

ALBERTA ONE

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# REGULATIONS, POLICIES & PROCEDURES HANDBOOK





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## POLICIES AND PROCEDURES

This document refers to the Alberta One Regulations, Policies and Procedures put in place for the Regional Leagues and may be changed from time to time at the discretion of the Minor Leagues Committee. The policies and procedures referring to player movement, acceleration, registration and the structure of the Regional Leagues are set forth in the Hockey Alberta Regulations and this document is supplementary to it. The policies enclosed in this document deal directly with the day-to-day operations of Alberta One and its Regional Leagues and how teams are to govern themselves and report occurrences to the Regional Leagues and the Committee.

### RULES & REGULATIONS

Alberta One and its Regional Leagues shall follow all the Bylaws and Regulations of Hockey Canada and all the Bylaws and Regulations of Hockey Alberta.

It is the requirement that each Minor Hockey Association adhere to the Hockey Alberta Minor Regulations and the Alberta One Bylaws, Regulations, Policies & Procedures while creating the best atmosphere for players to thrive in hockey.

**HOCKEY ALBERTA MINOR REGULATIONS CAN BE FOUND [HERE](#)**

### REGIONAL LEAGUE TIERING / CLASSIFICATION OF TEAMS

#### REGIONAL LEAGUE TIERS

- a. Each Regional League shall not operate more than six (6) tiers at a division.
- b. Each Regional League shall operate the following number of tiers per division based on the total number of teams in that division.

Teams per Division	Tiers per Division	* Tiers Operated
40 + Teams	6	Tiers 1, 2, 3, 4, 5 and 6
32 – 50 Teams	5	Tiers 1, 2, 3, 4 and 5
24 – 40 Teams	4	Tiers 1, 2, 4 and 5
16 – 30 Teams	3	Tier 2, 3 and 4
8 – 20 Teams	2	Tier 2 and 4
0 – 10 Teams	1	Tier 3 or 4

- c. Should a Regional League look to operate different tiers than those listed above, approval from the Minor Leagues Committee must be given prior to the start of regular season play.
- d. Regional Leagues, due to either team geography or the number of teams in a tier, will be permitted to operate split tiers if deemed necessary.
  - I. Split Tiers based on geography will be labelled as South, North, East or West. (Example: Tier 3 North or Tier 3 South).
  - II. Split Tiers based the number of teams will be labelled as Red, Blue, Black, etc... (Example: Tier 3 Red and Tier 3 Blue).
  - III. Split Tiers shall not be labelled as A, B, C D. (Example: Tier 3 A, Tier 3 B, Tier 3 Cm etc...)



## DECLARATION OF TEAMS

- a. All Regional League members shall submit the approximate number of teams they will have in each division to their Regional League on or before September 10.
- b. All Regional Leagues shall determine a date for members to declare initial team placement by tier, using the Alberta One Standardized Tiering Grid.
  - I. Regional League members shall include all teams registered in their association at that division (excluding Elite, AA and Female only teams) when declaring teams as per the Alberta One Standardized Tiering Grid.
  - II. Female only teams participating in a Regional League will not be declared per the Alberta One Standardized Tiering Grid, but will have their initial team tiering placement and final tiering determined by the Regional League.
  - III. When a Regional League member is required to, or requests to have more than one (1) team at a certain tier, those teams shall be equally blended and balanced.
  - IV. Upon application to the Regional League, a Regional League member may be permitted to have two (2) or more equally blended and balanced teams at the same tier, instead of utilizing top-down tiering and having teams ranked strongest to weakest, these teams shall be placed on the Alberta One Standardized Tiering Grid at the median tier that any of these teams would have been placed at had they not chosen to be divided equally. Applications must be submitted to the Regional League on or before September 10.

