Minor Peewee "AA" & Major Peewee "AA" & "A"
- 80 Minute Game: OEMHL Minor Bantam "AA"
- 110 Minute Game: OEMHL Major Bantam "AA" & Minor & Major Midget "AA"



There are restrictions regarding the latest start time regular season & play-off.

| | |
|--------------|-----------------------|
| Minor Atom | 8:00 PM (20:00 hours) |
| Major Atom | 8:00 PM (20:00 hours) |
| Minor Peewee | 8:00 PM (20:00 hours) |
| Major Peewee | 8:30 PM (20:30 hours) |
| Minor Bantam | 8:30 PM (20:30 hours) |
| Major Bantam | 9:00 PM (21:00 hours) |
| Minor Midget | 9:00 PM (21:00 hours) |
| Major Midget | 9:00 PM (21:00 hours) |

EXCEPTION: Friday & Saturday start times may be extended by 30 minutes for all levels with the exception of extended ice games

NOTE: Playoffs "AA" & "A" League teams will not be permitted any earlier than 6:50pm for play-off times under any exception.

6. REFEREES

- a) To the extent permitted at local arenas, the referee **MUST** be on the ice before the scheduled **START TIME**.
- b) Should a no-show of officials occur, the home team must advise the appropriate league convener within 24 hours, who in turn will then notify the Referee Assignor. Games cancelled due to absent officials will be re-scheduled by the league convenor and the home team.
- c) **All games are to be played as stated under a three-man system:** However, if only two qualified officials are available, the game **WILL BE PLAYED** with two officials. If only one qualified official is available, the game will be postponed.
- d) Referees **Game Sheet** Responsibility at the end of the game. The game sheet must be delivered to the home team by the referee in a timely manner. The first copy goes to the home team & second copy goes to the Visiting team. The referee will retain one of the last two copies when he has a write-up. The referee must insure that any suspension incurred is properly listed and readable prior to returning copies to the teams. He is responsible to insure that the game sheet is properly signed and noted prior to returning to the team. If any changes are made to the game sheet after the teams have received their copies then the referee must immediately contact a league official and make him or her aware of the change.
- e) Referees must adhere to a dress code established by the referee body when assigned "AA" & "A" League games
- f) **OFF-ICE OFFICIALS:** Competent off-ice officials ie PENALTY BOX ATTENDANT must be provided by the home & visiting team for all games. **Note:** No appeal on the timing of the game will be heard if the teams have no **PENALTY BOX ATTENDANT** during the entire game.
- g) **NOTE:** Penalty box attendant are not timekeepers or scorekeepers.

7. TIMING OF GAMES + TIMEKEEPERS, RULES TO TIMEKEEPING **(SEE PIE CHARTS FOR TIMING OF GAMES)**

- a) **TIMEKEEPERS:** The Home Team must provide **fully trained timekeepers** for all "AA" & "A" league, playoff games. Timekeepers must have completed the timekeepers training course provided by the ODMHA, AND THE "AA" & "A" league.
- b) **TIMEKEEPERS:** Must insure all suspensions currently in force will be clearly shown on the game sheet and initialled



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by the **REFEREE PRIOR** to the **BEGINNING** of the game. In addition, ALL **AFFILIATED PLAYERS** must be clearly identified on the game sheet.

- c) **TIMEKEEPER RULES:** Timekeepers must enter the start and end time of each game on the game sheet. The start time is the same as the scheduled game time unless a delay has occurred. The timekeeper must also record any unused stop time if a period or game is terminated by running time. The timekeeper is additionally responsible for monitoring running time with a stopwatch & or wristwatch that has the same capability as a stopwatch. The stopwatch or wristwatch once started must not be stopped unless the game is scheduled for extended ice.
- d) The stopwatch or wristwatch is started at the scheduled game time and the clock is started for the 3-minute warm-up. The timekeeper must sound the buzzer at least 30 seconds prior to the end of the warm-up to prepare the teams for the start of the game.
- e) After the 3-minute or 5-minute warm-up (applies to 110 - 2 hour games), the timekeeper/scorer starts the time clock for the first period as soon as the referee drops the puck and then times the game strictly in accordance with the official time chart.
- f) The timekeeper/scorer must ensure that any stop-time left over at the end of each period and in particular the third period, is clearly noted on the game sheet.
- g) The timekeeper/scorer records goals and assists as instructed by the referee.
- h) The timekeeper/scorer records all penalties assessed by the referee in the correct manner, using the abbreviations shown on the back of the game sheets.
- i) The timekeeper/scorer will insure that the buzzer to end the game is sounded as soon as the correct stop time for the third period has expired or immediately after the running time limit for the game has elapsed, whichever come first.
- j) The timekeeper/scorer records the end time of the game on the game sheet.
- k) The timekeeper/scorer ensures that the game sheet is signed-off by the referee and linesmen.
- l) **Timing: ARENA CLOCKS** are considered the official timepiece for determining the scheduled start and end of all "AA" & "A" league and playoff games.
- m) **Warm-up: A three 3 or 5 minute warm-up** will commence at the scheduled START TIME of the game. When 2 or 4 minutes of **RUNNING TIME** have elapsed, the timekeeper will sound the buzzer. This will allow the teams to prepare and position themselves for the start of the game. Note: Referee (s) have been instructed and will have the authority as well as the full backing of the league to call a delay of game penalty if it is deemed a team is not in position at the proper time.
- n) **Time outs:** Are **NOT** permitted in any "AA" or "A" league or play-off game.
- o) **RUNNING TIME "AA" & "A":** (see pie charts) & extended ice rules for 110 minute games: Pie Charts will be followed in both "AA" & "A" divisions at all times. 110 minute playing time rules will be followed at all times see rule 11. Rule 7e applies for all divisions. (3 or 5 minute warm-up)

Minor Atom "A" Major Atom "A" Minor Peewee "A": Periods are 10–10–10 playing time required 50 minutes

Major Atom "AA": Periods are 12 – 12 - 12 playing time required 60 minutes.

Minor Peewee "AA" & Major Peewee "AA" & "A": Periods are 15 – 15 - 18 playing time required 80 minutes.

Minor Bantam "AA": Periods are 15 – 15 - 18 playing time required 80 minutes.

Major Bantam & Minor & Major Midget "AA": Periods are 15 -20 – flood – 20 playing time require 110



Minutes of playing time

- p) **DELAYED GAMES:** If, for any valid reason i.e.: bad weather, arena staff, injury in previous game, etc. the start of the game is delayed, the lost time will be taken from the first period. The first period ends at the same running time mark as if there had been no delay. However, the game end time can be extended if an agreement is reached between coaches, the arena staff and/or a home association official. Both coaches must indicate their awareness of the delay and/or extension (including) acceptance or rejection) by signing the game sheet prior to the start of play. The game must be played and the “AA” & “A” League will make a ruling as to its outcome. It is the Timekeepers responsibility to insure that any changes to the published start time is duly noted on the game sheet. If a game starts late, and no agreement has been reached to change the official start time and end time, then the game must end at the originally scheduled time.
- q) **CLOCK FAILURE:** If the arena time clock fails, the referee must consult with the timekeeper to ensure that a stopwatch or wristwatch with stop capabilities is used to complete the timing of the game. (See timekeeper rules) If stop time cannot be recorded, the game will use running time with an adjustment to the penalties. Two (2) minute penalties become three (3); five (5) becomes seven (7). Ten (10) minute penalties will remain ten (10) minutes. Should the clock fail at any time during the penalty, the remaining time will be multiplied by 1.5 and served at running time under the appropriate penalty rule.

