



## MANAGER'S GUIDELINES

2018-19 edit

Print off a copy and review the Northern Alberta Interlock Regulations and use it as a reference throughout the entire season.

After reviewing the following information, if you have any questions please contact your Governor or Director.

This document may change and be updated with new information, please refer back to it on a regular basis for answers before contacting your Tier Governor.

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Dear Managers,

The League would like to thank you for volunteering your time and expertise. It is with the teamwork and cooperation of people with our associations that make our hockey league grow and be successful. Please find and read the League regulations on the website. This is a whole section dedicated to managers & all the forms & responsibilities you have. It looks like a lot, but it won't be bad. Ensure your team information is uploaded and kept current on the website. This includes staff contact information with email and phone numbers attached. Ensure you upload game sheets onto the website as soon as possible - within 48 hours, please. If there is a referee write up during a game, an Incident Report Form must be filled out online and submitted by the offender's team manager. Game changes must be discussed with your opponent & agreed upon & then you fill out the Notice of Game Change Form. Know the rules regarding these (discussed in detail in this document later).

Other things to keep in mind:

- **Each Association has its own set of rules, regulations & guidelines, these can be found on your home association web page. Familiarize yourself with these. When things come up that you're not sure of, it never hurts to ask another manager within your association as some may do it a little differently than others.**
- It also helps to know who the people are in your association executive that can get things done for you: your ice scheduler, registrar, referee-in-chief (RIC), division rep., and game & conduct person are all people you should have handy in your contact list.



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- Know how to properly fill out a game sheet & teach it to the people working in your time box. A copy of Off-Ice Officials Guide is posted further down on this page. A good idea is to simply attach a copy of the sample game sheet to the front of your book so it will be handy to use as a reference.
- A manager manages the coaches & parents. Ensure they have Respect In Sport (either coach version or parent version). Coaches, Assistants, anyone behind the bench needs to be carded which means talk to your registrar and get them added to your HCR (Hockey Canada Registry). Also make sure any of the coaches, assistants, safety people, etc have criminal record checks done and handed into your association registrar. You must have enough qualified help behind the bench each & every time you play. There are minimum requirements for each division and coaches MUST have attended Hockey Canada approved clinics in order to be a coach - the registrar will know what they must have and the deadlines for such qualifications. Players that are allowed to play on your team will be pending for a while, confirmed later. Anyone from a lower level that you want to affiliate must be on your HCR as well (they will show as AP for Affiliated Player) It is not unusual to have to send in several different versions of your HCR to your governor & upload on the website as your players change. Your HCR must match the players on the game sheets. Your Governor needs the most recent copy before the game is played. Upload it every time there is a change. There are rules as to how many times you can use an affiliate player and when. Get to know these rules before you play these players.

There are things that you'll want to plan for:

- who is going to be responsible for the away jerseys when you go somewhere to play
- who is washing the jerseys when they need it
- do your homework - ask the opposing team what their jersey colors are so you are prepared if the colors are the same or similar, also ask to see how much game time you have and how many floods or what the game management will look like on the road
- make sure you have people lined up to work the clock & penalty boxes when you have a home game
- know the order in which complaints should be handled in your association. Nothing comes to the league directly from you in this regard.
- notify your ice scheduler if a game is cancelled due to weather or other circumstance so they can notify arena staff and especially referees
- if you are interested in tournaments, these need to be planned for and booked ASAP. It is also a good idea to notify your governor & league rep & ice scheduler when you plan on going to a tournament so proper arrangements of your game schedule can allow for you to be away

There are also Hockey Alberta Rules to be familiar with. For the most part, your association should help you with these but here are a couple important ones:

- If you host any exhibition games or travel to any, they must have a Hockey Alberta Sanction number. Exhibition games need to have game sheets sent in as well. It will go to the Zone Discipline Coordinator (found on Hockey Alberta's website) Please remember that players and coaches who have suspensions cannot be in these games without a deferral approval. No suspensions can be served in exhibition games.
- A travel permit is not needed for league games. If you are travelling outside of your zone in non-league play, going to a tournament or hosting a non-League event, you will need to get a travel permit. Again, talk to your association.
- In the case of injury during a game, there is an Injury Report Form to fill out. (Available from Hockey Alberta) It is a good idea that you carry a few blank ones with you to give to the injured party immediately. Also, make sure you are ALWAYS carrying the player medical forms with you wherever you travel with the team, you never know when you might need it.



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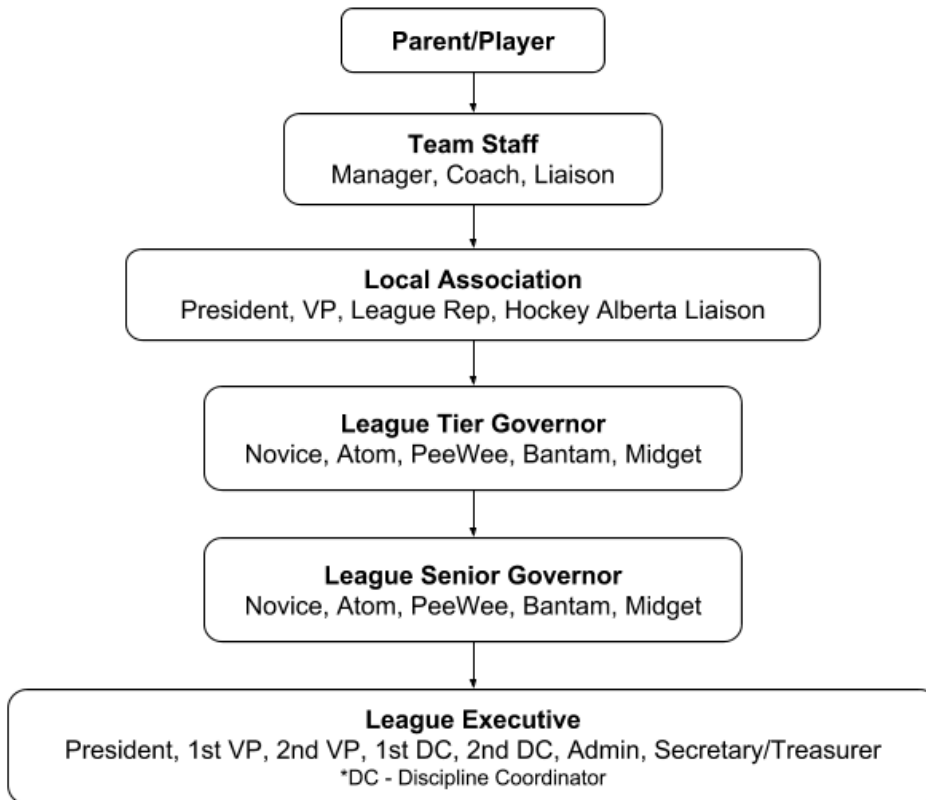
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As MANAGERS, ALWAYS KEEP YOUR GOVERNOR IN THE LOOP. Keep in mind what you learn from Respect in Sport and that we are all human and we're all here so our kids can play the sport they enjoy. So let's do our best to make it enjoyable!