Example: A Regional League member chooses six (6) teams to be placed according to the Alberta One Standardized Tiering Grid. The member chooses to have three (3) ranked teams and three (3) equally blended and balanced teams. According to the Tiering Grid, the three (3) equally blended and divided teams should have been placed at Tier 4, 5 and 6 if they had been ranked. Consequently, those three (3) equally blended and balanced teams will be classified as Tier 5 teams, which is the median tier that any of these three (3) teams would have been placed at, had they been ranked.

- V. Regional Leagues will have the ability to move equally blended and divided teams to different tiers should it become apparent that they are either too strong or too weak for the tier that they have been placed in. This may include splitting the teams into different tiers.

## NON-BODY CHECKING / BODY CONTACT ONLY TIERS

- a. Regional League members who only operate one (1) team within a division that has both body checking and non-body checking tiers, will be given the one-time declaration at the start of each season to declare that team as either 'body checking' or "non-body checking". This declaration must be made to the Regional League on a date as determined by the Regional League.
- b. Regional League members with two (2) or more teams within a division that has both body checking and non-body checking tiers, must declare their teams as 'body checking' and "non-body checking" as per the Alberta One Standardized Tiering Grid.
- c. For the purposes of tiering, should a team declared for body checking wish to move to non-body checking after their tiering round games, they shall be able to do so prior to the completion of the Tiering Rounds.



## ALBERTA ONE STANDARDIZED TIERING GRID

The Alberta One Standardized Tiering Grid is to be used as the starting point for all teams in the Regional League Tiering Process. Teams shall be declared as per the Tiering Grid on a date as determined by the Regional League.

	U11						Total
	HADP	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	
	U13, U15 & U18						
	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6	
	Body Checking (U15 & U18)			Non-Body Checking / Body Contact Only			
One team			1 (Option)				1
Two Teams		1			1		2
Three Teams	*1		1 (Option)		1		3
Four Teams	1		1		1	1	4
Five Teams	1		1		1	1	5
Six Teams	1	1	1		1	1	6
Seven Teams	1	1	1		1	1	7
			1 (Option)				
Eight Teams	1	1	1		1	1	8
		1			1		
Nine Teams	1	1	1		1	1	9
	**1		1 (Option)		1		
Ten Teams	1	1	2		2	2	10
	**1						
Eleven Teams	1	1	2		2	2	11
	***1						
Twelve Teams	2	2	2		2	2	12
Thirteen Teams	2	2	2		2	2	13
			1 (Option)				
Fourteen Teams	2	2	2		2	2	14
		1			1		
Fifteen Teams	2	2	2		2	2	15
	1		1 (Option)		1		
Sixteen Teams	2	2	3		3	2	16
	1						



	U11							Total
	HADP	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5		
	U13, U15 & U18							
	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6		
	Body Checking (U15 & U18)			Non-Body Checking / Body Contact Only				
<b>Seventeen Teams</b>	2	2	3		3	3	3	17
	1							
<b>Eighteen Teams</b>	3	3	3		3	3	3	18
<b>Nineteen Teams</b>	3	3	3		3	3	3	19
			1 (Option)					
<b>Twenty Teams</b>	3	3	3		3	3	3	20
			1	1				
<b>Twenty-One Teams</b>	3	3	3		3	3	3	21
	1		1 (Option)			1		
<b>Twenty-Two Teams</b>	3	3	4		4	4	3	22
	1							
<b>Twenty-Three Teams</b>	3	3	4		4	4	4	23
	1							
<b>Twenty-Four Teams</b>	4	4	4		4	4	4	24
<b>Twenty-Five Teams</b>	4	4	4		4	4	4	25
			1 (Option)					

- a. Regional League members may request to have a team moved to a higher category than what is required by the Alberta One Standardized Tiering Grid. These requests, with rationale, must be submitted to the Regional League on a date as determined by the Regional League.