SEE PIE CHARTS FOR TIMING OF GAMES

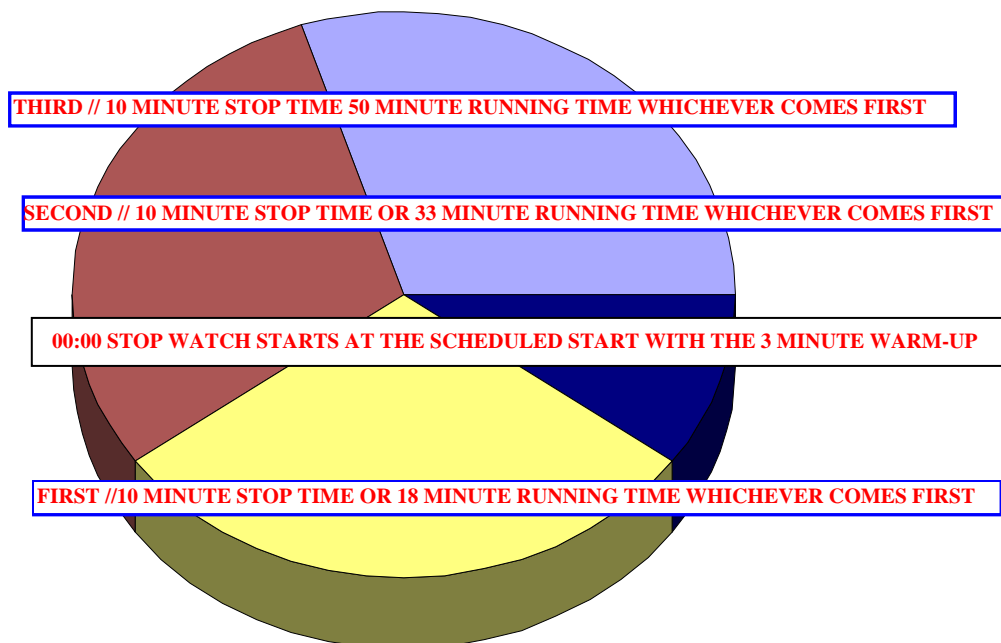
8. PIE CHART: 50 MINUTE CHART

Minor Atom "A" Major Atom "A" & Minor Pee wee "A"

*****THE STOPWATCH STARTS AT THE SCHEDULED STARTING TIME AND STOPS AT THE SCHEDULED ENDING TIME AT NO TIME DOES THE STOPWATCH STOP TOTAL LENGTH OF GAME IS 50 MINUTES INCLUDING WARM-UP.**

TOTAL LENGTH OF GAME IS 50 MINUTES INCLUDING, WARM-UP.

MINOR ATOM "A" MAJOR ATOM "A" MINOR PEEWEE "A"
50 MINUTE RUNNING TIME- 30 MINUTE STOP TIME



Legend

- THIRD PERIOD
- SECOND PERIOD
- FIRST PERIOD
- 3 MINUTE WARM-UP// 00:00 STOP WATCH STARTS AT THE SCHEDULED START OF GAME START

9. PIE CHART: 60 MINUTE CHART

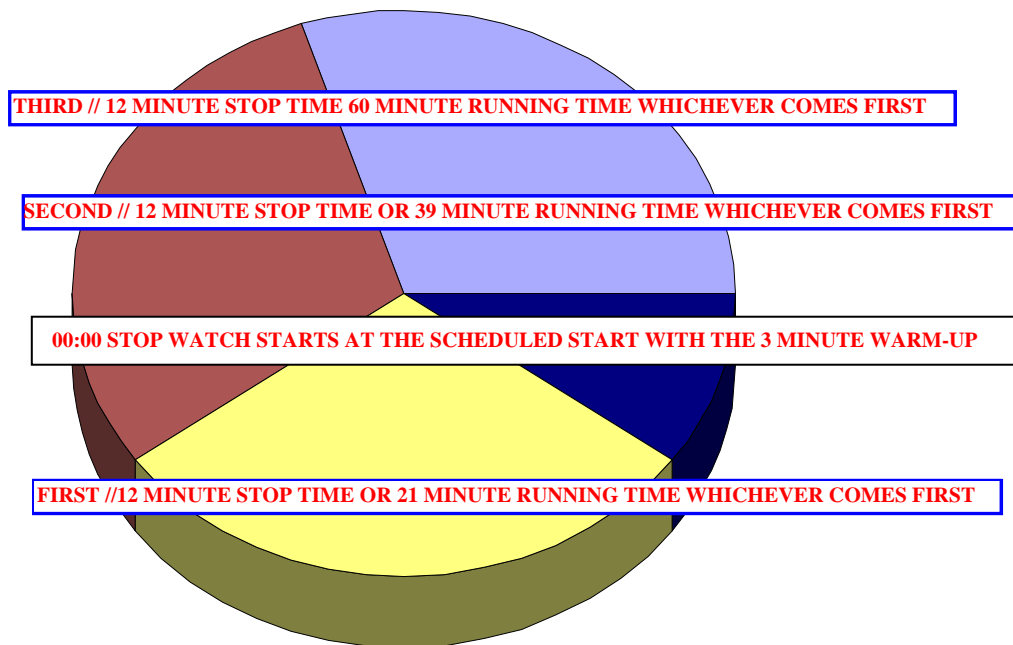
MAJOR ATOM "AA"

***THE STOPWATCH STARTS AT THE SCHEDULED STARTING TIME AND STOPS AT THE SCHEDULED ENDING TIME AT NO TIME DOES THE STOPWATCH STOP TOTAL LENGTH OF GAME IS 60 MINUTES INCLUDING WARM-UP.

TOTAL LENGTH OF GAME IS 60 MINUTES INCLUDING, WARM-UP.

