



PLAYING RULES

2017-2018

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PART I: DUTIES AND RESPONSIBILITIES OF TEAM OFFICIALS

- a) Team Officials are responsible for the control and conduct of players on and off the ice.
- b) The coach is to ensure that all players receive an equal share of ice time, except where disciplinary action is required. AA ice time expectations may be different.
- c) Team Officials are responsible for thoroughly knowing Articles 7 to 10, the PAH Playing Rules and be completely familiar with the PAH Game Sheet (score sheet).
- d) Coaching Requirements
All coaches/assistant coaches in Initiation shall be required to hold a minimum of Intro to Coach. (SHA Regulation 8.01.01)
All coaches/assistant coaches in Novice are required to hold a minimum of Intro to Coach or Level Coach standing.
All coaches/assistant coaches from Atom to Midget are required to hold a minimum Level Coach standing.
All AA Tier I PeeWee and Midget coaches must hold their Development I. Assistant coaches are required to hold a minimum of Level Coach Standing.
All AAA Coaches and AA Tier I Bantam coaches must hold their High Performance 1. Assistant coaches are required to hold a minimum of Development I.
Each team is required to have a registered team official certified through the Canadian Hockey Safety Program. (SHA Regulation 8.01.01 e)
All team officials registered are required to take the Respect in Sport. (SHA Regulation 8.01.01 f)
At least one team official registered as coach on a **Novice to Midget** team are required to take the Body Checking Workshop. (SHA Regulation 8.01.01 g)
At least one team official registered as coach on a Novice to Midget team are required to take the Goaltending Clinic(SHA Regulation 8.01.01 h)
- e) A maximum of five (5) team officials (coach, manager, trainer and assistant coach(s)), as listed on the SHA certification form will be allowed on the team bench during the game. All coaches and assistant coaches are required to have their proper certification level as per SHA regulations.
Even if circumstance arise that may prevent team officials from helping on the bench it is still that persons responsibility to attend and complete all certification required.

PART II: LEAGUE OPERATION

Where sufficient entries are received, leagues will be operated in the following divisions:

Initiation Program	for players aged 6 years and under
Novice	for players aged 8 years and under
Atom	for players aged 10 years and under
PeeWee	for players aged 12 years and under
Bantam	for players aged 14 years and under
Midget	for players aged 17 years and under

All ages as at December 31 of the current season. All players must play in the proper age division unless otherwise determined by the board.

A. CATEGORIES

In each division, leagues will be created for team categories known as Tier I, Tier II and Tier III. Where sufficient entries are received, Tier IV categories will be operated.

The Bantam and Midget Female teams will play out of the NSFHL.

The development division of minor hockey will be operated as 'AA' PeeWee/Bantam/Midget of which the Midget AAA teams are included.

All minor hockey teams in Prince Albert are categorized under the "AA" category as per SHA Regulations.

At the first evaluation skate before players skate, the choice has to be made whether girls are playing female or male hockey. Players can be registered to one team only. Female players wishing to try out for 'AA' teams may pay the fee and attend the tryouts. If they are successful in their attempt, they will stay on the 'AA' team, if not they will return to the male or female division that they registered to play with.

Novice: Players should be encouraged to play ALL positions. For maximum development coaches should not restrict players to one position.

Goalies: In PeeWee 2 and Bantam you are either a goalie or an out player but not both. Players will decide at registration which position they wish to play and will do so for the duration of the season. Coaches in violation of this rule will be dealt with by PAH.

B. TEAMS

1. Coaches must submit team entries by November 1 of the current season.
2. A team entry must include a minimum of 11 and a maximum of 19 registered players.
3. **Every team is required to submit a \$400.00 performance bond. PAH has the authority to refuse refunding team bonds under certain circumstances.**
4. Teams must be named and outfitted with numbered uniforms of non-conflicting colors in their respective league. Uniforms will come from Division sponsors. Division Sponsored Uniforms will be returned to PAH The Board will have final say on any new color patterns, logos or Team Nicknames.

