



## REGULAR SEASON RULES

# GHGHL League Play Rules

### 1. Schedules:

(a) A minimum of **4 weeks** notice is required for any Regular season game to be rescheduled. Teams taking part in tournaments during the playoff season must declare these tournament dates prior to Playoff scheduling. There will be no rescheduling of Playoff games unless mutually agreed upon by both Associations.

(b) No games will be played during the **Christmas Break, March Break or Easter Weekend**. The March break duration is typically a period of 9 days beginning the weekend before March Break week and ending the weekend after March Break week. GHGHL does not prohibit games from being played during this period, and centres can schedule games during this period if both teams agree.

(c) No games are to be cancelled except in cases of extreme weather situations. Association Contacts are to manage all extreme weather situations and game cancellations.

(d) The Regular season will start in **October and end January**. (Reviewed yearly) Season will consist of the following:

1. Novice - 20 games - Staggered season starts Nov 1

2. Atom - 14 games
3. Pee wee - 16 games
4. Bantam - 18 games
5. Midget/Intermediate - 20 games

**(e)** Playoffs start the first Saturday in February and end either the end of March or early April depending on the year. All divisions except Novice will be placed in playoff pods base on regular season points, play 6 playoff games and Super Sunday. Novice plays straight regular season games then place into pods at Super Sunday.

## **2. Team Rosters**

Association representatives are to provide a copy of OWSHA certified team rosters for each GHGHL team to the Executive. Date set by the Executive.

## **3. Pick-up Players:**

A Pick-Up player/goalie must be from a lower division within the same Association, however with exceptions noted for goalies and during playoffs.

Again some exceptions may apply for goalies.

**(a)** No Pick-Up players are to be used in league games unless a team has less than 10 skaters and 1 goalie. In this case they will be permitted to Pick-Up enough players to provide them with a maximum of 10 skaters and 1 goalie. Impacted Association must notify the other Association of Pick-Up players and ensure it is noted on the game sheet.

Call over player in Midget is permitted during the regular season situations when no Bantam players are available and to top off the roster at 10 and a goalie. **Limit the use of the same Pick-Up player to 3 times per season.** Use of Pick-Up players must be done in accordance with OWSHA rules, regulations, policies and procedures, and must be clearly marked on the game sheet as PU. **A Call-Over player is not permitted during the playoffs Super Sunday.**

(b) Use of other Association goalies is permissible during regular season and playoffs. This should be applied only when the impacted Association cannot acquire a Pick-Up first from within their own Association. When a goalie from another Association is to be used, **permission is required** by the affected Association House League Convenors as well as the GHGHL Executive.

#### **4. Game Sheet, Time Clock & Curfews**

(a) In Arenas where the assigned game time is subject to curfew a rostered member of the coach staff from both teams are required to initial next to the curfew notices on the game sheet prior to the start of the game. There should also be a check mark on the OTHER box. If no curfew time is assigned or initialled on the game sheet and the game was in fact subject to a curfew then the game can be subjected to be replayed at the home team's expense if so directed by the GHGHL Association Representatives.

(b) A **three** minute warm up shall be set and run on the score clock at the beginning of each game.

(c) All regular season and playoff games will consist of 3 stop time periods (10 - 10 -12) and possibly subject to a curfew time.

(d) Team officials are required to keep a copy of all played games in case of scoring discrepancies. Home teams should also forward or submit the copy original copy online.

#### **5. Reporting of Games Results**

(a) Home teams are responsible for inputting game results on the Greater Hamilton Girls Hockey League website at **www.ghghl.ca**, with the visiting team then confirming the game report. Game reports include final score, player's goals and assists and penalty minutes as well as goalie stats (if possible). Associations are responsible to submit team rosters with player's numbers for each team playing in the GHGHL prior to the start of the season.

(b) Each Association controls access for their teams to input scores. They will also decide if this will be controlled by their House League Convenor or designate. However, it is the responsibility of the Home team to have the game report filed in a timely manner.

Coaches (or designated scoring submitter) are to submit scores online within **72 hrs** after the game was played. If the Home team has not reported the score on the GHGHL site after a period of **72 hrs**, a **(0-1) loss** will be assessed to the Home team.

**(c)** All regular season scoring discrepancies must be reported before confirming the game report online. A copy of the game sheet(s) are required to prove accurate scores for all disputes.