Once the first set of games are finished, the Governors/Directors all meet with the league to check to make sure each team is in the proper tier for their level of skill & talent. If there is any concern with where your team is placed, you are encouraged to have your Association President fill out the Tiering Request Form to state your case for movement up or down a tier. Good luck to you all & have fun!

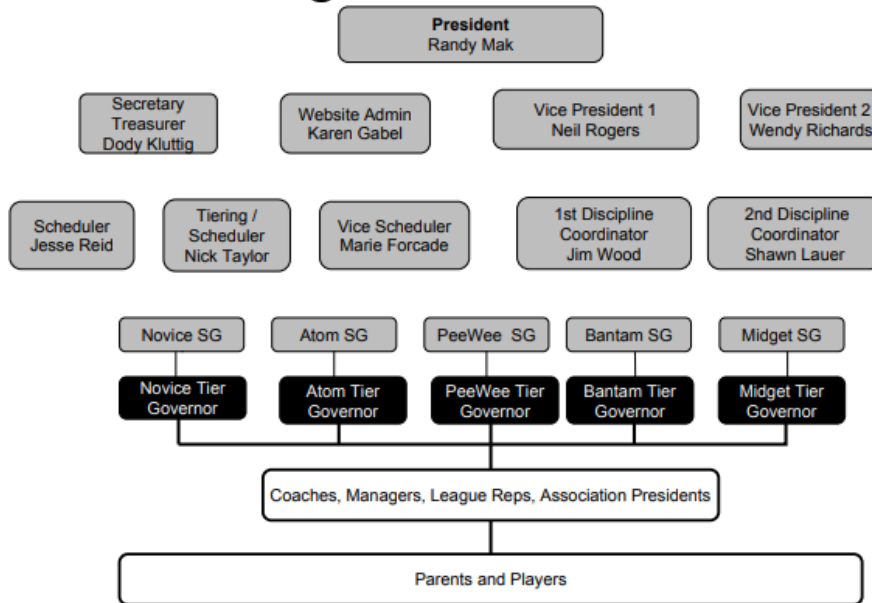
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### 1. Communication Procedure





## Organization Chart



Please ensure everyone follows the Communications Procedures.

The League Organization Chart is to help you with what is required of you from the League. Issues from parents should come directly from team management to The League Governor or home Association President, not directly to the league Executive. The only exception to this is if you need to contact the Discipline Coordinator regarding a referee write up. Communications directly to the executive may be disregarded without explanation.

**Please include: Name, Team, Position, and Tier in all of your email, and put the game number in the subject line.**

TEAM MANAGER - primary link or contact to your team and to the home league tier governor.

Any problems with scheduling, game sheets, suspensions must be brought to the governor's attention through the team manager.

-Team managers should contact their Tier Governor to receive the team's login and password on RAMP website. To locate your Governor/Directors information, contact your home association to find out which tier they have placed your team. The contact information for the Governor/Directors will be located on the top of the page of the Preseason page. Managers need to ensure that team and roster information for each of your teams are inputted onto the website and HCR Rosters are uploaded onto the website at the time that their tiers preseason schedules are released (1 week prior to preseason starts).

-The manager must ensure that all players are properly registered with Hockey Alberta (contact your registrar), prior to playing their first League pre-season tiering game.

-The manager must upload the HCR Roster onto the website prior to the League pre-season tiering game, and keep it current with any changes to the HCR Roster.

Managers/coaches are strongly encouraged to plan their team's season. The League's obligations must not



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be neglected at any time. League play has priority over exhibition and tournament play. Necessary communication and proper procedure for rescheduling, postponing or forfeiting games must be made. Each team must complete their regular season schedule to be eligible to compete in playoffs. (See POSTPONEMENTS / RESCHEDULING / 4- POINT GAME / FORFEITS)

For all levels, the league strongly recommends that all coaching and team staff be certified and registered as per Hockey Alberta requirements.

The home team is responsible for changing the jerseys if colors conflict with the visiting team's jerseys. Crowd or fan control before, during and after the game, is the responsibility of the home team.

There shall be no admission charge to any league scheduled game unless prior approval is received from the league.

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### 2. FAMILIARIZE YOURSELF WITH THE WEBSITE

Front End of website - What all users see - Parents/ Players

- Locate your team
- Locate your tier (for Preseason all teams are under the same category. To see what tier they are in, click on Standings, and they will be divided up there.)
- Check if your contact information is on the website
- **Back End/ Administrators site** - Managers (must have login and password)
  - provided by league governor or executive

**Website** - Go to the NAI League website.

- Login on the Admin Login on the top left-hand side of the homepage
- Enter your given login and password
- Enter player's name and jersey number and all staff contact information. (further instructions below)

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### 3. MANAGER LOGINS

If you are completely new to this, you may want to ask another manager from your Association who has done this, to help walk you through, but the instructions listed below should give you directions.

If your association uses RAMP as your website provider your associations' webmaster will be able to provide you with your teams' login information for your home association website. Use this login to sign into the RAMP website and input your team's contact information. Eg. Coach, manager email address and phone number, and players names and jersey numbers.

Find your tier by looking in the Category (ie. PeeWee), then click on PeeWee Preseason. Click on Standings. Find your team. Look at the Governor list under the Governors tab and email them with your name, email address, and phone number that you would like to be contacted at through-out the year. Ask the governor for your login and password.

Sign on to the NAI website and input the name, email address, and phone number of all the coaching and managerial staff. Your Association President must ensure that team and roster information for each of your



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teams are inputted onto the website and HCR Rosters are uploaded onto the website at the time that their tiers preseason schedules are released (1 week prior to preseason starts). The team login information should be given to your association's webmaster to enter into the back end of your associations RAMP website to link all stats and information from the League website to your association website.

- The manager must ensure that all players are properly registered with Hockey Alberta (contact your registrar), prior to playing their first pre-season tiering game.
- The manager must upload the current HCR Roster onto the website prior to your first pre-season tiering game, and a current copy of the HCR Roster on the website.
- Any problems with scheduling, game sheets, suspensions must be brought to the Governor's attention through the team manager.
- Team name changes cannot be requested until after the regular season starts.

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
### 4. TEAM STAFF -

- Click the  Staff Members . Use the Add Staff Member button and click Submit after each staff member you add. List your manager and each staff that is listed on the HCR Roster. Ensure there is contact information (phone and email address) for multiple staff. It is recommended you enter each staff one at a time. If you use the "add multiple" option, you must go in after to each one separately to add in the phone numbers.
- Each team is required to have their team staff and contact information including phone numbers inputted into the website before their 1st pre-season game.