MAJOR ATOM "AA"

60 MINUTE RUNNING TIME- 36 MINUTE STOP TIME



Legend

- THIRD PERIOD
- SECOND PERIOD
- FIRST PERIOD
- 3 MINUTE WARM-UP// 00:00 STOP WATCH STARTS AT THE SCHEDULED START OF GAME START

10. PIE CHART: 80 MINUTE CHART

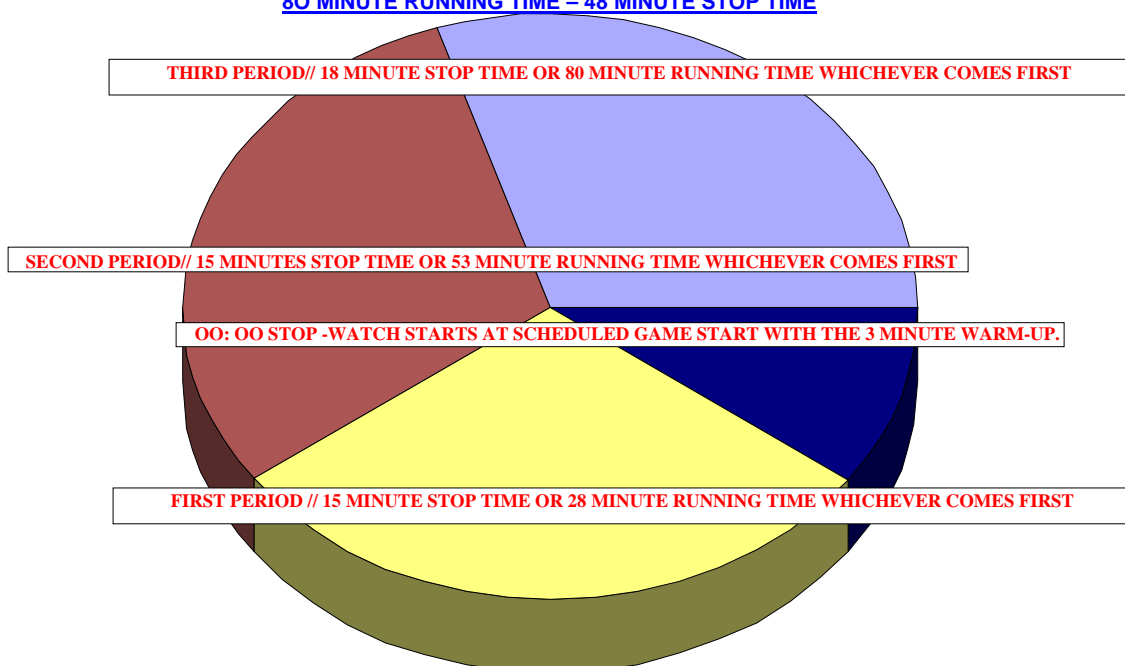
**MINOR & MAJOR PEEWEE "AA" & MAJOR PEEWEE "A"
MINOR BANTAM AA - 80 MINUTE GAME**

******THE STOPWATCH STARTS AT THE SCHEDULED STARTING TIME AND STOPS AT THE SCHEDULED ENDING TIME AT NO TIME DOES THE STOPWATCH STOP.**

TOTAL LENGTH OF GAME IS 80 MINUTES INCLUDING, WARM-UP.

**MINOR & MAJOR PEEWEE "AA", MAJOR PEEWEE "A",
MINOR BANTAM AA**

80 MINUTE RUNNING TIME – 48 MINUTE STOP TIME



Legend

- THIRD PERIOD
- SECOND PERIOD
- FIRST PERIOD
- 3 MINUTE WAR-UP// O: OO STOP Watches START AT SCHEDULED TIME OF GAME START

See next page for 2 Hour or 110 playing minute Ice Rules.



This rule applies to Major Bantam & Minor & Major Midget "AA" 110 Minute games

Minor Bantam may submit 2hr or 110-minute ice under the following rules

11. PLAY 110 MINUTE GAME = 2 HOURS OF ICE

- a) Major Bantam & Minor & Major Midget "AA" PLAY 110 minute games and need not identify such on the game sheet. Minor Bantam Associations who submit 110 minute ice slots must follow the 110 minute game rules listed. See B. All rules listed in 110-minute games are in force.
- b) Once a 110-minute time slot is identified, the rules below must be followed: Teams & or Associations who do not comply will be fined and or disciplined at the discretion of the "AA" & "A" League Executive.
- c) A 5 - minute warm-up rule 7 – (M) & rule 7. (E) With the first period 15 minutes stop time, and the second & third period 20 minute stop time.
- d) During 2 hour or 110 minute ice slots, floods are MANDATORY and will be at the end of the second period. Exception to mandatory flood rules; Dual ice pad arenas; floods will be permitted at the end of the first period due to zamboni restrictions. This may only be applied if arena staff indicates that you will have a delay with a flood at the end of the second period. If no conflict occurs then the mandatory flood will be at the end of the second period.
- e) The stopwatch IS NOT used in 110 MINUTE games. The game will be played in its entirety or to the duration of the 110 MINUTES.
- f) Players returning to the ice for commencement of the third period will go directly to the bench without a warm-up. The teams must be ready to step onto the ice when the zamboni leaves the ice. Referees have been given instructions and the league backing to apply a delay of game penalty if a team or team (s) are late returning to the ice.

12. COMPLETED GAME

Game Completed: A game considered completed if a minimum of one-half of the allocated stop time has been completed during regular season play. In playoffs, a game is considered completed if two periods of stop time have been completed.

NOTE: Causes for ice to be "unavailable for play" include power failures, unsafe ice, serious injury, etc. The timekeeper must note the stop times at the occurrence of the interruption, and the time it was cleared.

A major altercation resulting in interruption of the game is not considered as justification for the application of this rule.

13. RESCHEDULING/ SWITCHED GAMES

- a) Switched Games: Visiting teams, as shown on the league schedule, may not reschedule any game(s) without first attempting to switch games with other visiting teams scheduled to play the same home team on a different date. Once the teams involved have agreed to switch a game, the league convenor must be notified by the team requesting the switch no later than 72 hours before the scheduled date of the first game involved in the switch. The team requesting the switch will be responsible to inform the home team of the switch. The home team cannot refuse to play the switched team.
- b) Re-Scheduled Games: Teams requesting to have a game re-scheduled, must complete the prescribed form, and submit it to their division convenor for consideration. Convenors are entrusted with the authority to either approve or deny all requests upon their submission. No team will be allowed to engage with any other team to re-schedule any game without first receiving written approval from their division convenor. This rule does not apply to inclement weather related issues. (refer to rule h)
- c) Un-scheduled Games: Any games that have been cancelled and not re-scheduled must be scheduled by the end of December of the current playing season. It is the League's intentions that once the league enters into the New Year, all games have been scheduled.
- d) Non Re-scheduled Games: No team will be allowed to re-schedule any league or playoff game for team activities, player/coaches



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absence, game starting time, playing games on successive nights etc. Any requests to have a game re-scheduled; teams must seek the approval of the league convenor.