C. TEAM FINANCIALS(House League)

- 1. The maximum amount a team can charge per season for team fees is \$300.00 per player.**
- 2. This fee includes all team fundraisers, tournaments, apparel. (example: you cannot sell tickets and make the parents pay for them up front or order team apparel and make the parents pay for it.)**
- 3. Teams cannot ask parents to pay any amount of money over the \$300.00 maximum startup fee.**
- 4. Coaches are responsible to enforce this rule and failure to do so will result in Coach Suspensions and or loss of team bond.**
- 5. Team fees can be paid up front or in installments.**
- 6. Any fees above this must be achieved through team fundraising.**
- 7. Parent Participation-any team refunds at the end of the season are dependent upon parent participation throughout the hockey season (examples: working time clock for league games/tournament shifts/fundraising endeavors/collection of jerseys after each game.)**
- 8. As a team you CANNOT return money to your parents at year end in the amount greater than their Startup Fee.**
- 9. If a team finds themselves with excess money they will be required to donate the excess to The Community Club they PLAYED out of.**
- 10. Teams should collect at least partial team fees before purchasing team apparel, extra ice or going to tournaments. Purchasing these items before you have collected any fees may leave your team struggling to collect from some parents and thus putting the expense of these items on the remaining parents on the team. Apparel and tournaments are extras and if you have not received fees from all parents on the team you should not be purchasing such items.**

D. COMPETITION

- 1. Leagues will be operated on a round robin basis. Point standings will be recorded to determine league standings in the Atom to Midget divisions: two points for a win, one point for a tie, and no points for a loss.**
- 2. League play shall commence on a date determined by the Board.**
- 3. Games played in the Novice division will adopt the maximum three goal rule per player per game. If additional goals are scored by the player, they will not be counted.**
- 4. The Bantam/Midget House League teams will play out of the Sask Valley Hockey League and follow all Sask Valley Hockey League Rules.**

E. **ASSOCIATION PLAYOFFS – CITY CHAMPIONSHIPS**

1. Atom and Peewee teams shall participate in playoffs to determine league championships in each category of each division.
2. Championship teams will be known as PAH Division Category Champions. Only such designated teams shall be allowed to use the word “Champions, Champs or Champ”, in any way in reference to team achievement except by designation of the SHA.
3. For Tier I, II and III teams, a series of playoff rounds will be played on the following basis until a single winner is declared:
 - a) The teams will play a modified best of three (3) series.
 - b) The games will be played using regular League Game timing procedures.

Atom

- First and Second periods, 20 minute straight time
- Third period, 20 minute straight time, last 3 minutes stop time.
- Each team allowed one time out in stop time portion only.

Peewee and Bantam

- First and Second periods, 20 minute straight time
- Third Period 20 minute stop time.
- Each team allowed one time-out in the stop time portion of the game only.

c) If the first game of the series is tied it will remain tied.

d) If both games of the series finished tied then the teams will play a “Mini Game” at the end of the second game to decide the series winner.

e) If Game 1 is tied then the winner of Game 2 will be the series winner.

f) If one team wins Game 1 and ties Game 2 the team with the win will be the series winner.

g) If the teams split wins in the two games (ex. Team A wins Game 1 and Team B wins game 2) then a “Mini Game” will be played at the end of the second game to decide the winner.

No matter what the score was in the first two games.

“Mini Game” Rules - When it is necessary to decide the series by virtue of the “Mini Game”

- The teams will take a 2 minute break at their benches.
- The teams will then play a ten (10) minute stop time period full strength, (5 skaters and a goalie). This will not be sudden victory, the full ten (10) minute period will be played.
- If still tied the clock will be set to twenty (20) minutes running time and the teams will play sudden victory (3 skaters and a goalie) until the winning goal is scored.

8) Timing of penalties will be the same as in League Play for Running Time and Stop Time.

- In Overtime teams will only ever play ONE PLAYER SHORT! If a team gets two penalties at the same time the second will not start until the first one is over.

9) PA Hockey Affiliated player rules will apply, teams will not be able to expand their rosters unless previously approved to do so by PA Hockey.

These rules will apply for City playoffs and SHA City qualification rounds.

F. PRESENTATION OF AWARDS

Banners will be presented after completion of the final game to both the City Champs, and runner-ups.

All banners will be supplied by PAH and will be presented at the final game by a Board Member.

PART III: RULES OF PLAY

RULE SOURCES

Except as herein amended, modified and/or supplemented by the SHA and/or PAH the rules of play will be as established by the current Hockey Canada Rule Book.