If your association uses RAMP as their website provider, all your league games can link to your team page calendar. Sign into team association page with the login provided by your home association, click on the League Tie in tab on the bottom right-hand side. Choose which league, Which level/tier, then enter the NAI team login information and click submit. All league games will tie into your home associations webpage and show up on your calendar. It is important to check both the NAI website and your home Association's website to ensure the information is on both websites. Sometimes the information does not transfer over and you will have to log into the NAI website to enter the same information.

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### 5. TEAM ROSTER -

- Move the mouse over the  League Players . Choose Add Multiple Players. Add all names and jersey numbers. To enter AP - Affiliate players choose the +Add Player option and check off the AP box, then click submit. Note – we do not enter DOB, Position, Height, Weight or any other info here. If that is needed, it can be searched using the HCR number assigned to every player.
- At times the team roster does change due to try-outs, but all players must be listed on the website before game stats can be inputted. Remember names on rosters and HCRs must match.



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**6. HCR ROSTERS** - Each team **MUST** supply their governor with the Hockey Canada Registry (HCR) Roster prior to playing their first League pre-season game. It is the responsibility of each team to update this roster with their Governor to include any affiliated or overage players. No player shall play in a League hockey game unless the Governor is in possession of the roster with the player being identified. At the discretion of the Governor, he may forfeit any game where an ineligible player has played.

Managers/coaches are responsible for reviewing all game score sheets and if required, referee incident reports, are completely and correctly filled out.

HCR Rosters must:

- be uploaded onto the League website prior to the first preseason game
- produced on Hockey Canada's website by home association registrar
- **MUST** be current
- governor x-reference with submitted game sheets

How to upload your team's HCR Roster:

In the back end of the RAMP website, there is an HCR file button on the bottom left-hand side of the header bar.

Click on the HCR File button, click choose file, locate the HCR Roster on your computer then click submit.

HCR Rosters are provided by Hockey Canada and ensure that everyone is insured, playing on the correct team.

It is mandatory that each tier governor has a current HCR Roster from each team **PRIOR** to the first pre-season game. As per Hockey Canada bylaws and regulations. The team manager can obtain each team's HCR roster from the Association Registrar. Each time a team's line-up changes, the new roster needs to be uploaded to the League website. Managers need to keep a current copy of these HCR Rosters and cross-reference them to ensure that teams are playing only the approved players for each game. Once the regular season starts, each governor needs to ensure that they have current and approved HCR Rosters from each team. The following instructions are for the manager and the association registrar if they are not familiar with how to produce one. [HCR Roster Instructions](#)







## 8. GAMES

Prior to each game managers are to ensure that the game sheet is filled out properly and home managers are to ensure that timekeepers and scorekeepers are familiar with their role and duties. Please refer to the Off-Ice Officials Guide below. (goalie stats are to be recorded for every level except Novice. We recommend you do it for Novice as well, but it is not a requirement.) People in the time box are "Off-Ice Officials" and are not to be approached during the games. If there is an issue with officials being late or unavailable, both coaches have to agree to any changes before or during the game.

Managers are to get their copy of the game sheet / incident report after the game, you will have to wait at the arena for your copy. The manager or coach of the home team will have the game sheet and are responsible for giving the away team their copy. In regards to the incident report, sometimes it takes a while for things to be written out by the official. The home team manager or off-ice official should search for the away manager to give them their copy. \*\*\*At no time should you go into their dressing room or the referee room to get your copy. Patiently wait & they will get it to you.

It is the manager's duty to ensure that game sheets and incident reports are filled out correctly. This can be done by reviewing the gamesheet/incident report at the arena. If clarification is needed, the manager is to go to the other manager to discuss. If the manager still believes there is an issue BOTH managers may approach the officials. Managers/people are not permitted to enter the referee room, and shall not approach the referee without the other manager present. The discussion can only be regarding clarification of the recordings written on a game sheet or incident report. NO DISCUSSION at all is to be had with the official regarding his/her assessment of a penalty issued.

Once the game is over, **home managers** have 48 hours to post it online unless you hear otherwise from your governor. You may need it done quicker in the cases of tiering games played on the last day of pre-season or during playoffs. The home manager is responsible for posting ALL the information that is on the game sheet. Look at all the tabs. Select the players that played the game. Enter in the goals, enter in the shots, enter in the penalties. Enter in the final score. Upload a copy of the original game sheet to the website. If there is an incident report, upload that too. Do not forget to click completed and submit on that first page or you will have to do it all over again. Log out & go to the website to double-check that it looks right before you walk away.

When a player gets an **incident report**, the manager of the impacted player must go to "forms" on the main The League webpage and fill out the "Incident Report Form". It must be done within 24 hours. You will not get a ruling on the incident without the form being filled out. If you have not heard anything within one day of posting it, follow up with your governor. Do not let this child play another game unless you hear back from the league.

**Away managers**, go to the website and look at the game sheet once it has been posted. You will know when you see the score on the front end, or Yes under the completed tab. It is the visiting manager's responsibility to verify that the information inputted on the website is correct. In the back end (Team Admin) side of the website, click the verify button. It will open a page showing all the inputted stats. Cross reference with your copy of the game sheet. At the bottom of that page, you can check off whether you 100% agree or whether there is an error. Type the errors into the box, and hit submit. Sometimes it is just a typo - entering in a 6 instead of 16 - but sometimes it is not. (ie: a ref gave credit for a goal to the wrong player.) There is nothing you can do about this. The game sheet is not changeable. If you absolutely must, and both teams managers agree, you may edit it on the website, but put notes as to the error! The only time something can be changed on a game sheet is at the arena, before everyone leaves & the refs and timebox officials correct & initial it on everyone's copy. The home manager will notice a yellow triangle on when viewing the games list on the back end of the website. This is an indicator that the visiting manager has verified the stats and there is an error or missed uploading the incident report. Change the errors, this process is repeated until the game stats are correct and a green circle with a check mark appears.



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Once you click on the verify, the visiting manager has the option to say the inputted stats are the same as the gamesheet or whether it has errors.



Once the game is verified by the visiting manager, everyone will see the green check mark of happiness.

If it is not verified, everyone will see the red exclamation mark of shame.

All games must be verified and have the green check mark of happiness before playoffs start.

Any questions, please contact your tier governor.

Please ensure that your Off-Ice Officials are aware of the role they play. [a pdf version of the Off-Ice Officials Guide](#)

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### **8.a) Off-Ice Officials Guide**

Off- Ice Officials are to be nonpartisan (unbiased and not act as a parent or a fan) during the duration of the game. Off-Ice Officials should learn to have a good knowledge of the rules and must understand delayed penalty situations, coincidental penalty rules, and should be familiar with the Referee signals.