- e) **Referee Costs:** Any additional costs charged to the ‘AAA’ League in respect of the game officials assigned to a league or playoff game will be borne by the team that was responsible for incurring the additional costs.
- f) **Ice Costs:** If applicable, the incremental cost of the ice for the re-scheduled game will be borne by the home team requesting the change, unless the teams involved agree to another payment arrangement. **League Convenor’s Discretion:** To ensure the league schedule is completed within the prescribed time limits, the league convenor has the authority to make a final decision for all re-scheduled and switched games where the teams involved fail to reach an agreement within a reasonable time frame.
- g) **Travelling Cost:** If applicable, the incremental cost of travelling to & from a switched game or re-scheduled game will be borne by the travelling team.
- h) **Inclement Weather Re-scheduling:**
 - i. Team officials must contact their league convenor who has the authority to postpone games due to weather conditions.
 - ii. If the league convenor cannot be reached, team officials must contact the League President, Vice-President or one of the 2 directors who also have the authority to postpone games.
 - iii. The League official will then contact the Referee Assignor to advise the officials that the game has been postponed and will be re-scheduled.
 - iv. Of note at no time may a team postpone a game on its own. If this is done the team will be subject to fine or suspension.

14. COMPLETION OF LEAGUE SCHEDULE

- a) All scheduled games **MUST** be played regardless of whether the outcome of the game will affect the status of the league standings. Unless determined otherwise by the League Executive, failure to complete all scheduled games will result in suspension of the coach and/or the loss of points.
- b) All divisions of “AA” & “A” League must complete their regular league schedule by the final date determined by the League Executive under rule 3. d) (Season)

15. GAME PRECEDENCE

- a) Regular season, playoff or special league event games take precedence over tournaments and exhibition games. Teams that place a priority over games other than those in the league against the direction of the convenor, will forfeit points and the responsible coach will be suspended.
- b) If a team forfeits a game for any reason, the **COACH** and other **TEAM OFFICIALS** may be subject to disciplinary action by the **ODMHA & League**. In addition, the team **forfeiting** will have 2 points deducted from either their current league standings or playoff standings, whichever is applicable (The team complying with the rules will NOT be awarded 2 points in the case of a forfeit where no game is actually played. The Pointstreak Website will NOT show two points being given to the team in compliance. If for some reason the Pointstreak Website either automatically awards points to the opposing team or allows suspensions to be shown as served in error, the original Convenor records shall prevail as the only recognized record. The Pointstreak website game sheet will not be considered the Official Game Sheet --The Official Game sheet is the original Game Sheet signed by the attending officials.. Under no circumstances can a forfeited game be used to serve suspensions. The Pointstreak website is a tool of the League to provide information to our membership --again the only OFFICIAL GAME SHEET is to be the ORIGINAL Game Sheet) During play, in a tied game, if a team leaves the ice in contravention of the rules, they will forfeit the point to the team complying with the rules & regulations.



16. TOURNAMENTS

- a) A Tournament list for all levels teams of that association must be provided by the OEMHL Association Representative at the August Meeting. This list must be approved by the board of Directors. Once the season has commenced the Association Representative must inform the league Convenor no later than 15 days prior to any change of this list. The Convenor must seek approval for the Tournament list from the Board of Directors at the Monthly OEMHL meeting. The tournament list will not be changed after January 15th of the current season.
- b) It is mandatory that all teams in each division report suspensions within 24 hours of their return and submit copies of all tournament game sheets to their division convenor within five (5) days of completion of said tournament. Failure to comply will result in the suspension of the responsible coach.
- c) No team will be permitted to enter any tournaments after the completion of the regular schedule.
- d) Regular season, playoff, or special league event games take precedence over tournaments and exhibition games. Teams that place a priority over games other than those in the league, against the direction of the convenor will forfeit points and the responsible coach will be suspended.
- e) All teams will be subject to play league games following participation in a tournament if it has been so scheduled.

17. SUBMISSION OF GAME SHEETS/REPORTING OF SCORES AND SUSPENSIONS

(Note: sections of 16 may be revised by the "AA" "A" On-Line Form)

- a) **Submitting Game Sheets: (PRE SEASON, REGULAR SEASON & PLAYOFF)** For all league play, at the conclusion of the game, the referee must provide both teams with a signed copy of the game sheet, one of which must be the original (white) copy. **The home team is responsible for mailing the original (white) copy of the game sheet for all home games to the league convenor, within 24 HOURS** of the completion of the game, in the self-addressed envelope provide by the league. If the referee is required to submit a written report, the referee will keep one of the last two remaining copies for his/her reference. Referees will not keep the original (white copy); the home team must retain it.
- b) **Submitting Game Sheets: (EXHIBITION):** Once a team has entered the League at the conclusion of all exhibition games played and until the team is disbanded, the referee must provide both teams with a signed copy of the game sheet, one of which must be the original (white) copy. **The League team is responsible for mailing the original (white) copy or a copy of the game sheet for all games to the league convenor, within 24 HOURS**
- c) **Submitting Game Sheets: (TOURNAMENT)** See Rule 16- (b)
- d) **Reporting Suspensions:** Coaches/managers must report all suspensions assessed during league and out-of-league play to both the league convenor and the appropriate District Chairperson within **24 hours** of the completion of the game. While the convenor will provide advice regarding the suspension applicable to the penalty under the **ODMHA** Code of Discipline, the final decision comes from the District Chairperson. If the District Chairperson changes the original or initial suspension, the team must notify the convenor **IMMEDIATELY** of this fact. The league convenor is responsible for ensuring that every suspension incurred in his/her division is properly served. Each team will be required to complete the suspension form for all games where a suspension has been assessed, including league, play-off, tournament, and exhibition games, as well, where a suspension has been served, the suspension form must also be completed. If a team **home or visiting** has league or play-off games on successive days, any suspensions incurred in the first game must be reported to the league convenor before commencement of the game on the second day.
- e) **Ineligible players:** HC rule R page 170 of the 2006-2007 Regulation book states when a team is found guilty of using an ineligible player the points will be automatically removed from the offending team. Further, under the ODMHA Handbook & Directory code of discipline the Head Coach of that game is suspended for 5 games. Further suspensions from the league may be applied to the coach or other team officials. The League Convenor will adjust the divisional standings to reflect the points and wins/ties forfeited by a team. The **Home & Visiting** team official is responsible for reporting to their respective District Chairperson.



- f) **Reporting of Game Results:** **THE HOME TEAM** must report the game result by e-mail to the league convenor immediately after the game and in any event no later than **24 hours** after the game.
- g) **Team officials:** (Coaches, Assistant Coaches, Managers and Trainers,) are responsible for ensuring that the Code of Discipline is followed during "AA" & "A" League games, exhibition games, and tournaments. Players under their control must fully comply with **Hockey Canada, O.D.M.H.A & "AA" & "A" League rules**. Failure to comply will be dealt with disciplinary action by the League. In all instances, the coach or acting coach for that game will be responsible. The League will, at its discretion hold other team management responsible. (See Rule 2 code of conduct) The **Home & Visiting** team official is responsible for reporting to their respective District Chairperson.

