

## 1.22 RECREATION LEAGUE RULES.

### OMAHA Super League Rules

All games will be played under Hockey Canada, BC Hockey, and OMAHA rules, regulations and policies.

Participating associations must have approval from their association to adopt these Super League rules.

Commissioner refers to the individual responsible for administering the Super League.

#### GAME FORMAT (recommended standard)

Priority must be given to league games. See OMAHA Regulation Four for violation of this rule.

All periods are 20 minutes in duration. There are no time outs.

#### **Atom and Pee Wee**

**1 hour 30 minutes** The first period and to the 10 minute mark of the 2<sup>nd</sup> period as straight time the remaining 10 minutes as stop time. The 3<sup>rd</sup> period 20 minutes stop time.

There are no ice cleans.

#### **Bantam and Midget**

**1 hour 45 Minutes** First period and to the 10 minute mark of the 2<sup>nd</sup> period as straight time the remaining 10 minutes as stop time. The 3<sup>rd</sup> period 20 minutes stop time.

One ice clean 1/2 way through game.

Penalties during the straight time portion should be stop time if timing device allows.

Other Game Formats are based on available ice times. (See OMAHA Policy Appendix H)

If a game cannot be completed due to extenuating circumstances, equipment failure, power outage, etc. after 2 periods, the game is considered complete. Less than 2 periods, game is incomplete and will be rescheduled (if possible) no points being awarded. See OMAHA Regulation 3008 d.

The home team will enter game results for both teams on the OMAHA website (OMAHA administered leagues) for all home games within 12 hours of the scheduled completion time of the game and mail the White copy (unless withheld by the Referee then Yellow) of the Game Report to the appropriate Commissioner postmarked within two business days of completion of the game.

#### SUPPLEMENTAL DISCIPLINE

In addition to the Hockey Canada, BC Hockey, O.M.A.H.A. rules, the offending team(s) will impose the following suspensions for penalties assessed for fighting. (See OMAHA Policy Appendix A)

*First offense 1 game suspension regardless of time left in game.*

*Second offense 2 game suspension regardless of time left in game.*

*Third offense indefinite suspension regardless of time left in game as well as a review by the Super League Commissioner for definitive sanctions.*

Players will not be given a 'clean slate' to start a season. Suspensions are cumulative and will carry over from previous seasons. The Commissioner will track player behavior from season to season until they age out of Midget.

High Risk play and inappropriate behavior will not be tolerated.

Players incurring 4 penalties during a game will incur a *Game Ejection* (not to be confused with *Game Misconduct*) on receipt of the fourth penalty. Double minors are considered two penalties under this rule.

Overage players are subject to further sanctions at the discretion of the league Commissioner.

#### GAME OFFICIALS

3 game officials are recommended for all levels of recreation hockey however the two official system is appropriate for the Atom and Pee Wee Divisions. A minimum of 1 game official can be used to prevent game cancellation. (see also Hockey Canada Rule 5.2)

Where possible the Referee should be a minimum of 2 years older than the division of play.

## **TEAMS.**

A team shall consist of a minimum of 10 players and one goaltender, one qualified/certified coach, qualified safety person and a maximum of one qualified manager with all having Respect in Sport/Speak out in order to be registered.

All players and affiliates from a lower division are to be rostered to the team prior to participation in any league, playoff or tournament game.

A "Hockey Canada Roster" must be submitted to the league Commissioner and approved by the first league game.

Multi-Team Associations should create balanced teams as best as possible. Teams cannot play any other player/goalie that is not rostered to their Hockey Canada Roster.

When the minimum roster of 10 players or no goaltender threshold is not obtained in any game, teams may pick up rostered affiliated player(s) to complete their roster.

Affiliated players are to be indicated on the Game Report as **AP**.

A minimum of 6 rostered players are required to start a game (Hockey Canada Rule 2.2a) in order to avoid forfeiture.

## **OVERAGE PLAYERS**

For Associations having multi-teams in a division, Overage players are limited to 2 per team excluding goaltenders.

Refer to OMAHA Policy 1.05. An over-aged request must be approved and submitted to the appropriate league Commissioner prior to an O/A. player participating in league play.

Refer to BCH Policy 1.12 and OMAHA Policy 1.05 for O/A player placement. Overage players are to be indicated on each Game Report as "O/A".

For individual teams with more than 2 O/A players a maximum of 2 O/A players – excluding O/A Goaltender – are to be on the ice at one time with the exception of an overage player, not participating in the play while, going to the bench after serving a penalty.

## **FINAL STANDINGS**

All teams are eligible for playoffs. Final standings are based on teams with the highest percentage of available points in league play. (See OMAHA Regulation 6002 a.)

In case of a tie after league play OMAHA Regulation 6002 b will prevail with the exception that a maximum difference in score is 5 compared to 7 under BC Hockey Regulation 5.22

## **PLAYOFFS**

Playoff seeding is based on OMAHA playoff formats determined by the number of teams in the league. The highest seeded team will play the lowest seeded team and retain home ice advantage for the third game if required.

For a one year trial period, playoffs will be the first team to accumulate 4 points in a series. There is no overtime in the playoffs with one exception, if after the third period of game 3 teams are tied in points, after a one minute break, the teams will play a five minute running time sudden victory period, playing four on four.

If still tied, the OT will proceed to a three-player shootout. (all players shoot) If tied at the end of this shootout, the shootout will continue with different shooters, alternating until the game is decided. The home team has the option of shooting first in the shootout. Players with unexpired penalty time in overtime will not be eligible for the shootout.

If a time penalty is incurred while previously playing shorthanded (4 on 3), a player will be added to the ice from the non offending team to give the additional advantage (5 on 3).

Teams will receive 2 points for a win, 1 point for a tie and 0 points for a loss.

Examples; Team A wins the first game, team B wins the second game, the third game is tied. Each team would then have 3 points. Overtime would be required.

Team A wins the first game, Teams tie the second and third games. Team A would have 4 points, Team B 2 points therefore no overtime is required.

The winner of the playoff finals will win the Super League Banner and represent the Super League in the District final tournament.