Pre-Game Before starting a game, there should be a designated timekeeper and a designated scorekeeper. Both people will be in the timekeepers box prior to the start of the game to set up everything. They will then remain there for the duration of the game.

#### **Timekeeper/ Scorekeeper Check-List**

- Prior to each game, the timekeeper and scorekeeper should be prepared with the following:
- A The League Official Game Sheet for league games
- Be prepared and ready 15 mins prior to the game
- Pens (it is always handy to have an extra pen in case one runs out of ink)

The score clock instructions provided by home association

#### **Scorekeepers Duties**

The scorekeeper answers to the game officials (referees) and them alone. The scorekeeper will be in charge of the game sheet. This means that they must record all of the scoring and penalty information in the correct spots on the game sheet. The referees will provide the scorekeepers with the information regarding



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which player received the penalty, which player is serving the penalty, why the player received the penalty and how many minutes the penalty is for. The information regarding the period, the time the player got off the ice, when the penalty started and when the player got on the ice can be found by the scorekeeper on the score clock. In this instant, the scorekeeper should write down the exact time on the score clock. Because there is a limited amount of space on a game sheet to write in the type of the offense for a penalty, scorekeepers should use the abbreviated form for each type of penalty. Using abbreviations will also come in handy if the referee is providing the scorekeeper with information about several penalties all at once. The abbreviations for each penalty is located at the bottom of the score sheet.

### **Timekeepers Duties:**

The game clock is the only official timekeeping system in the ice rink. All activities are initiated from this one timing device. The Timekeeper is at all times - prior to a game, during a game and immediately following a game - responsible for the time displayed on this device.

### **NOTE TO OFF-ICE OFFICIALS**

Your volunteer time is greatly appreciated by the on-ice officials. If you're encountering unruly

behaviour by any player or fan, Please bring this to the attention of the on-ice official at the next stoppage of play. DO NOT wait until the end of the period or game.

## **Scorekeeper:**

**Prior to the game**, the timekeeper and scorekeeper should make sure that the game sheet contains the following:

Each team has sections on the game sheet for scoring and penalties. The Visitors Teams sections will be on the left side of the score sheet and the Home Teams sections will be on the right side of the score sheet. All scoring and penalty information should be filled out in that team's section.

Each page of the game sheet must have a copy of the team rosters (if team rosters are printed off on a sticker there must be a sticker on each page of the game sheet). C- Capitan, A - Assistant Captain, AP - Affiliated player and OA-Overage players designated behind players name if applicable

All referees and linesmen will provide their referee/linesmen numbers and will sign the game sheet at the end of the game

Each team roster has a signature in the verified by box located below the team rosters

The League game number, team names, division, tier, game location, team rosters, division, date, arena, type of game, and start time are all filled out prior to the start of the game

The Roster cannot be changed or altered without the approval of an ice official (referee)

**During the game** the Scorekeeper shall record the following information on the Game Sheet:



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The goals scored

The number of the goal scorers and players to whom assists has been awarded as reported by the on-ice official. A scorekeeper cannot add assists without the on-ice officials approval

All penalties assessed by the Game Officials with the numbers of the penalized players, the infraction, the time at which it has been assessed and the duration of each penalty

Each penalty shot awarded with the name of the player taking the shot and the result of the shot

The time of entry into the game of any substitute goaltender

Advise the Referee when the same player has received his second Misconduct penalty in the same game

Notify the Referee if a player, not listed on the Game Sheet is participating in the game

Teams are allowed one 30 sec timeout per game within a regular season or playoff games. Annotated on gamesheet.

Shots on net are required to be recorded at the Atom level and up. The number of shots and whether a shot puck counts as a shot is determined by the person running the clock only. Shots cannot be changed on the scoresheet. A shot is to be counted on the premise if there was no goalie in the net, then the puck would enter the net. A post is NOT a shot on the net, a puck played at the side of the net by the goalie is NOT a shot unless it would have entered the net without the goalie. (shots can be recorded by the timekeeper on the clock, or on paper then given to the scorekeeper to put on the gamesheet)

**Scoring** - Each teams scoring section has the headings No., Per., Time, SC, and Assist.

**No.** - refers to the number of goals for that team. This section of the game sheet is already filled in with the numbers 1 through 15 and the scorekeeper does not have to add any information to this section.

**P** - refers to the period in the game that the goal is scored

**Time** - refers to the time left in the period in which the goal took place (i.e. the time left on the score clock)

**SC** - refers to the jersey number of the player that scored the goal

**Assist** - refers to the jersey number(s) for the one or two players that assisted on the goal

**Penalties** - Each team's penalties section includes the headings Per., No., Serv., Offence, Min. Off, Start, and On.

**Per.** - refers to the period in which the penalty occurred.

**No.** - refers to the jersey number of the player that received the penalty

**Serv.**- refers to the jersey number of the player that served the penalty in the penalty box

**Offense** - refers to why the player received the penalty



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**Min.-** refers to the number of minutes that the penalty is for.

**Off** - refers to the time on the score clock that the player got off the ice for the penalty

**Start** - refers to the time on the score clock that the time for the penalty started

**On** - refers to the time on the score clock that the player was allowed to go back on the ice after the penalty. This section should not be filled in by the scorekeeper until after the player is back on the ice as the player may not have to serve the entire length of their penalty if the other team scores a goal.

**After the game** the Scorekeeper must:

The first priority of the Scorekeeper following the game is to verify the completed Game Sheet and have it signed by the Referee.

The Scorekeeper should review and, if necessary, correct the Game Sheet with the Referee at the conclusion of each period.

After the completion of the game, the Scorekeeper shall complete the Game Sheet, prepare it for signature by the Referee(s) and forward it to the proper authorities (home team manager).

No request for changes in any awarding of points shall be considered unless they are made by the Captain before the conclusion of the actual play in the game or before the Referee has signed the Official Game Sheet.

## Timekeepers:

The Timekeeper shall record and manage the:

- Game countdown before the game
- Shots on net
- All actual playing time during the game , including start time & finish time
- Start time and finish time of all penalties
- Start time and finish time of all time-outs

**Prior to the game**, the Timekeeper must:

Discuss with the managers any special arrangements for the game (stop time, straight time, floods, etc) As per The League Regulations 6(i-l) - The league insists that coaches, on-ice officials, and off-ice officials discuss ice slot length, clock management, and frequency of floods before every game. It can only be changed by the two coaches and the officials.

A minimum of the final 3 mins (preferably 5 mins) at the end of any game shall be played stop time. If the ice slot time is running short, the clock may be adjusted to run time only if the goal differential is 3 goals or more. The home team will then not be allowed to alter the game time after that agreement has been made and initialed. Off-ice officials (timekeepers) have absolutely no jurisdiction or input into the time management process.