18. PLAY-OFFS

- a) **General:** Playoffs will comprise (8) teams in each division, unless otherwise directed by the league. (RULE 3 e). For all game sheets, refer to rule 17.
- b) **Play-off Format:** All playoff rounds will begin on the date fixed by the League Executive under rule 3 who will also specify the final date for the completion of each series. There will no change to home ice dates once these have been handed in and accepted by the league. Convenors will be responsible to schedule all play-off games within his/her division.
- c) **Playoff Game Notification:** Every attempt will be made to provide notification of playoff games thirty-six (36) hours before the scheduled time/date of a game. In extraordinary circumstances, notification may be less than thirty-six (36) hours. Teams waiting for another series to be finalised, will at the discretion of the league convenor be informed to be ready to play on a certain day, even though the team they are to play as not been named, nor ice time confirmed. Any coach who declines to play a play-off game as scheduled by the league will be subject to immediate disciplinary action, including **FORFEITURE OF POINTS AND SUSPENSION OF THE COACH** for at least the next meaningful game.
- d) **Home Ice Advantage:** In any series, the team that finishes higher in the final league standings for the regular season has "Home Ice Advantage". A team with home ice advantage is not automatically guaranteed the first game of a series on its home ice. Associations are required to provide home ice for playoffs in a timely manner. If an association cannot provide the required ice, the league will find ice and bill the responsible association.
- e) **Completion of the Playoffs:** All "AA" & "A" Divisions by April 4th must be completed with the exception of Major Peewee "AA" which must be concluded by no later than **March 24th** of the current playing season.
- f) **March Break all Levels:** The league from 12:01am the first Saturday of the March Break will schedule no games, until the following Sunday after 3:00pm inclusive. Teams may elect to play during the March Break, providing both teams are in full agreement. Playoffs will not be jeopardised and the executive under rule 3- e may impose games during the March Break.
- g) **March Break Exception:** Major Peewee "AA" **MUST** play through the March Break this is due to Provincial Playdowns.
- h) **End of Season Standings:** If ties occur at the conclusion of the regular season, ties will be broken among the teams that are tied in the following order of precedence:
- I. Team with most wins overall;
 - II. Team with most wins against other tied teams;
 - III. Team with best plus – minus record (goals for – goals against = plus/minus rating)
 - IV. Team with most goals for;
 - V. Team with least goals against.
- i) **Playoff Series:** The playoff schedule will be set as follows as per the final league standings for the regular season.
- Quarter Finals:** Series A
- (1st vs. 8th) (2nd vs. 7th) (3rd vs. 6th) (4th vs. 5th)



2009/2010 “AA” & “A” League Playing Rules



Semi-Finals: Series B
Same Format as series A as per standings of regular season

League Final: Series C
Top 2 teams advance to the finals
Home ice advantage goes to the highest team as per the league standings as listed in rule: (14-d Home Ice Advantage)

j) **Format for Quarter Finals and Semi-Finals**

- i. Quarterfinals and Semi-finals will be five (5) point series, unless otherwise directed by the league because of time constraints. Winner = 2 points, Loser = 0 points. Tied games will remain tied with each team receiving one (1) point.
- ii. If after four games, neither team has attained five points, a fifth game must be played with additional time allotted for sudden victory overtime. The first overtime will consist of a ten minute stop time period. If no winner has been declared, a flood will take place followed by a twenty minute stop time period.

k) **Format for Division Finals**

- i. Division finals will be seven (7) point series, unless otherwise directed by the league because of time constraints. Winner = 2 points, Loser = 0 points. Tied games will remain tied with each team receiving one (1) point.
- ii. If after six games, neither team has attained seven points, a seventh game must be played with additional time allotted for sudden victory overtime. The first overtime will consist of a ten minute stop time period. If no winner had been declared, a flood will take place followed by a twenty minute stop time period.

l) **Expediting Completion of Playoff Games/Series**

- i. If in any series, it is the opinion of the league that time is of the essence, the league may require that the game be played on the first available ice regardless of where the game should normally be played. The normal home status rotation will remain in effect.
- ii. If in the opinion of the league, a series is being delayed because of unavailability of ice, the league may direct that a game be played on another ice surface. At the discretion of the league, this other surface could be in either of the competing team's arenas or on a neutral site. Ice costs will be borne by the designated home team.

19. PROTESTS

APPEALS: (see Annex 1 for prescribed procedures) **the** appellant must submit all game protests or appeals to the League within 72 hours after the completion of the game that is in dispute.. All appeals must be in writing, submitted to the Director of Discipline, of the “AA” & “A” League (Chairperson of the Appeal Committee). A fee in the form of a cheque payable to the OEMHL “AA” & “A” league in the amount of \$150.00 dollars must accompany the appeal letter. All letters of appeal must clearly state the grounds upon which the appeal is being made and what aspect of the game, in particular is being appealed. At its discretion, the league will determine whether or not the appeal will be heard by the league. Appeals of a frivolous or trivial nature will not be heard. The league will not hear “timing” protests unless the protesting team had a representative penalty box. Paid timekeepers are representatives of the League and not the association.

Revised & approved
September 23rd 2009
2009-2010 Ontario East/Est Minor Hockey League
Verified by “AA” & “A” League executive



ANNEX 1 - Appeal Procedures

FOR OEMHL "AA" & "A" APPEAL COMMITTEE

GENERAL: The "AA" & "A" Appeals Committee will comprise a minimum of three (3) members plus the Chairperson. Prior to each Appeal hearing, the Chairperson will select the Appeal Committee members drawn from the sitting members of the "AA" & "A" League Board of Directors. In the selection of these members, the Chairperson will exclude any person who may have any real, potential or perceived conflict-of-interest. The Chairperson of the Committee will be the Director of Discipline & Appeals of the "AA" & "A" League. Appeals will be held as required, at times and places to be determined by the Chairperson.

In the event that the Chairperson is unable to attend an appeal hearing, or for any other reason, the Chairperson may appoint an acting Chairperson drawn from sitting members of the "AA" & "A" Executive Board of Directors.

APPEAL HEARING PROCEDURES:

The hearing procedures will be as follows:

- 1) The nature of the appeal will be summarized by the Chairperson who may call upon any witnesses to give testimony;
- 2) The Appellant or Representative will be provided an opportunity to present the case, to substantiate the nature of the appeal, to call witnesses and to ask questions;
- 3) Committee members, including non-voting League members and all witnesses will have the opportunity to ask questions and to explore in detail the nature of the appeal;
- 4) The Appellant or Representative will have the opportunity to summarize the case;
- 5) Voting by the Committee Members will take place, in camera, at the conclusion of the hearing. A simple majority will determine the outcome;
- 6) When the decision of the Appeals Committee is in favour of the appellant, one half of the appeal fee will be returned. In the event that appeal is not won, the appeal fee will be retained by OEMHL "AA" & "A" League.
- 7) The result of the appeal will be forwarded to the Appellant or Representative in written form within 48 hours from the conclusion of the appeal. Copies will also be forwarded to Committee Members, Appellant's Association League representative and the Secretary of the OEMHL "AA" & "A" League. If time is of the essence, the Chairperson may provide a verbal decision to the Appellant followed up by the written decision.
- 8) The decision of the "AA" & "A" Appeal's Committee is final subject to further appeal to the ODMHA under prevailing appeal rules and guidelines of that Association.
- 9) Appeals should be forwarded to:

OEMHL "AA" & "A" League
Director Discipline Appeals,
88 Malhotra Court
Ottawa, On, Canada K1V 1K2
Phone 613-521-5363



ANNEX 2 – League Executive

2008-2009 OEMHL EXECUTIVE & BOARD OF DIRECTORS

Executive linked through the web site at www.aaleague.ca

EXECUTIVE

President: ----- Denis Dumais ----- president@aaleague.ca

Vice President: ----- Diane Varette----- vp@aaleague.ca

Vice President of Finance: ----- Deborah Henderson ----- vpfinance@aaleague.ca

Director Discipline/Appeals: ----- Janice West----- discipline@aaleague.ca

Director Risk & Safety & Administration: -----Darrin Leboeuf ----- rsadmin@aaleague.ca

Secretary: ----- Anne Evans ----- secretary@aaleague.ca

CONVENERS

Minor Atom "A": ----- Melissa Klaus----- majoratoma@aaleague.ca

Major Atom "AA": ----- Jean Luc Lapointe ----- majoratomaa@aaleague.ca

Major Atom "A": -----Melissa Klaus ----- majoratoma@aaleague.ca

Minor Pee wee "AA": -----Anne Evans----- minorpeeweeaa@aaleague.ca

Minor Pee wee "A": -----Deborah Henderson----- minorpeeweea@aaleague.ca

Major Pee wee "AA": -----Craig Shouldice ----- majorpeeweeaa@aaleague.ca

Major Pee wee "A": -----Deborah Henderson----- majorpeeweea@aaleague.ca

Minor Bantam "AA": -----Marc Desnoyers----- minorbantamaa@aaleague.ca

Major Bantam "AA": -----Mark Desnoyers ----- majorbantamaa@aaleague.ca

Minor Midget "AA": ----- Mike Spencer ----- minormidgetaa@aaleague.ca

Major Midget "AA": ----- Janice West ----- majormidgetaa@aaleague.ca

APPOINTED BOARD MEMBERS:

Ice Scheduler: ----- April Khan- ----- ice@aaleague.ca

Web Site Administrator: ----- Craig Shouldice----- webmaster@aaleague.ca

"AA" & "A" League Referee Chief: ----- Tom Meagher ----- ric@aaleague.ca



2009/2010 “AA” & “A” League Playing Rules



ASSOCIATIONS REPS:

D1 Rideau St Lawrence Kings : ----- Jack Laforty ----- jack.laforty@bell.net

D2 Seaway Valley ----- Mark Desnoyers ----- mdesnoyers2@cogeco.ca

D3 Eastern Ontario Cobras -----Deborah Henderson ----- Deborah.Henderson@blood.ca

D4 Silver Seven ----- Nathalie Carruthers----- nathaliecarruthers@sympatico.ca

D4 Ottawa Valley Titans -----Ron Killeen----- killeenr@gilmore.ca

D5 Upper Ottawa Valley Aces -----Dan Brumm ----- danbrumm@sympatico.ca

DB Ottawa Sting -----Chris Cullen----- president@ottawasting.com

D9 Gloucester Rangers ----- Marc Berube ----- marcberube@sympatico.ca

D10 Nepean Raiders ----- Karen Russell ----- krussel@magma.ca -

D11 Kanata Blazers ----- David Farnes ----- davidfarnes@rogers.com

D12 Cumberland Jr Grads -----Darrin Leboeuf ----- leboeuf@pvthian.com -

Ontario Hockey Academy -----Dave Murphy ----- dmurphy@ontariohockeyacademy.com

OFF-ICE OFFICIALS: Competent off-ice officials ie PENALTY BOX ATTENDANT must be provided by the home & visiting team for all games. **Note:** No appeal on the timing of the game will be heard if the teams have no **PENALTY BOX ATTENDANT** during the entire game.

NOTE: Penalty box attendants are not timekeepers or scorekeepers.

1. TIMING OF GAMES + TIMEKEEPERS, RULES TO TIMEKEEPING

(SEE PIE CHARTS FOR TIMING OF GAMES)

- a) **TIMEKEEPERS:** The Home Team must provide fully trained timekeepers for all “AA” & “A” league, playoff games. Timekeepers must have completed the timekeepers training course provided by the ODMHA, AND THE “AA” & “A” league.
- b) **TIMEKEEPERS:** Must ensure all suspensions currently in force will be clearly shown on the game sheet and initialled by the **REFEREE PRIOR** to the **BEGINNING** of the game. In addition, ALL **AFFILIATED PLAYERS** must be clearly identified on the game sheet.
- c) **TIMEKEEPER RULES:** Timekeepers must enter the start and end time of each game on the game sheet. The start time is the same as the scheduled game time unless a delay has occurred. The timekeeper must also record any unused stop time if a period or game is terminated by running time. The timekeeper is additionally responsible for monitoring running time with a stopwatch & or wristwatch that has the same capability as a stopwatch. The stopwatch or wristwatch once started must not be stopped unless the game is scheduled for extended ice.
- d) The stopwatch or wristwatch is started at the scheduled game time and the clock is started for the 3-minute warm-up. The timekeeper must sound the buzzer at least 30 seconds prior to the end of the warm-up to prepare the teams for the start of the game.
- e) After the 3-minute or 5-minute warm-up (applies to 110 - 2 hour games), the timekeeper/scorer starts the time clock for the first period as soon as the referee drops the puck and then times the game strictly in accordance with the official time chart.
- f) The timekeeper/scorer must ensure that any stop-time left over at the end of each period and in particular the third period, is clearly noted on the game sheet.
- g) The timekeeper/scorer records goals and assists as instructed by the referee.
- h) The timekeeper/scorer records all penalties assessed by the referee in the correct manner, using the abbreviations shown on the back of the game sheets.
- i) The timekeeper/scorer will insure that the buzzer to end the game is sounded as soon as the correct stop time for the third period has expired or immediately after the running time limit for the game has elapsed, whichever come first.
- j) The timekeeper/scorer records the end time of the game on the game sheet.
- k) The timekeeper/scorer ensures that the game sheet is signed-off by the referee and linesmen.
- l) **Timing: ARENA CLOCKS** are considered the official timepiece for determining the scheduled start and end of all “AA” & “A” league and playoff games.
- m) **Warm-up: A three 3 or 5 minute warm-up** will commence at the scheduled START TIME of the game. When 2 or 4 minutes of **RUNNING TIME** have elapsed, the timekeeper will sound the buzzer. This will allow the teams to prepare and position themselves for the start of the game. Note: Referee (s) have been instructed and will have the authority as well as the full backing of the league to call a delay of game penalty if it is deemed a team is not in position at the proper time.
- n) **Time outs:** Are **NOT** permitted in any “AA” or “A” league or play-off game.
- o) **RUNNING TIME “AA” & “A”:** (see pie charts) & extended ice rules for 110 minute games: Pie Charts will be followed in both “AA” & “A” divisions at all times. 110 minute playing time rules will be followed at all times see rule 11. Rule 7e applies for all divisions. (3 or 5 minute warm-up)

Minor Atom “A” Major Atom “A” Minor Pee wee “A”: Periods are 10–10–10 playing time required 50 minutes

Major Atom “AA”: Periods are 12 – 12 - 12 playing time required 60 minutes.