A. PLAYERS DRESSED AND ELIGIBLE TO PLAY

A team must have a minimum of six (6) registered players dressed and recorded on the game form, ready to play at the scheduled time of the game to be eligible to play for points in league standings.

The team showing less than six (6) players will be in default and the team standing points will be awarded to their opponents. This is considered a game. In the case that neither team shows 6 players, no points will be awarded. The remaining ice time can be used by the teams for a practice session.

Injured players may not be on the bench unless they are fully dressed including all CSA approved equipment.

B. GOALTENDER REGULATIONS

Equipment - PAH will endeavor to provide Equipment to as many Novice or Atom teams as possible so that all kids who want to try Goaltending will have the opportunity.

Parents/Coaches/Players need to understand that due to various size levels of children in these age groups this may not always be possible.

Novice - At the Novice level PAH provides the opportunity for all players to try playing goal and also playing out. Any player who wishes to try Goal should pass their wishes on to their Coach. The players evaluated as a goalie have no guarantee they will play full time in the net. Those players should be prepared that they will only play goal half of the time. PAH wants to remind all that there are many long term benefits to trying every position, before settling on one.

Atom - At the Atom level, any player who wishes to be a regular part time goalie but also wants to play out will be given this opportunity. Please indicate during evaluation your child's intentions. Any player who only wants to play goal and has evaluated as a goalie should be expecting to play half of the time in net. These players will be encouraged to skate out or play another position when it is not their turn to be in goal. Playing other positions will develop many other skills in the game.

**** Note **** -- Even when a player skates every evaluation as a goalie, PAH has the right to place the player in whatever Tier the evaluators and Division Coordinators feel is appropriate for their skill level. This process will be done with the inclusion of the President and Technical Director of PAH.

C. EQUIPMENT

1. All players must wear full face protection, helmets and throat protectors during play and practice sessions. Face protectors and helmets must be CSA approved and helmets must also have the CSA sticker on the helmet. Throat protectors must be CSA/BNQ approved. Mouth guards are recommended, but are not mandatory.
2. All teams playing in the PAH league must have STOP signs on the back of all the jerseys.

Altered equipment, classified as illegal equipment, will draw a penalty under rules and be ordered removed from the game. A player will not be permitted to participate until he has replaced the illegal equipment with acceptable equipment. In particular, this applies to helmets that require two chin straps, one for the helmet and one for the face mask. It is a rule book requirement that both straps must be utilized and properly fastened any time a player is on the ice surface. Players removing their helmets to fight will be assessed a Gross Misconduct penalty, as per Hockey Canada rules.

3. All other rules regarding equipment will be established in the Hockey Canada Rule Book and/or modified by the SHA.

D. GAME TIMING PROCEDURES – LEAGUE PLAY (*And in-house Provincial Qualifiers*)

1. All **one-hour games** shall consist of three (3) periods to be timed as follows:
 - a) The first and second periods shall be fifteen (15) minutes running time, after the second period rest break, the timekeeper shall look at the arena clock to determine the amount of allocated time is left. That time less 5 minutes for handshakes will be placed on the score clock and the third period will be played in running time, except the last three (3) minutes, which will be stop time.
 - b) Games shall commence five (5) minutes after the beginning of the allotted ice time. At the conclusion of the first period, teams will change ends and resume play without a rest break. A rest break of five (5) minutes will be taken at the end of the second period. Teams are to remain on the ice.
 - c) The last three (3) minutes of the third period shall be stop time. If one team is ahead by 5 or more goals the last three (3) minutes will be running time.
 - d) Teams must be off the ice by their allotted ice time.
2. All **one and one-quarter hour games** shall consist of three (3) periods to be timed as follows:
 - a) Games shall commence five (5) minutes after the beginning of the allotted ice time. At the conclusion of the first period, teams will change ends and resume play without a rest break. A rest break of five (5) minutes will be taken at the end of the second period. Teams are to remain on the ice.
 - b) The first and second periods shall be twenty (20) minutes running time, after the second period rest break, the timekeeper shall look at the Arena clock to determine the amount of allocated time left. That time less five (5) minutes for handshakes will be placed on the score clock and the third period will be played running time, except the last three (3) minutes, which will be stop time.
 - c) The last three (3) minutes of the third period shall be stop time. If one team is ahead by five (5) goals or more the last three (3) minutes shall remain running time.
 - d) Teams must be off the ice by their allotted ice time.