#### TIERING & TEAM PLACEMENT

- a. Regional Leagues shall schedule teams to take part in tiering games to determine the final tiering placement within the Regional League.
- b. Regional Leagues shall ensure that teams play a minimum of (4) tiering games before their final tiering placement is confirmed.
- c. Regional Leagues shall have a process for confirming final team placement by analyzing pre-season and tiering game data. The purpose of this process is to create a balanced competition and to represent the best interests of all teams with the Regional League in an impartial manner.
- d. Any disputes related to the final tiering placement of a team shall be heard by the Regional League, under the following process:
  - i. Upon the communication of a teams tiering placement, a Regional League Member will have 24 hours to file their tiering dispute with the Regional League. The tiering dispute



must be made by either the Association President or Regional League Member Representative.

- II. The Regional League will review the tiering dispute and the information presented and formally decide on if the dispute will be accepted or denied. Information that should be presented in the tiering dispute should include:
    - The results of all tiering round games, along with the tiering placement of the teams tiering round games took place against.
    - Rationale as to why the dispute is being filed, along with the tier the team should be placed in.
  - III. The Regional League will have no more than three (3) days once the dispute is filed to render their formal decision on the dispute.
- e. All tiering placements must be finalized by January 1.
  - f. Should it become apparent that there was an error in team placement that results in a team being too strong or weak for a certain tier, the Regional League can move that team upwards or downwards on or before January 15. Should that team who is too strong or weak for a certain tier refuse to be 're-tiered', the Regional League, in consultation with the Minor Leagues Committee, may disqualify them from further Regional League play, including playoffs and Hockey Alberta's Provincial Championships.

## PLAYING RULES

The Alberta One playing rules shall be those provided in the Hockey Canada Official Playing Rules Book.

## LEAGUE MEETINGS

- b. Regional Leagues are empowered to call Information Meetings as required and are encouraged to communicate the dates of these meetings to the members no less than (14) days prior to the meeting date.
- c. In addition to Information Meetings, Regional Leagues shall host the following three (3) meetings:
  - I. Pre-Season / Kick-Off Meeting.
  - II. Mid Season or Tiering Meeting
  - III. Annual General Meeting
- c. All meetings will normally be held virtually via Video or Web Conferencing or 'in person' at a location central to the Regional League.
- d. Regional League Member Representatives, as appointed by member association, must be present at all Regional League Meetings. If the Representative is unable to attend, a board member from that association must attend in their place.
  - I. Regional Leagues are permitted to fine member associations in the amount of \$200.00 payable to the Regional League should they fail to present themselves at any Regional League Meeting.

## ROSTER SIZE

- a. Hockey Canada and Hockey Alberta Regulations allow tiered minor hockey teams to carry a roster of 19 players (17 skaters and two (2) goaltenders).





- b. Hockey Alberta, through consultation with the Regional League, may grant permission to register at one time, an oversized team, a maximum of twenty-three (23) players to their roster.
  - i. Applications must be made via the Hockey Alberta Oversized Team Request Form. All players must be properly registered in the Hockey Canada Registry (HCR) system prior to their first Regional League Game (includes Tiering Games) or November 15<sup>th</sup>, whichever occurs first.

## AFFILIATION

The purpose of affiliation is to provide an opportunity for higher Division or Category/Tier Teams to replace when regular registered players are sick, injured or otherwise unavailable.

- a. Affiliation must be declared and filed with the members respective Minor Hockey League, prior to the affiliated players being allowed to participate in any League game with the Hockey Team to which they are affiliated. Affiliations will be accepted and endorsed by the Minor Hockey League up to and including January 15 by 5:00PM MST of the current hockey season.
- b. Affiliation must be secondly declared and filed with the CEO, or designate, 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 CEO, or designate, up to and including January 15 of the current Hockey Season.
- c. A Hockey Team may affiliate up to nineteen (19) Players from a lower Division, Category or Tier within their MHA as hereby defined.
- d. Affiliation and the use of Affiliate Players will only be recognized where:
  - i. Affiliation has been filed in accordance with the following tiering grid, as hereby defined vertically and laterally, using the team’s designated tiering placement at the time of filing.