Shots on Goal - Shot that would enter the net if there was no goalie. Record on clock (shots on home goalie are recorded on home side of the clock), or record on paper for the scorekeeper to put on the game sheet.

Become acquainted with the timekeeping system and its functions.



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Verify that the timekeeping system is functioning properly and check the buzzer,

Check additional functions of the timing devices.

Be in place to begin the countdown procedure 10 minutes prior to the start of the game.

Follow The League Recommended minimum game ice time slots

Atom	1.5 hours		At least once/game	Min. 3 minute Max. 5 minute
Peewee	2.0 hours	3- 20 minute stop time	At least once/game	Min. 3 minute Max. 5 minute
Bantam	2.25 hours	3- 20 minutes stop time	Twice/game	Min 5 minute Max 7minute
Midget	2.25 hours	3- 20 minute stop time	Twice/game	Min. 5 minute Max. 10 minute

Teams are allowed one 30 sec timeout per game within the regular season or playoff games. When a timeout is called during run time, the clock shall be stopped until the next drop of the puck.

Minor penalties (normally 2 minutes) that are assessed when the clock is running time shall be 3 minutes in duration. Major penalties (normally 5 minutes) shall be 7 minutes. If a penalty is assessed during run time, the length of the penalty is as shown above even if the time moves to stop time at any time during the penalty.

**During the game**, the timekeeper needs to be aware of the referee when the Referee and both teams are ready for the first faceoff at center ice, the Referee will raise his hand to signal to the Timekeeper that he is ready to drop the puck. The Referee should receive the OK from the Timekeeper, indicating that the timekeeping system is ready to start of the game. From this point on, the Timekeeper must focus all of his attention on the Referee(s).

When the Referee drops the puck, the Timekeeper must immediately start the operation of the game clock.

Start the game clock with the drop of the puck by any on-ice official

Stop the clock upon hearing the Referee or Linesman whistle

Enter each goal on the clock as per referee instruction

Enter each penalty, if clock is equipt

Enter each shot on net, if clock is equipt (give recorded shots to the scorekeeper to be entered on the gamesheet)

Common Timebox Misinterpretations:



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## GM - Game Misconduct - 10 mins.

Anyone assessed a game misconduct will be out for the remainder of the game. A substitute player for the penalized player shall serve the minor or major timed penalty but not the ten minute GM time. (written by Serv. on the game sheet). If a player is assessed a game misconduct in the last ten minutes of the game, 10 min will be recorded on the game sheet.

## MP - Match Penalty - 5 mins

Anyone incurring a Match penalty shall be escorted from the ice for the balance of the game. A substitute for the penalized player shall serve the five minutes time. (written by Serv. on the gamesheet) A game misconduct is NOT recorded for this offense.

## MISC - Misconduct - 10 mins

All misconducts are a non-timed penalty, and 10 mins are to be recorded on the game sheet, and no time on the clock.

Game sheet example

VISITORS <u>VEGAS</u>															HOME <u>EDMONTON</u>														
G 1 JONN DOE G 20 MIKE ROSSY F 2 BOB ROSS F 3 BILL LATE F 4 RYAN SMITH F 5 DYLAN LAFLEUR F 6 DYLAN SHOOTZ F 7 TY SHOPS F 8 SYLVESTER CAT F 9 DOUG RUFF SUSP 14:2 F 10 JAYDEN HEARD F 11 JAYDEN HOBBIT F 12 CODY AGREST D 21 TONY BALOGNA D 22 JOE DIMAGGIO D 23 LOGAN LANDING D 24 BEN DOWN D 25 OLIVER TWIST															G 1 KERRAN SHOOTOUT G 21 PETER PAN F 2 BRANDON BAIRD F 5 NATHAN SAID F 7 CHASE PUCK F 9 MOLAN HOWE F 11 JANNIS BEACH F 13 BRINNO CROSSRAE F 15 SPONER BOB SUSP 14:1 F 17 FERDA BOIS F 19 SALTAN PEPPER F 21 COOPER BUCKY F 23 CHEERY PICKER D 41 DEE FENCE D 42 BULIN WALL D 44 FISH BOUL D 47 PAUL CRIBBIE D 77 BRICK HOUSE														
GAME NO. <u>51010</u> DIVISION <u>Midget</u> TIER <u>2</u> PLAYED AT <u>REXALL PLACE</u> DATE <u>12th</u> OF <u>SEPTEMBER</u> <u>2018</u> SCHEDULED <input checked="" type="checkbox"/> EXHIBITION GAME <input type="checkbox"/> RE-SCHEDULED GAME <input type="checkbox"/> VISITING TEAM <u>VEGAS</u> HOME TEAM <u>EDMONTON</u>															REFEREE <u>TWEETY BIRD</u> PENALTY TIMEKEEPER <u>AVE A. RUDER</u> SQUAM <u>ROCKY</u> OFFICIAL TIMEKEEPER <u>D. FENCE</u> LINESMEN <u>ROCKY</u> and <u>BULLWINKLE</u> TIME GAME STARTED <u>7:30 PM</u> ENDED <u>9:45 PM</u>														
Manager <u>ION DARR</u> Coach <u>FRED YELLOW</u> Asst Coach <u>AL DONE</u> Asst Coach <u>DARR RUTH</u> Trainer <u>OH HENRY</u>															Manager <u>KRISTY KEAR</u> Coach <u>SQUARE PANTS</u> Asst Coach <u>MIKEY MOUSE</u> Asst Coach <u>DONALD DUCK</u> Trainer <u>KIT KAT</u>														
ALL PENALTIES BELOW MUST HAVE ALL TIMES LISTED CORRECTLY FOR ABOVE TEAM ONLY															ALL PENALTIES BELOW MUST HAVE ALL TIMES LISTED CORRECTLY FOR ABOVE TEAM ONLY														
1 8 8 SL 2 2:30 2:30 0:30 2 7 7 TR 2 14:50 14:50 14:08 2 3 3 CC 2 4:51 4:51 2:51															1 2 2 RO 2 10:20 10:20 9:20 3 4 4 SL 2 15:48 15:48 13:40														
JERSEY # SHOOTOUT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TIME OUT Period <u>1</u> START TIME <u>7:30</u> END TIME															JERSEY # SHOOTOUT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> TIME-OUT Period <u>1</u> START TIME <u>7:30</u> END TIME														
BK...BODY CHECKING BR...BENCH MINUTE DE...DELAY OF GAME GM...GIVEN IN SCOUTING HLD...HOLDING BS...SCANNING CC...CHECK CHECKING CR...CROSS CHECKING DR...DRAWING EW...EVENING F...FIGHTING BE...BUTT ENDING															H...HANGING I...ICE CREAM J...JAMMING K...KICKING L...LIFTING M...MISPLACEMENT N...NODDING O...OFFENSIVE P...PICKING Q...QUICK R...RAMPAGE S...SHOOTING T...TACKLING U...UNLAWFUL PICK UP...UNLAWFUL PICK UP V...VIOLENCE W...WASTING X...X-CHECK Y...YELLING Z...ZIGZAGGING AA...AFTER THE WHISTLE AB...ABUSE AC...ACROSS THE FACE AD...ADULTERY AE...AFTER THE WHISTLE AF...AFTER THE WHISTLE AG...AGGRESSIVE AH...AFTER THE WHISTLE AI...AFTER THE WHISTLE AJ...AFTER THE WHISTLE AK...AFTER THE WHISTLE AL...AFTER THE WHISTLE AM...AFTER THE WHISTLE AN...AFTER THE WHISTLE AO...AFTER THE WHISTLE AP...AFTER THE WHISTLE AQ...AFTER THE WHISTLE AR...AFTER THE WHISTLE AS...AFTER THE WHISTLE AT...AFTER THE WHISTLE AU...AFTER THE WHISTLE AV...AFTER THE WHISTLE AW...AFTER THE WHISTLE AX...AFTER THE WHISTLE AY...AFTER THE WHISTLE AZ...AFTER THE WHISTLE BA...BENCH MINUTE BB...BENCH MINUTE BC...BENCH MINUTE BD...BENCH MINUTE BE...BENCH MINUTE BF...BENCH MINUTE BG...BENCH MINUTE BH...BENCH MINUTE BI...BENCH MINUTE BJ...BENCH MINUTE BK...BENCH MINUTE BL...BENCH MINUTE BM...BENCH MINUTE BN...BENCH MINUTE BO...BENCH MINUTE BP...BENCH MINUTE BQ...BENCH MINUTE BR...BENCH MINUTE BS...BENCH MINUTE BT...BENCH MINUTE BU...BENCH MINUTE BV...BENCH MINUTE BW...BENCH MINUTE BX...BENCH MINUTE BY...BENCH MINUTE BZ...BENCH MINUTE CA...CARRYING CB...CARRYING CC...CARRYING CD...CARRYING CE...CARRYING CF...CARRYING CG...CARRYING CH...CARRYING CI...CARRYING CJ...CARRYING CK...CARRYING CL...CARRYING CM...CARRYING CN...CARRYING CO...CARRYING CP...CARRYING CQ...CARRYING CR...CARRYING CS...CARRYING CT...CARRYING CU...CARRYING CV...CARRYING CW...CARRYING CX...CARRYING CY...CARRYING CZ...CARRYING														