3. All **one and one-half hour games** shall consist of three (3) periods to be timed as follows:
 - a) Games shall commence five (5) minutes after the beginning of the allotted ice time. At the conclusion of the first period, teams will change ends and resume play without a rest break. A rest break of five (5) minutes will be taken at the end of the second period. Teams are to remain on the ice.
 - b) The first and second periods shall be twenty (20) minutes running time, the 3rd period will be (20) minutes stop time. If the game clock expires the game is over no matter if time is remaining in the actual ice time allotment.
 - c) Teams must be off the ice by their allotted ice time.
4. Teams must clear the ice immediately at the end of their allotted ice time. Timekeepers are instructed to sound horn or buzzer to signal the end of allotted ice time.
5. Time-Outs, Hockey Canada Rule 10.17(f), will not be permitted in running time league play games. Time-outs one (1) per team shall be permitted in the stop time portion of the game only.
6. Teams will leave the ice after periods or at the conclusion of the game as per the Referees instructions. Teams are to remain on their respective benches until directed to leave. Failure to do so may result in penalties.

GAME TIMING PROCEDURES – TOURNAMENT PLAY

1. All **one-hour games** shall consist of three (3) fifteen (15) minute periods to be timed as follows:
 - a) Games shall commence five (5) minutes after the beginning of the allotted ice time. At the conclusion of the first period, teams will change ends and resume play without a rest break. A rest break of five (5) minutes will be taken at the end of the second period. Teams are to remain on the ice.
 - b) Timing shall be straight time (running clock) except for the last three (3) minutes of the third period which will be under stop time.
2. All **one and one-quarter hour games** shall consist of three (3) twenty (20) minute periods to be timed as follows:
 - a) Games shall commence five (5) minutes after the beginning of the allotted ice time. At the conclusion of the first period, teams will change ends and resume play without a rest break. A rest break of five (5) minutes will be taken at the end of the second period. Teams are to remain on the ice.
 - b) Timing shall be straight time (running clock) except for the last three (3) minutes of the third period which will be under stop time.
3. All **one and one-half hour games** shall consist of three (3) twenty (20) minute periods to be timed as follows:
 - a) Games shall commence five (5) minutes after the beginning of the allotted ice time. At the conclusion of the first period, the teams shall change ends and continue play without a rest break. A break of five (5) minutes will be allowed at the conclusion of the second period. Teams are to remain on the ice.
 - b) Timing in period one and two shall be straight time (running clock) and the third period shall be stop time.

4. Teams must clear the ice immediately at the end of their allotted ice time. Timekeepers are instructed to sound horn or buzzer to signal the end of allotted ice time.
5. Time-Outs Hockey Canada Rule 10.17(f). Each team shall be permitted one (1), 30 second time-out in the stop time portion of a game only.
6. Teams will leave the ice after periods or at the conclusion of the game as per the Referees instructions. Teams are to remain on their respective benches until directed to leave. Failure to do so may result in penalties.
7. Where necessary overtime in tournaments will be determined by the tournament committee and included in the tournament rules.

E. APPOINTMENT OF OFF-ICE OFFICIALS

1. The home team shall appoint an adult official **timekeeper**.
2. The visiting team shall appoint an adult official **scorer**.
3. For games vs Shellbrook, Humboldt
Shellbrook/Humboldt/ teams will supply both penalty box workers in Shellbrook/Humboldt
PA teams will supply both penalty box workers in PA.
4. The official scorer shall be responsible for the events of the game being properly and legibly recorded (printed) as instructed by the referee. The completed game form must be signed by the referee and the scorekeeper. The names of the additional on-ice officials are to be recorded including their officiating number. The sheets are to be deposited in the container in the referee's room for processing by the Technical Director.
5. The timekeeper shall operate the clock or appropriate timing device in accordance with the rules herein before stated for the timing of play and penalties.
6. Only appointed officials are allowed in the penalty box.
7. It is the off-ice officials or the home team appointed rink monitor's responsibility to ensure the referees reach their dressing rooms safely.
8. Coaches and team managers are reminded that no players or team officials are allowed on the ice surface until rink personnel have completed their duties on the ice surface.