<b>U18</b>			
Tier 1	<b>U15</b>		
Tier 2	Tier 1	<b>U13</b>	<b>U11</b>
Tier 3		Tier 1	Tier 1
Tier 4	Tier 2		
Tier 5	Tier 3		
Tier 6	Tier 4	Tier 2	
	Tier 5	Tier 3	Tier 2
	Tier 6	Tier 4	Tier 3
		Tier 5	Tier 4
		Tier 6	Tier 5
			Tier 6

Example: Team “A” plays in the U18 Tier 3 category of their league. Team “A” would be eligible to affiliate players from within their MHA playing on teams competing at U18 Tier 4, 5 or 6; as well as teams playing U15 Tier 1, 2, 3, 4, 5 or 6.

*Exception:* If an MHA does not have access to Team(s) that align with the grid, they may be able to apply to HA through the Minor Leagues Committee, or designate, for special permission to register affiliate(s) outside of the grid.



- I. Upon the finalization of tiering, should a team be re-tiered after the filing of Affiliation and had affiliates that are no longer in compliance with the affiliation grid, those affiliates will be reviewed by the Minor Hockey League to determine their individual eligibility for the remainder of the season.
  - II. Should the Minor Hockey League deem individual affiliates as ineligible due to re-tiering, upon application to the Hockey Alberta appointed Minor League and Minor Administration Coordinator, Hockey Alberta may allow teams to re-submit individual affiliation requests to become compliant with the affiliation grid. Applications must be received no later than December 30 of the current hockey season.
  - III. Prior to December 1<sup>st</sup>, Players are added to the Official Team Roster in the Registry and identified as 'Affiliates' with "pending" status.
  - IV. After December 1<sup>st</sup>, Players are added to the Official Team Roster in the Registry and identified as 'Affiliates', and approved by the CEO, or designate and approved by the Minor Hockey League
  - V. Affiliation has been approved by the Minor Hockey League for use in any League game.
  - VI. Affiliation has been endorsed by the President of the applicable LMHA.
- e. Any Player participating in any game as an affiliated player after December 1<sup>st</sup> without the approval of the CEO, or designate and approval of the Minor Hockey League, shall be considered an Ineligible Affiliate Player and teams officials are subject to discipline.
- f.
- I. Teams are permitted to use affiliation for any League, Playoff or Provincial Championship game to return the team to their original roster size.  
  
Example: A team has 14 skaters and two (2) goaltenders registered to their Official Team Roster for a maximum of 16 players. Should two (2) skaters be unavailable due to sickness or injury, the team would be permitted to use two (2) affiliates to bring their roster size back up to the original 14 skaters and two (2) goaltenders.  
  
Exception: In the event a team's original roster size is less than twelve (12) registered skaters (excluding goaltenders), teams are permitted to use affiliation for any League, Playoff or Provincial Championship game to bring their roster up to a maximum of twelve (12) skaters (excluding goaltenders).  
  
Exception: In the event a team has only one (1) registered goaltender, they will be permitted to use affiliation to have for any League, Playoff or Provincial Championship game to bring their roster up to a maximum of two (2) goaltenders.
  - II. Teams are permitted to use affiliation for any Exhibition or Tournament game to bring their team up to the maximum permitted roster size of seventeen (17) skaters and two goaltenders.
- g. Affiliated players will NOT be permitted to replace suspended Players.