Minor Peewee “AA” & Major Peewee “AA” & “A”: Periods are 15 – 15 - 18 playing time required 80 minutes.

Minor Bantam “AA”: Periods are 15 – 15 - 18 playing time required 80 minutes.

Major Bantam & Minor & Major Midget “AA”: Periods are 15 -20 – flood – 20 playing time require 110 Minutes of playing time

- p) **DELAYED GAMES:** If, for any valid reason i.e.: bad weather, arena staff, injury in previous game, etc. the start of the game is delayed, the lost time will be taken from the first period. The first period ends at the same running time mark as if there had been no delay. However, the game end time can be extended if an agreement is reached between coaches, the arena staff and/or a home association official. Both coaches must indicate their awareness of the delay and/or extension (including) acceptance or rejection) by signing the game sheet prior to the start of play. The game must be played and the “AA” & “A” League will make a ruling as to its outcome. It is the Timekeepers responsibility to insure that any changes to the published start time is duly noted on the game sheet. If a game starts late, and no agreement has been reached to change the official start time and end time, then the game must end at the originally scheduled time.
- q) **CLOCK FAILURE:** If the arena time clock fails, the referee must consult with the timekeeper to ensure that a stopwatch or wristwatch with stop capabilities is used to complete the timing of the game. (See timekeeper rules) If stop time cannot be recorded, the game will use running time with an adjustment to the penalties. Two (2) minute penalties become three (3); five (5) becomes seven (7). Ten (10) minute penalties will remain ten (10) minutes. Should the clock fail at any time during the penalty, the remaining time will be multiplied by 1.5 and served at running time under the appropriate penalty rule.

SEE PIE CHARTS FOR TIMING OF GAMES

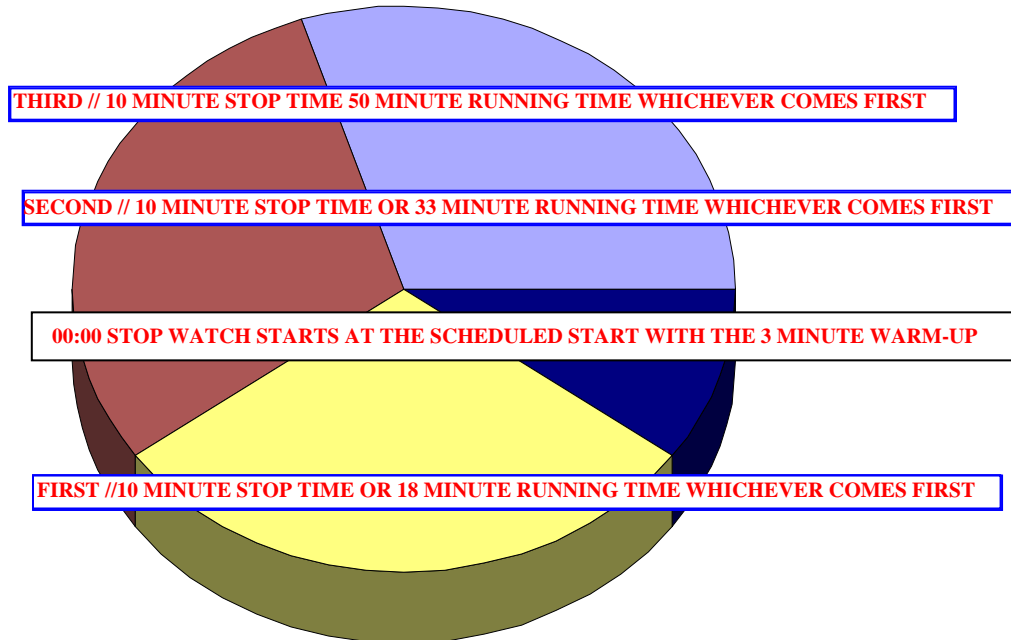
2. PIE CHART: 50 MINUTE CHART

Minor Atom "A" Major Atom "A" & Minor Peewee "A"

****THE STOPWATCH STARTS AT THE SCHEDULED STARTING TIME AND STOPS AT THE SCHEDULED ENDING TIME AT NO TIME DOES THE STOPWATCH STOP TOTAL LENGTH OF GAME IS 50 MINUTES INCLUDING WARM-UP.

TOTAL LENGTH OF GAME IS 50 MINUTES INCLUDING, WARM-UP.

MINOR ATOM "A" MAJOR ATOM "A" MINOR PEEWEE "A" **50 MINUTE RUNNING TIME- 30 MINUTE STOP TIME**



Legend

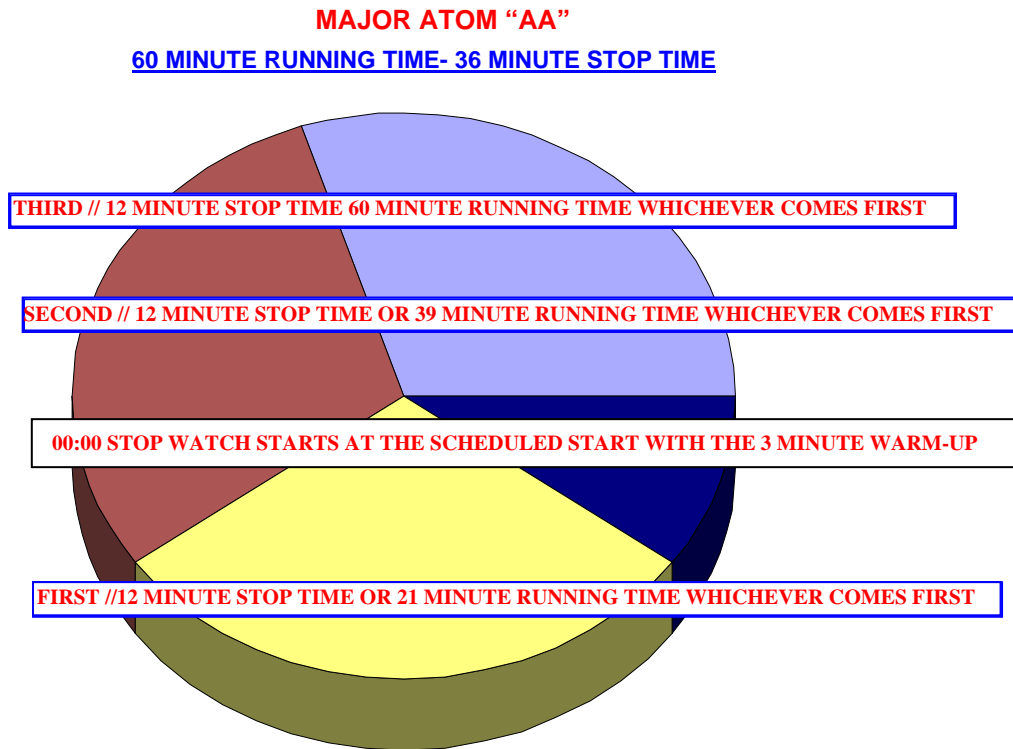
- THIRD PERIOD
- SECOND PERIOD
- FIRST PERIOD
- 3 MINUTE WARM-UP// 00:00 STOP WATCH STARTS AT THE SCHEDULED START OF GAME START

3. PIE CHART: 60 MINUTE CHART

MAJOR ATOM “AA”

****THE STOPWATCH STARTS AT THE SCHEDULED STARTING TIME AND STOPS AT THE SCHEDULED ENDING TIME AT NO TIME DOES THE STOPWATCH STOP TOTAL LENGTH OF GAME IS 60 MINUTES INCLUDING WARM-UP.