F. REFEREE

1. If none of the game officials show up and replacements cannot be found after 15 minutes into the game start time, the game is to be used as a practice. The team officials are responsible for contacting and informing the Technical Director and the Referee in Chief. This game will only be rebooked if it can be arranged but it is not guaranteed.
2. If one of the game officials show up and a replacement cannot be found before the game start time, the team officials and the referee in attendance are to make a mutual decision to play the game understanding you will only have one official, if a mutual decision cannot be agreed upon the game is to be used as a practice. Officials are not obligated to ref games by themselves. This game will only be rebooked if it can be arranged but it is not guaranteed.

3. A coach, assistant coach, manager, trainer, parent, sibling or player of a team should only officiate in a league game that is in the same division that their child or siblings are playing when a replacement cannot be found and a mutual decision between coaches can be made.

G. PENALTIES

Penalties shall be defined and dealt with as outlined in the following modifications.

1. Timing of Penalties

- a) Timing of penalties will be:

	<u>Running Time</u>	<u>Stop Time</u>
Minor penalties	3 minutes	2 Minutes
Major penalties	7 minutes	5 Minutes
Misconduct penalties	15 minutes	10 Minutes

- b) Timing of penalties shall begin when the puck is dropped to resume play after a penalty(s) has been assessed.
- c) If a penalty is signaled and called in running time but the puck is not dropped until the stop time portion the penalty will be a stop time penalty.

PART IV: TECHNICAL DIRECTOR.

1. The Technical Director is responsible for any disciplinary action that is a result of game infractions reported by the on-ice officials during the course of scheduled games.
2. Coaches are reminded that players and team officials assessed **Gross Misconducts** and **Match** penalties are automatically subject to minimum suspensions under SHA Regulation. Additional suspensions can be imposed whenever conditions and circumstances warrant. The Technical Director will notify coaches when the minimum suspension is to be applied or when additional suspensions are applied. In any event, it is the **RESPONSIBILITY OF THE TEAM OFFICIALS TO CHECK WITH THE TECHNICAL DIRECTOR BEFORE ALLOWING A SUSPENDED PLAYER TO RETURN TO ACTION ON THE ICE.**
3. **Application Guideline of Suspensions SHA**
 - a) SHA - A player is suspended from all hockey until the suspension is served with the team where the infraction occurred (certified or affiliate team). If the team where the infraction occurred has played its last game then the suspension may be completed with the other team. The player and suspension must be listed on game sheets.
 - b) SHA - Suspensions may only be served in regular scheduled league games, SHA playoff games or league playoff games and SHA sanctioned tournaments where entry or scheduling is made prior to suspensions. **Suspensions cannot be served in exhibition games** and suspended players cannot play in exhibition games.
4. a) **Abuse of Official-Misconducts** assessed for rule 9.2. Any player that receives a third misconduct receives an automatic one game suspension.
A player receiving a fourth under rule 9.2 receives a two game suspension.

A fifth misconduct will result in an indefinite suspension to be reviewed by the Technical Director/President.

5. **Out of Town Tournament and Exhibition Games:** All infractions incurred in tournament or exhibition play will be recorded. All suspensions resulting from these infractions will be as per SHA Minimum Suspension Guidelines.
6. **AP Players:** Please mark AP's on your game sheets so suspensionable offences can be tracked. You must mark a suspended AP player on your next regular scheduled game so the Technical Director knows if the player has served his suspension.
7. **Registered Coaches:** Only qualified and SHA registered coaches are allowed to be on the bench at any time. Any team with unregistered people on the bench will result in the suspension of the head coach by the SHA.

PAH will make every attempt to inform Coaches of upcoming SHA Clinic certification dates, it is incumbent on the Coaches to attain proper certification or pay the SHA fines levied. Even if circumstance arise that may prevent team officials from helping on the bench it is still that persons responsibility to attend and complete all certification required.

8. Anyone on the ice for practice (this includes all on ice team activities) are required to wear a properly fitted CSA Approved helmet with the chin strap properly done up for all Prince Albert Hockey teams from IP to Midget AAA.