Exception: In the event a team's roster falls below twelve (12) registered skaters (excluding goaltenders) due to suspensions, teams are permitted to use affiliation to return their roster size to a maximum of twelve (12) skaters (excluding goaltenders)

- h. Affiliations will not be deemed to have taken place automatically without properly filing of the said affiliation.
- i. Affiliations will not be approved in the Registry by the CEO, or designate, until first approved by the Minor Hockey League.
- j. Minor Hockey Leagues and the CEO, or designate reserve the right to revoke the approval of an affiliate player at any time should that player be deemed to strengthen the team in which he or she is affiliated.
- k. Providing Affiliation has been declared, filed and approved with the Minor Hockey League and the CEO, or designate, Affiliates are eligible to participate in all Exhibition, Tournament, League, Playoff and Provincial Championship games.
- l. In circumstances when a MHA does not have a registered team at the next lower Division, as per the tiering grid, upon consideration of application by the MHA to the Hockey Alberta appointed Minor Leagues Coordinator and Minor Administration Coordinator, in consultation with the League, the team may be permitted to affiliate player(s) from a lower Division in the next closest MHA providing that the identified MHA does not have a registered team in the same Division.
- m. Participants registered in the Elite Hockey Stream or AA Hockey Model are ineligible to be registered as Affiliates with Tiered Hockey teams.
- n. Participants will only be permitted to affiliate to one (1) team. Once the affiliation has been filed, it is final and will not be reversed during the current Hockey season.  
Note: All affiliations shall terminate at the end of the current playing season.
- o. Female players playing on Minor Male hockey teams may be permitted to affiliate to Female Teams, upon consideration of application to the Minor Administration Coordinator, in consultation with the Minor Female Regulation Coordinator.
- p. 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" for the affiliated team. However, if the player's registered team completes its regular season and playoffs before the player's affiliated team, the player may thereafter affiliate an unlimited number of times.  
Exception: Any player registered in the U9 division, affiliated to the U11 division, must have completed their hockey season in full (including exhibition games and festivals) to affiliate beyond a 10<sup>th</sup> game.
- q. Appearance of an Affiliate 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. All Affiliated Players being used in a game must be marked "AP" on the game record.



## ICE REQUIREMENTS

Each association must provide ice times and game slots that meet the minimum requirement as per the chart below:

Division	Category	Rural Leagues Minimum Ice Time Length	Rural Leagues Flood Requirements	Metro Leagues Minimum Ice Time Length
U11	Tiers 1 – 6	1.50 hours (90 minutes)	0 Floods Required	1.00 hour (60 minutes)
U13	Tiers 1 – 6	2.00 hours (120 minutes)	1 Flood Required	1.00 hours (60 minutes)
U15	Tiers 1 – 6	2.00 hours (120 minutes)	1 Flood Required	1.25 hours (75 minutes)
U18	Tiers 1 – 6	2.25 hours (135 minutes)	2 Floods Required	1.25 hours (75 minutes)

**Note:** Rural Leagues are defined as CAHL, NAI, NEAHL & AP  
Metro Leagues are defined as Hockey Calgary & EFHL

## RURAL LEAGUE FLOOD REQUIREMENTS

### U18

There shall be a flood after every period at the U18 division.

### U13 & U15

There shall be at least one (1) flood between either the first and second periods or the second and third periods at the U13 & U15 divisions.

### U11

The ice shall be flooded before the start of a Regional League game at the U11 division.

## MAXIMUM GAME ALLOTMENT TABLE

The following table is to be used by associations to determine the number of unique ice slots that should be provided, per team, to the Regional League for the purposes of scheduling tiering rounds and the regular season.

Division	Max Tiering Games	Max Total Games Played (Tiering & Regular Season)
<b>U11</b>	8 Games	16 – 24
<b>U13</b>	8 Games	16 – 24
<b>U15</b>	8 Games	16 – 24
<b>U18</b>	8 Games	16 - 24



- a. For Tiering Round games, Associations will provide a minimum of four (4) ice slots to the Regional League, unless otherwise specified by the Regional League.
- b. Regional Leagues must communicate with all teams the proposed target number of games in the Regular Season by Division and Tier no later than October 8<sup>th</sup> of the current hockey season. Example: U13 Tier 4 Target (16-18 Games).
- c. For Regular Season play, Associations will provide an additional 50% of the required ice unless otherwise specified by the Regional League that fewer ice slots are required. Example: 10 home games + five (5) additional slots = 15 (+50%) slots required for submission.
- d. Some divisions and tiers may play fewer games than indicated in the Maximum Game Allotment table. Regional Leagues will confirm upon the commencement of Regular Season scheduling the exact number of games each tier within a division will play.
- e. When possible, at the discretion of the Regional League, an equal number of home and away games will be scheduled, depending on the number of teams within a tier.