## 9. GAME CHANGES- Notice of Game Change Forms

\*\*Any game date Thurs, Jan 1, 2015, 01:00am are TBA (To be announced)



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TBA's did not fit into the schedule due to teams/ice unavailability. The managers are to work together to reschedule the game. Then they will fill in a Notice of Game Change Form for the governor to change the game information on the website.

The Notice of Game Change form is an online form located on the website under the manager's header. The manager who is requesting the game change is responsible for contacting (phone or email) the opposing manager to see if a change is possible. Once both parties have agreed, the manager initiating the change fills out the Notice of Game Change form.

A team requesting to Postpone, Reschedule, Forfeit or request to play a 4-Point Game, must begin the communication process with the other team and the governor by filling out their portion of the NOTICE OF GAME CHANGE FORM and ensure it was forwarded to the correct email address. The maximum number voluntary rescheduled or postponed games (i.e. due to tournament or players being away) per season is 3

This process is best achieved by initially phoning or emailing to give a "heads-up" and to discuss it. This is followed by completing the NOTICE OF GAME CHANGE FORM on the website. Whether approved or not, the governor will close the loop and confirm the communication by emailing the form back to both teams. All 3 parties must have agreed and received the emailed form before the approval is complete and the agreement is considered binding.

The NOTICE OF GAME CHANGE FORM will be the formal document and is very important in providing a record for confirmation of the communication and the agreements.

Failure to have the Notice of Game Change Form completed before the originally scheduled game time and in the hands of the governor WILL RESULT IN THE IMMEDIATE FORFEIT OF THAT GAME.

### REASONS FOR APPROVAL

-Games will be considered for postponement only due to bad weather and/or unforeseen circumstances. Normally these requests will be considered for approval only if they are within 24 hours of game time. The NOTICE OF GAME CHANGE FORM is mandatory for these situations.

- Except for a game postponement situation, a 3-way agreed upon DATE AND TIME for the RESCHEDULED game must be indicated on the NOTICE OF GAME CHANGE FORM. The notice for RESCHEDULING a game should be made well in advance to allow associations to adjust or re-book their ice. Teams in default may be subject to pay for ice time.

-Approval for game changes will not be given to teams who give short notice for rescheduling of the game(s) to go to a tournament. They must have the approval and a rescheduled game date and time, well in advance.

Short notice postponements will require rescheduling ASAP with a deadline to do so, at the discretion of the governor. Brief postponements will be granted for Provincial playoff obligations, but will also require immediate rescheduling. Provincial play does not mean that teams neglect League obligations

-Failure to have the Notice of Game Change form completed before the originally scheduled game time and approved by the Governor will result in the immediate forfeit of that game.

The home manager uploads the ~**stats** and **game sheet** on the RAMP website within 24hrs. Click ~**Games**, locate the correct game and click the Game-sheet button.





= Game-sheet

**Gamesheet Final Scores**

Final Score Roster Goals Penalties Goalies Officials Upload Files Plus Minus

Season	2016-2017 Hockey Season
Game #	111
Date	1/1/2017 1:00 AM
Home	Novice Preseason - Redwater Novice 1 (2)
Visitor	Novice Preseason - Camrose Novice 1 (4)
Location	Akinsdale Arena

Scores have been updated

Redwater Novice 1 (Home) Score

Camrose Novice 1 (Visitor) Score

Overtime (OT)       Shootout (SO)

Live Scores       Game is Finished

Submit    Reset

**Final** tab - input final score - check Overtime, Shootout, and Complete, then **Submit** (Scores will not display on the website if Complete is not checked off)

**Roster** - Check off each individual player that are on the game sheet, **uncheck all players that did not play**, click Submit

If Affiliated Player (AP) are showing playing more games than they actually have they most likely have been checked off on a game that they did not complete. If you have any suspended players, make sure that you check off a player and the Suspension box.

Complete all the additional tabs

**Penalties** - Choose the appropriate penalty and player exactly as shown on the game sheet.

**Stop Time Penalties** - Will be inputted onto the website exactly as on the game sheet.

**Run time** - Minor penalties (normally 2 minutes) that are assessed when the clock is running time shall be 3 minutes in duration. Major penalties (normally 5 minutes) shall be 7 minutes. If a penalty is assessed during run time, the length of the penalty is as shown above even if the time moves to stop time at any time during the penalty.