Fines for each person not wearing helmet:

House League

- 1st Offense - warning will be issued
- 2nd Offense - Loss of Team bond
- 3rd Offense - 3 game suspension
- 4th Offense - Suspended indefinitely until dealt with by the board

'AA', Female and AAA Teams

- 1st Offense - warning will be issued
- 2nd and every offense after - \$200.00 for each person and offense.

9. **All suspensions will follow completely the SHA minimum suspension guidelines.**

10. The Technical Director for the 2017/2018 season is:

James Mays
1-306-961-9326
techdirector@paminorhockey.ca

PART V: AFFILIATED PLAYERS (AP)
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1. Affiliated players may play in a combination of three (3) league or league playoff games after January 10th. AP players may play unlimited league games prior to January 10th. Upon playing the third game after the January 10th deadline, the AP player is ineligible to continue play with this team.
2. AP players may play unlimited tournament and exhibition games. NOTE: Play should not interfere with the player's certified team.
3. You cannot AP a shooter to replace a missing goalie. A goalie spot on the team roster can only be replaced by an AP goalie.

4. Affiliation of Goalies when necessary is unlimited, providing the rules above are being followed, also special concessions may be made where goalies are concerned.
5. **AP players are to be used when members of the team are unable to play and not to increase roster size.** Teams are not allowed to increase roster size for city or community club tournaments. For out of town tournaments you can AP above your roster size. Only players who are playing are to be listed on the game sheet. Suspended players should be listed in the suspension box portion of the game sheet. AP players are to be designated with AP by their name on the game sheet. Failure to comply with this rule will result in the following coach suspensions:

First Offense:	One game suspension
Second Offense:	Three game suspension
Third Offense:	Suspended until dealt with by the Minor Hockey Technical Director.
6. Each time an AP player is used, permission must be obtained from the player's coach prior to Contacting the player.
7. All AP lists must be received in the PAH office by November 1. Additions or deletions may be made up to January 10th. If these lists are not received by the above dates, teams will be unable to affiliate any players.
8. Players being used in games on teams other than the team they are registered with must be identified on the game form as affiliated players with the letters AP after their name.
9. Female teams may only affiliate players registered on female teams. Female teams playing in the PAH League will follow these rules, female teams playing in the NSFHL will follow SHA rules.
10. 'AA' Peewee, Bantam and Midget teams will follow SHA rules for AP Players as well as Bantam/Midget teams playing in the Sask Valley League.

Players are eligible to play on other team as an affiliate player according to the following regulations:

(a)	<p><u>Initiation (IP) Tier 2</u></p> <ul style="list-style-type: none"> • 1st year Tier 2 to Novice 2 or Novice 3 • 2nd year Tier 2 to Novice 2 <p><u>Initiation (IP) Tier 3</u></p> <ul style="list-style-type: none"> • 1st year Tier 3 to IP 2 • 2nd year Tier 3 to Novice 3
(b)	<p><u>Novice Tier 1</u></p> <ul style="list-style-type: none"> • 1st Year Tier 1 to Atom 2 • 2nd year Tier 1 to Atom 1 <p><u>Novice Tier 2</u></p> <ul style="list-style-type: none"> • 1st Year Tier 2 to Novice 1 • 2nd year Tier 2 to Novice 1 or Atom 3 <p><u>Novice Tier 3</u></p> <ul style="list-style-type: none"> • 1st Year Tier 3 to Novice 2 • 2nd year Tier 3 to Novice 2 or Atom 3
(c)	<p><u>Atom Tier 1</u></p> <ul style="list-style-type: none"> • 1st Year Tier 1 to Peewee 3 • 2nd year Tier 1 to Peewee 2 <p><u>Atom Tier 2</u></p> <ul style="list-style-type: none"> • 1st Year Tier 2 to Atom 1 • 2nd year Tier 2 to Atom 1 or Peewee 3 <p><u>Atom Tier 3</u></p> <ul style="list-style-type: none"> • 1st Year Tier 3 to Atom 2 • 2nd year Tier 3 to Atom 2 or Peewee 3
(d)	<p><u>Peewee Tier 2</u></p> <ul style="list-style-type: none"> • 1st Year Tier 2 to Bantam • 2nd year Tier 2 to Bantam <p><u>Peewee Tier 3</u></p> <ul style="list-style-type: none"> • 1st Year Tier 3 to Peewee 2 • 2nd year Tier 3 to Peewee 2
(e)	<p><u>Bantam</u></p> <ul style="list-style-type: none"> • 1st Year Tier 2 to Midget House • 2nd year Tier 2 to Midget House