## GAME CHANGES

Regional League websites will host the official schedules. Game changes are only to be used in the event of extenuating circumstances, which may include, but are not limited to, facility malfunctions and adverse weather conditions that create unsafe road conditions.

Regional Leagues will be responsible for developing their own policy on game changes.

***Please see Appendix A for the Alberta One Weather Travel Policy.***

## TEAM FAILING TO PRESENT ITSELF

- a. If a team fails to present itself at the time and place appointed to play a game, the game will be awarded to the opposing team with a score of 1-0 for statistical purposes unless the failure to show up was caused by an unavoidable accident or an unforeseen situation.
- b. At the discretion of the Regional League, the team failing to present itself will be fined up to \$2,500.00, will have their Head Coach suspended for up to five (5) games and will be suspended from all game play (League, Exhibition, Tournament and Provincial) until the fine has been paid in full.
- c. Any team failing to present itself for a second time in one season will have its Head Coach suspended from all game play (League, Exhibition, Tournament and Provincial) indefinitely, until reviewed by Hockey Alberta's Minor Leagues Committee in greater detail.

**Please see Appendix B for the Alberta One Team's Failing to Present Itself Policy.**

## PRE-SEASON & TOURNAMENT / EXHIBITION GAMES

- a. Hockey Alberta is responsible for granting permission for any pre-season, exhibition and/or tournament games and for the administration of discipline that arises out of any pre-season, exhibition and/or tournament games.



**Note:** Hockey Calgary and Hockey Edmonton will respectively grant the permission for any pre-season, exhibition and/or tournament games for teams from their member associations.

- b. Regional Leagues will correspond with Hockey Alberta's Minor Discipline Committee as appropriate regarding League and Carryover suspensions that may affect a participant's eligibility for any pre-season, exhibition and/or tournament game.

## GAME DAY REQUIREMENTS

### OFFICIALS

- a. Hockey Canada and Hockey Alberta registered Officials must be used for all Alberta One and Regional League games.
- b. When possible, a three (3) official or four (4) official system should be used for all U15 and U18 Regional League Games. When not possible, a two (2) official system must be used.
- c. A two (2) official system must be used for all U11 and U13 Regional League Games. When possible, a three (3) official system may be used.
- d. Officials cannot officiate any Regional League game should they have a member of their immediate family participating in the game as either a player, coach, manager, trainer or off-ice official.

Exception: Should there be a shortage of qualified officials, the Regional League may approve the use of an Official with an immediate family member participating in the game. Both teams must agree to providing the exception prior to approval being given by the Regional League.

- e. Each Regional League Member is responsible for providing and assigning qualified officials for all Regional League games.
- f. Hockey Canada Rule 5.2(k) must be followed in the event that officials are not available to officiate any Regional League game.

#### Rule 5.2(k)

If for whatever reason, the Referee(s) or Linespersons(s) appointed are prevented from appearing, the Managers or Coaches of the two competing clubs shall agree on the Referee(s) and Linesperson(s). If they are unable to agree, they shall appoint a player from each team who shall act as officials.

- g. Officials will be required to fill out a Game Incident Report whenever any major, match or gross infraction take place during a Regional League game. Game Incident Reports will not be required for 10-minute misconduct penalties, unless it leads directly to a game misconduct.
- h. Complaints regarding Officials must be made in writing and sent to the Regional League Referee in Chief following the Hockey Alberta Complaints on Officials Process, which can be found [here](#).