TOTAL LENGTH OF GAME IS 60 MINUTES INCLUDING, WARM-UP.



Legend

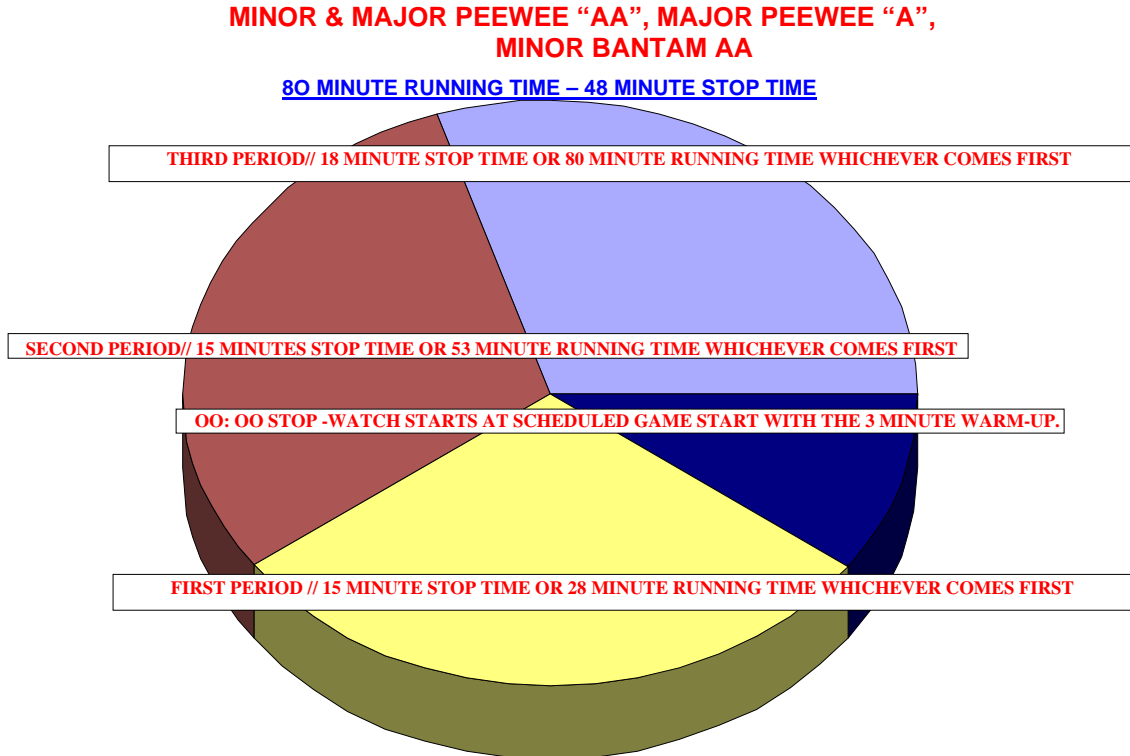
- THIRD PERIOD
- SECOND PERIOD
- FIRST PERIOD
- 3 MINUTE WARM-UP// 00:00 STOP WATCH STARTS AT THE SCHEDULED START OF GAME START

4. PIE CHART: 80 MINUTE CHART

MINOR & MAJOR PEEWEE “AA” & MAJOR PEEWEE “A”
MINOR BANTAM AA - 80 MINUTE GAME

******THE STOPWATCH STARTS AT THE SCHEDULED STARTING TIME AND STOPS AT THE SCHEDULED ENDING TIME AT NO TIME DOES THE STOPWATCH STOP.**

TOTAL LENGTH OF GAME IS 80 MINUTES INCLUDING, WARM-UP.



Legend

- THIRD PERIOD
- SECOND PERIOD
- FIRST PERIOD
- 3 MINUTE WAR-UP// O: OO STOP Watches START AT SCHEDULED TIME OF GAME START

See next page for 2 Hour or 110 playing minute Ice Rules.

This rule applies to Major Bantam & Minor & Major Midget “AA” 110 Minute games

Minor Bantam may submit 2hr or 110-minute ice under the following rules

5. PLAY 110 MINUTE GAME = 2 HOURS OF ICE

- a) Major Bantam & Minor & Major Midget “AA” PLAY 110 minute games and need not identify such on the game sheet. Minor Bantam Associations who submit 110 minute ice slots must follow the 110 minute game rules listed. See B. All rules listed in 110-minute games are in force.

- b) **Once a 110-minute time slot is identified, the rules below must be followed:** Teams & or Associations who do not comply will be fined and or disciplined at the discretion of the “AA” & “A” League Executive.
- c) **A 5 - minute warm-up rule 7 – (M) & rule 7. (E)** With the first period 15 minutes stop time, and the second & third period 20 minute stop time.
- d) During 2 hour or 110 minute ice slots, floods are **MANDATORY** and will be at the end of the second period. **Exception** to mandatory flood rules; Dual ice pad arenas; floods will be permitted at the end of the first period due to zamboni restrictions. This may only be applied if arena staff indicates that you will have a delay with a flood at the end of the second period. If no conflict occurs then the mandatory flood will be at the end of the second period.
- e) The stopwatch **IS NOT** used in **110 MINUTE** games. The game will be played in its entirety or to the duration of the **110 MINUTES**.
- f) Players returning to the ice for commencement of the third period will go directly to the bench without a warm-up. The teams must be ready to step onto the ice when the zamboni leaves the ice. Referees have been given instructions and the league backing to apply a delay of game penalty if a team or team (s) are late returning to the ice.

6. COMPLETED GAME

Game Completed: A game considered completed if a minimum of one-half of the allocated stop time has been completed during regular season play. In playoffs, a game is considered completed if two periods of stop time have been completed.

NOTE: Causes for ice to be “unavailable for play” include power failures, unsafe ice, serious injury, etc. The timekeeper must note the stop times at the occurrence of the interruption, and the time it was cleared.

A major altercation resulting in interruption of the game is not considered as justification for the application of this rule.