**d)** Games cancelled or rescheduled for **weather, absent referees** etc. must be reported to your local Association Convenor as well as the other Associations Convenor within **24hrs** of the original game date and time. This will avoid the game from being locked out of the system. Each GHGHL game is assigned a game number and when rescheduling this game the game number will remain the same. The Association designated submitter will contact the Webmaster to change the game to a newly agreed upon date. Associations involved in these cancelled games must provide the new game date within the **72 hour** window to the Divisional Convenor. **If a new date can't be decided then the game will be considered a tie (1-1).**

**(e)** All playoff scoring discrepancies must be reported to your Associations Convenor (or designated scoring submitter) before confirming the game report online. A copy of the game sheet(s) are required to prove accurate scores for all disputes.

**(f) Forfeit Games:** Forfeit team must reimburse the host Association for **cost of referees, ice time and timekeepers** if they chose to forfeit. Associations can also workout alternative arrangements or reschedule to avoid a forfeit. Forfeit team will receive 0-1 loss

**6. OWHA Rules and Regulations will apply to all other situations.**

**7. If there is a tie in points after the regular season or when establishing pods for playoffs the following criteria shall be used to break the tie:**

**(a)** Number of wins

**(b)** Fewest losses

- (c) Head to Head
- (d) Fewest penalty minutes during season
- (e) Goals scored minus goals against during season
- (f) Coin toss

## 8. Three Penalties Rule

Any player who receives **3 (three)** minor penalties in one game will be **ejected**. This game ejection is only for the remainder of that game when the third minor penalty is assessed.

### Player Suspensions

**"All Suspensions or Misconducts under the direct jurisdiction of OWHA and must be managed in accordance with OWHA protocol". This includes: players, coaches, trainers and managers.** GHGHL reserves the right to add additional discipline measures on top of but can't overturn or reduce OWHA rulings.

**All GM's, MP's, and GRM's will be reported first to the OWHA as mandated and then to Discipline at [ghghlstats@gmail.com](mailto:ghghlstats@gmail.com) within 72hrs. Information collected will be used to keep track of, maintain a list of repeat offenders and all suspendable offenses to help shape or recommend further discipline measures.**

**Failure to not report suspendable offenses will adhere to a fine as noted in the League Operational Manual**

# GHGHL Playoff Rules

1. Each game will consist of two 10-minute stop time periods and one 12-minute stop time period, subject to curfews, which must be noted on game sheet.

2. Points will be awarded as follows: 2 points for a win, 1 point for a tie and 0 points for a loss.

3. Home team must report score to within **24 hours** of the game. Note: games not posted home team will get the **0-1 loss** if they won the game and regular score will be entered if the game is already a loss. Will be subject to a league fine.

4. **Forfeit Games:** the away team must reimburse the host Association for cost of **referees, ice time and timekeepers**. Associations can also workout an alternative arrangement. Forfeit team will receive **0-1 loss**

**5. If there is a tie in points after the round robin games, the following criteria will be used to break the tie:**

(a) Number of wins

(b) Least number of losses

(c) Head to Head

(d) Fewest penalty minutes in round robin play

(e) Goals scored minus the goals against in round robin games

(f) Coin toss

**6. One 30 second time out per team will be allowed Championship Final games only.**

## 7. CHAMPIONSHIP FINALS, CONSOLATION FINALS:

### "SUPER SUNDAY"

Games will consist of 10 - 10 -12 minute stop-time periods, SUBJECT TO CURFEW. This will be reviewed annually and subject to change based on available ice times.

If a goal differential of 5 (or greater) is reached during the game, run-time will be in effect until the differential is reduced to less than 5 or until the game is complete.

If the game is tied at the end of regulation, shootout will take place immediately after the regulation time. Teams will not switch ends at the end of the 3rd period. This will be reviewed yearly and is subject to change depending on ice availability.

Each team will designate their shooters and the order that they will shoot before the start of the game (entire team).

The first three shooters from each team will shoot, one from each team simultaneously, total goals for all three shooters.

If still tied a sudden death shoot out will take place.

No one can shoot twice until all players have shot once.

No player serving a penalty will be allowed in the shootout, her spot in the pre-assigned shooting order will be taken out and all other players will move up one spot.

No changes in the order will be allowed once the game has begun.

8. Teams must be at the arena at least 1 hour before their scheduled game time and prepared to go on the ice 1/2 hour before the scheduled game time if requested to do so.

### 9. Playoff Pick-Up

(a) No Pick-Up players permitted for Playoffs nor Super Sunday exception is for Goalies only

(b) All Pick-Up goalies must be clearly marked on the game sheet as **PU**.

- (c) The opponent's representative and opposing team must be notified prior to the game that a Pick-Up are being used.
- (d) Any team found to be using Pick-Up players and not following these guidelines will forfeit all games (0-1 loss) that an unauthorized player(s) have been used in.

**\*3 Penalty Rule still applies - Player receiving three individual penalties of any kind will be removed for the rest of the game.**