**Note: At all times a player may only be affiliated with one team as per SHA Rules.

PART VI: EXHIBITION AND TOURNAMENT GAMES

1. Any PAH team that will be hosting a tournament that is not scheduled by PAH will need Board Approval. Request will be considered at regularly scheduled board meetings only no exceptions.
2. All PAH teams may play exhibition games and take part in tournaments provided that the games do not interfere with scheduled league games or scheduled SHA playoff games. Team officials are advised that disciplinary action for serious game infractions and breach of conduct are dealt with by the SHA Chairman for Minor Hockey. Coaches are required to report these infractions to the PAH Technical Director who may also assess additional suspensions.
3. A team taking part in exhibition and tournament games must fill out a Tournament and Exhibition Game Request Form and submit it to the Executive Director prior to the game or tournament. For exhibition games you also must apply on the SHA Website. This form may be faxed into the PAH office at 763-3084.
4. All PAH teams must submit copies of game sheets to the Technical Director for all exhibition and tournament games they play in within 48 hours of the last game. If game sheets are not handed in within 48 hours of the last game of the tournament or exhibition game, loss of \$200.00 of the performance bond will result and another \$200.00 Performance bond will need to be issued.

5. Coaches failing to comply with #2 and #3 above will be suspended. This includes failing to fill out a Tournament and Exhibition Game Request Form when attending a tournament and/or failing to hand in game sheets.
 - a) For the first offense, the coach will receive a one game suspension.
 - b) For the second offense, the coach will receive a three game suspension.
 - c) For the third offense, the coach will be suspended indefinitely until dealt with by the Technical Director and President.
 All tournament request forms and game sheets must be left at the Hockey Office.
6. The maximum number of parent approved tournaments teams will be permitted to attend are two(2) multi day per season, two(2) PAH per season and two(2) one day tournaments per season for teams in the Initiation to Midget divisions. For clarification please call the PAH office.
7. All teams playing in the PAH league must participate in the tournaments sponsored by this Association. Failure to actively participate - i.e. supply timekeepers, ticket sellers - loss of \$200.00 of the performance bond will result and another \$200.00 Performance bond will need to be issued.
8. Any team wishing to travel outside the province for tournaments or exhibition play must submit a travel permit to the SHA for approval.
9. Teams CANNOT enter into any tournaments on PAH Championship Weekend (League Playoffs) which will usually but not always fall on the last weekend in March. If you are out of League Playoffs you then may enter a tournament if said tournament still has spots available to enter.

PART VII: COMMUNITY CLUB TOURNAMENTS

1. All Community Club tournaments must have a sanction. PAH applies for the sanction for all PAH tournaments.
2. The fee for sanctioning tournaments is \$25.00. The consequences of attending a non sanctioned tournament include:
 - a) SHA - Any team, player, coach or manager of a registered or certified team taking part in an unsanctioned tournament may be suspended for one year.
 - b) SHA- Officials who officiate in unsanctioned tournaments may be suspended.
 - c) May have sanctioning privileges suspended for one year or more.
3. The tournament committee is required to bring the game sheets to the PAH office no later than 24 hours after the tournament. The PAH office will mail originals to SHA. Failure to do so will result in a \$200.00 loss of performance bond and another \$200.00 Performance bond will need to be issued. This is required to enable the referee's to be paid for tournament games as well as the tracking of suspensions by the Technical Director.
4. Original game sheets must be sent by PAH to the Saskatchewan Hockey Association, within 72 hours of the tournament completion. Failure to submit games sheets shall result in a \$100.00 fine from the SHA. Which will be billed to the team not the PAH Office.