Record any minor penalty as 2 minutes in the website. The reason being that we do not distort the penalty severity or the statistics for the players being assessed the minor penalties. Therefore, a 3 minute served penalty should still be recorded as a 2 minute minor on the website. It will have nothing to do with the time keepers or the game sheets as the actual game sheet will remain the official record of the offenses with the



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League league and with Hockey Alberta. The website will not be used for the review or assessment of penalties.

Files - Upload Gamesheets and Incident Reports

### Game Files

[Final Score](#) [Roster](#) [Goals](#) [Penalties](#) [Goalies](#) [Officials](#) [Upload Files](#) [Plus Minus](#)

Season	2016-2017 Hockey Season
Game #	20001
Date	10/1/2016 9:15 AM to 10:15 AM
Home	Atom Preseason - Drayton Valley Atom 2
Visitor	Atom Preseason - Devon Atom 2
Location	Drayton Valley Omniplex Arena 1

#### Upload File

File	File Type	Other Type	Notes
<input type="button" value="Choose File"/> No file chosen	<input type="text" value="Gameshee"/>	<input type="text"/>	<input type="text"/>

#### Current Files

No Records Found

Simply Browse your drive to select the scanned image and then upload. Be sure to select the type of upload as well. This is for uploading a copy of the gamesheet, and any incident reports that you may have. (Ensure you also fill out an Incident Report Form on the website under ~Managers)

You can also supply any notes to the upload. RAMP will not accept file names that use any symbols. Game-Sheets and Incident reports CAN NOT have the following special characters in the file name, otherwise, the file will be corrupted.

UNUSABLE File Name Characters - ! @ # \$ % ^ & \* ( ).

Suggestion of file names: gamesheet 14910 or incident 14910 Jones

Uploaded game sheets must be clear and legible otherwise, you will be asked to upload again.

When a file is uploaded the name of the file is highlighted blue eg: Strathcona vs Camrose oct 5.pdf.



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The Visiting team's manager needs to verify that the information on the website is correct according to the paper game sheet they received after the game. (Yellow copy)

Click ~League Games

= Verified

When the home team has inputted the stats, it is the visiting team's job to ensure that the stats are correct by clicking the V - any discrepancies can be documented in the notes and the home team is to rectify - nothing can vary from the official game sheet

-Green circle with check mark means the visiting team has verified the information that was posted by the home manager

- indicates that there is an error, that the home manager needs to address. The visiting manager needs to add a note addressing what the error is so the home manager can address it. Once it has been changed the visiting manager needs to verify the game. ALL games need to have the

### GOALIE STATS

According to Hockey Alberta Novice and Atoms do not designate goaltenders.

The League does not require goalie shots to be recorded at the Novice Level, but are required for the Atom level and up. Shots for goalies are compared to goals for players, so please educate your volunteers to do their best to keep accurate records for every player on the ice.

A shot on goal is any shot that enters the net or any shot that would normally have entered the net if there was no goalie. Shots that deflect off the posts or crossbar and stay out of the net are not counted as shots on goal. The number of shots and whether a shot puck counts as a shot is determined by the person running the clock only. Shots cannot be changed on the scoresheet.

Eg:

Player	Played	GA	Shots	WLT
33	60:00	5	51	W

The website will automatically minus the GA from the Shots and display the 46 SAV

### SCANNER APPS for IPHONE/SMARTPHONES

Should a scanner not be available, the easiest way to be able to send the game sheet or game incident reports is to take a picture with your smartphone or use one of the FREE apps that SCAN to PDF. PDF is simply a format that can be uploaded to the website and is a reasonable file size. Upon game completion, the SmartPhone can be used to take a picture of the gamesheet and email it to themselves or upload directly from your smartphone, you need to make sure that it is clear and legible. If an incident report was completed the Game Sheet and Incident Report can be emailed directly from your phone to both yourself and to the Governor. Once you are at your computer you will be able to simply save the files from your email and then upload to the website during the gamesheet input.

A few FREE Apps that were tested to be useful for this purpose were:



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- ScanToPDF Mobile
- CamScanner
- Smartphone camera

Both the above have FREE versions that create multipage PDF Documents in a single file. There are several other APPS that may work as well. We will ask that everyone confirm the file quality before uploading or sending to the governor.

### GAME SHEETS

1. All game sheets and Game Incident Reports will now only be uploaded to the website within the time frame identified in the NAI Terms of Reference.
2. The home team manager/coach must retain all of the original white copies of the game score sheets and the referee incident reports until the end of the season. The originals are to be made available at any time upon request. The League suspensions ONLY are determined and distributed by the discipline coordinators.
3. Once a game sheet has been input into the website by the HOME team it will be the responsibility of the VISITING team to verify the accuracy of the input. This will include reporting any errors.

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### 10. INCIDENT REPORT

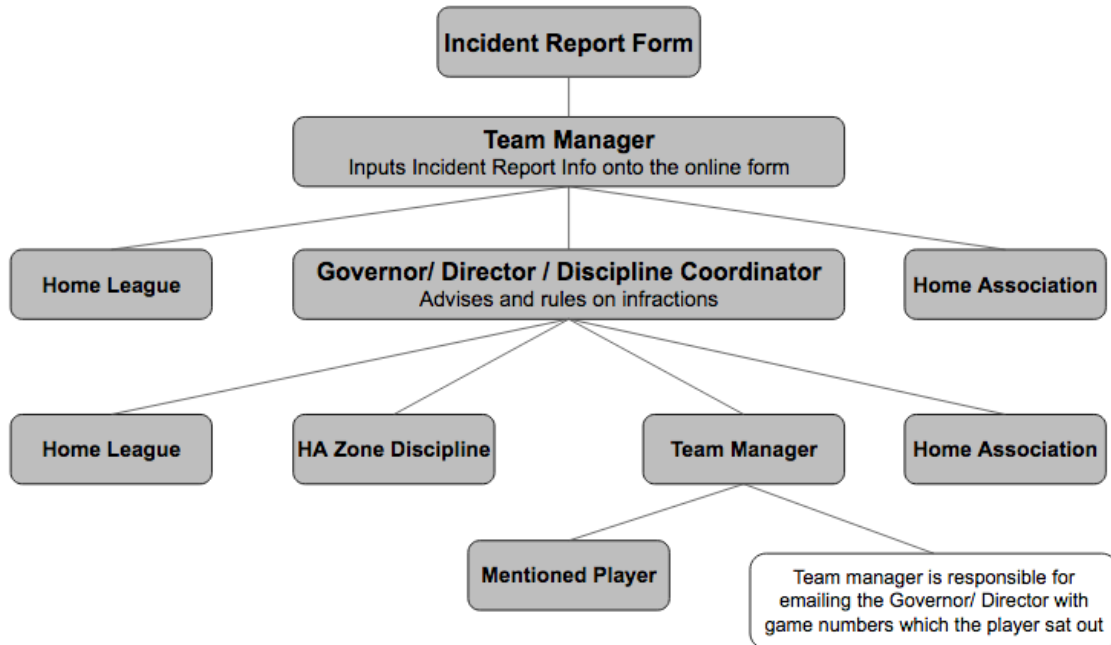
An Incident Report is official documentation of an issue that has happened before/during or after a game. This report is to be filled out by the official after a game recording the penalty ruling, and the official's description of the incident. The League Incident Report has 3 copies, one that stays with the official, one goes to the home manager, and one to the visiting manager.