PART VIII: RESCHEDULING AND CANCELLATION OF GAMES

1. Teams wishing to reschedule league games must complete the Change of Game Request Form. All teams involved must agree to the changes. All League ice scheduled must be used for a league game. Change of Game Forms must be handed in ten days prior to game changes.
2. It is the team's responsibility to fax, email or drop off the Change of Game Request Form to the PAH Office - 306-763-3084 fax.
3. All league ice scheduled must be used for league games. Prince Albert Hockey league games take precedence over tournament games. If a team cancels or does not show up for a scheduled ice slot the following will occur:
 - a) Loss of \$200.00 of the performance bond will result and another \$200.00 Performance bond will need to be issued. Performance bond must be received before the team will be allowed to participate further.
 - b) For a second offense the coach will be suspended for 3 games.
 - c) For a third offense the coach will be suspended until dealt with by the Technical Director.
4. Stormy Weather Conditions: In the case of stormy weather conditions that may prevent teams traveling on highways for league games the following process is to be used: Safety of the players is the primary concern, however teams should make every effort to play scheduled league games where possible. If cancelled it is both teams responsibility to contact the arena, Technical Director and the Referee Scheduler to let them know of the cancellation. All games cancelled due to weather will result in a 0-0 tie.

PART IX: SHA REPRESENTATIVE

1. 'AA' Teams represent the Association in their respective divisions for the SHA playoffs.
2. PAH will register all female and one Tier II/Tier III team in the Peewee division with the SHA for provincial playoffs by December 1.
3. Playoff Format for SHA Representative - Tier II/III Teams
 - a) Starting approximately November 1 of the regular league schedule, all teams will play each other in a pre-determined round robin. Teams will be notified of exact date once the first schedule is ready to be distributed).
 - b) Teams will be given points: 2 points for a win, 1 point for a tie, 0 points for a loss. The Technical Director will keep a record of the points.
 - c) After round robin play, the two teams with the most points will play a modified best of three series to determine our city representative in the SHA playoffs.
 - d) Games against out of town teams will not count in the points as these teams cannot represent PAH.
 - e) If more than one team has equal points, the two teams to play will be determined by following SHA Regulation 3.08.01
 - f) The two game SHA series will be scheduled by the office. Games must be played according to the schedule and any change must go through the Technical Director and or Executive Director. Games will not be changed for teams attending tournaments.
 - g) PAH will give Tier II/III SHA provincial representative teams a flat rate donation of \$250.00 per round.

PART X: ALL STAR OR CARDED TEAMS

The following section is included for information only.

SHA Rule - defines the Playing Season as beginning August 15 and ending on April 1 of the following year.

SHA Rule - Changes to population guidelines shall not be considered and the practice of drawing All Star teams from a house league system shall not be allowed in Geographical Subdivisions 2 to 6 or in centers deemed AA based on the population of that center itself.

SHA Rule -The Province is divided into the following geographic subdivisions:

1. One geographic subdivision for Midget AAA hockey.
2. The City of Regina
3. The City of Saskatoon
4. The City of Prince Albert
5. The City of Moose Jaw
6. Athol Murray College of Notre Dame at Wilcox
7. The balance of the province.

Geographic subdivisions 2 to 6 shall be AA centers.

SHA Rule - Teams shall be made up of bonafide residents of geographic subdivisions.

SHA Rule - A bonafide resident is: 1. A player who has moved with his/her parents and the parents have taken up physical residence by September 1st and continue to reside at said residence for the balance of the season.

SHA Rule - Players who are registered on teams within an Association that are “tiered” for league play are not eligible to be registered on a carded tournament team. Teams from outside geographic subdivisions 2 to 6 or outside centers over 14,000 who are certified on a team for the purposes of league play in a SHA recognized league may combine to form a team for tournament purposes.

Note: PAH is located in geographic subdivision 4 so they may not combine players from different teams for tournament purposes.

PART XI: INSURANCE CLAIMS AND INJURIES

1. All players registered with the Association are insured for accident through Hockey Canada Insurance.
2. Responsibility for making claims for injuries rests with the coach, players and parents. Insurance claims may be obtained through the SHA Website.
3. Coaches are asked to advise parents and players of the protection provided and the claim procedure.
4. Claim forms are to be **mailed to the SHA Office** once the claim is fully completed by the claimant. All claims must be submitted within sixty (60) days of the accident.
5. Coaches are urged to exercise care and attention in the management of their games and practice sessions to minimize the risk of injury to their players.