It is the manager's duty to ensure that incident reports are filled out correctly. This can be done by reviewing the incident report at the arena. If clarification is needed, the manager is to go to the other manager then proceeds to discuss with the official. Managers/people are not permitted to enter the referee room, and shall not approach the official without the other manager present. The discussion can only be regarding clarification of the recordings written on a game sheet or incident report. NO DISCUSSION at all is to be had with the official regarding his/her assessment of a penalty issued.

1. It is the team manager of the impacted player's responsibility to complete this form after an incident has occurred during The League Hockey League game. The home manager is to upload the electronic. pdf, .jpg version of the incident report as they are inputting the stats and game sheet, but the manager of the player which is named on the incident report is to fill out the form with the information from the completed Incident Report. This is the fastest way for the information to reach the Discipline Coordinators for a ruling.



2. Upon completion of the form, a copy will be automatically emailed to the appropriate Governor/Director/Discipline Coordinator, Association President and a copy will be sent to the impacted manager (if inputted correctly) The Governor/Director/Discipline Coordinator will advise and rule on the incident according to Hockey Alberta and NAI Terms of Reference. The Governor/Director/Discipline Coordinator will then forward the email thread with their ruling to the Hockey Alberta Zone Discipline Coordinator, and Association President, and the team manager.



### 11. AFFILIATIONS

#### Quoted from Hockey Alberta Regulations- Section 3. Minor (pg 42)

3. Affiliation

The Alberta Development Model determines Affiliation regulations for players involved in participation of Teams within the Elite Hockey stream (see Appendix IV and V).

The AA Hockey Model determines Affiliation Regulations for Teams involved in participation within the AA Hockey stream (see Appendix III).

HA Regulations pertaining to Affiliation for Minor Female can be found in Appendix "II".

7.1 Affiliation must be declared and filed with the Executive Director or his designate(s) prior to the affiliated Player being allowed to participate in any game with the Hockey Team to which he is affiliated. Affiliations will be accepted and endorsed by the Executive Director or his designate(s) up to and including December 15 of the current Hockey Season.

7.2 Affiliation will only be recognized where:

- (a) Players are added to Teams in the Registry and identified as "Affiliates";
- (b) the Executive Director or his designate(s) acknowledge receipt and identify said players as



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approve prior to an affiliate Player participating any game with the Hockey Team to which he is affiliated;

(c) the affiliation has been endorsed by the President of the applicable LMHA. Note: All affiliations shall terminate at the end of the current playing season.

7.3 Any Player participating in any game as an affiliated Player without the approval of the Executive Director or his designate(s) shall be considered an Ineligible Player and team officials subject to discipline in accordance with Minor Regulation 12.

7.4 A Hockey Team may have affiliated with it one or the other of:

(a) one (1) Hockey Team from a lower Division or Category within their LMHA;

(b) up to nineteen (19) Specially Affiliated Players from a lower Division or Category within their LMHA.

7.5 Affiliations will not be deemed to have taken place automatically, i.e. Hockey Team to Hockey Team without filing said affiliation with the Executive Director or his designate(s).

7.6 (a) Hockey Teams may affiliate Players from a Hockey Team within their Association in a lower Division or Category. These Players may participate in League, Exhibition, Tournament, and Provincials;

(b) Players registered on teams within the Division of Initiation are not eligible to participate as an Affiliate Player in Provincial games.

(c) Players participating on teams that involve two (2) or more LMHAs based on a need to create one (1) Team in a Division for the area (lack of Players) are permitted to affiliate with a team of a higher Division from their own Resident LMHA. Players are only eligible to affiliate to one (1) Team. This request must be made in writing from the LMHAs involved in the request to the Hockey Alberta Minor Administration Coordinator for approval or non-approval. Upon approval from Hockey Alberta, the requesting LMHAs would be given the allowance.

Example: Centre A has seven (7) Bantam Players, Centre B has six (6) Bantam Players so Centre A and B combine to field a Team of thirteen (13) Players that are registered out of Centre A. If there is a Midget team in Centre B, the six (6) Bantam Players from Centre B now registered in Centre A will be able to affiliate with the Midget Team from Centre B. This affiliation will be on a named player basis and Players are only eligible to affiliate to one team.

7.7 Providing affiliation has been properly filed, an affiliated Player may play with the Hockey Team to which the Player is affiliated up to a maximum of ten (10) games, excluding exhibition and tournament games. Should an affiliated Hockey Player play more than ten (10) games with the Hockey Team to which the player is affiliated, he shall be considered an Ineligible Player. However, if the players registered team completes its regular season and playoffs before the player's affiliated team, the player may thereafter affiliate an unlimited number of times.

7.8 Appearance of a registered Player's name on the official game report shall be considered participation in the game except in the case of an alternate goalkeeper, in which case actual participation only shall be considered as taking part in the game and such participation shall be specially noted on the official game report.

## **12. TIERING** - tiering schedules are posted on the season timeline

Tiering is the first few weeks of the hockey season (Preseason). All teams in a Division are placed into one big group to aid with team movement. The Tiering Committee arranges a few games with teams that they feel will aid in the decision on where each team is to be placed for the regular season. Teams may play games that are a great challenge, easy win, or a great game, it is all designed to help tier many teams in a short amount of time. During this time if teams would like to share/ voice their opinions on their teams tiering placement, they are required to ask their Association President to fill out the Tiering Request Form ~ located in the NAI website.



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### **13. STATS ABBREVIATIONS**

MP = Minutes Played

GA = Goals Allowed

SA = Shots Against

SAV = Saves

SAV% = Save Percentage

GAA = Goals Against Average

SO = Shutouts

EV = Even Strength

PP = Power Play

SH = Short Handed

PS = Penalty Shot

EN = Empty Net

GWG = Game Winning Goal

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### **14. Important Links**



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[Hockey Alberta](#)

[Hockey Canada](#)