## GAME PLAY

### WARMUPS

- a. At the start of any Regional League Regular Season or Playoff game, the maximum of five (5) minutes will be set on the clock, unless otherwise indicated in the below 'Period Lengths Chart'. At the start of the time slot, the clock shall start to commence warm-up. Following the warm-up, the clock shall be reset to twenty minutes (20:00) for the game to start.
- b. The warmup may be extended in length should it begin earlier than the scheduled time slot, provided that both Head Coaches agree.

### PREGAME EVENTS

- a. Various pregame events may occur prior to the start of the game and are considered a routine event or a special event, as determined by the Regional League.
  - I. Routine events include the playing of the national anthem or a flood between warmups and the start of the game;
  - II. Special events include a ceremonial puck drop, memorial event, banner raising, or any other similar event.
- b. Routine events shall be communicated by the home team head coach prior to the opposing team head coach on the visiting teams arrival to the arena.
- c. Special events shall be communicated by the home team manager to the opposing team manager prior to game day.

### PERIOD LENGTHS

All Regional League gameplay shall follow the below 'Period Lengths Chart' for all tiering, regular season and playoff games.

All periods shall be played as stop-time.

Permit Length	No Floods	Warm-Up	One Flood	Warm-up	Two Floods	Warm-up
<b>1 hour (60 minutes)</b>	13-13-13	Three (3) minutes	-	-	-	-
<b>1.25 hours (75 minutes)</b>	15-15-15	**Five (5) minutes	13-13-13	Three (3) minutes	-	-
<b>1.50 hours (90 minutes)</b>	*20-20-20	**Five (5) minutes	15-15-15	**Five (5) minutes	13-13-13	Three (3) minutes
<b>1.75 hours (105 minutes)</b>	20-20-20	Five (5) minutes	*20-20-20	Five (5) minutes	15-15-15	Five (5) minutes
<b>2.00 hours (120 minutes)</b>	20-20-20	Five (5) minutes	20-20-20	Five (5) minutes	*20-20-20	Five (5) minutes
<b>2.25 hours+ (135+ minutes)</b>	20-20-20	Five (5) minutes	20-20-20	Five (5) minutes	20-20-20	Five (5) minutes

\*Regional Leagues may opt for 15-20-20

\*\*Regional Leagues may opt for three (3) minute warmups



Should an unusual delay occur for any unforeseen circumstances and there is no flexibility to extend the time, the drop clock rule will be in effect. If there is five (5:00) minutes left on the ice permit, after the first stoppage of play, the game clock shall be reset to two (2:00) minutes stop time.

Flooding shall only be allowed between periods at the U11 division should an adequate amount of ice time be allocated. A minimum of 1 ¼ ice allocation must be provided to allow one (1) flood between either the first and second periods or the second and third periods.

## OVERTIME

Due to factors around ice availability and time slots, each Regional League will be given the ability to determine if Overtime will be played in the Regular Season. Should a Regional League choose to operate Overtime during the Regular Season, it shall be operated under the approved Alberta One Regular Season Overtime Format.

**Please see Appendix D for approved Alberta One Overtime Formats.**

## RESPONSIBILITIES OF THE HOME TEAM

- a. The home team for League games is responsible to coordinate off-ice officials, unless otherwise determined by the Regional League.
- b. The home team must provide a scorekeeper, a timekeeper and two (2) penalty box workers for all games.
- c. The home team must provide the necessary game sheets and incident reports for the game.
- d. The home team is to call in, e-mail and forward all game write-ups, score sheets and associated discipline information to the Regional League immediately following each game.
- e. The home team must input the game score and information from the game sheet into the Regional League website within 24 hours of completion of the game.
- f. The home team must provide pucks for both teams for warm-up (at least one per player) unless otherwise determined by the Regional League.

## JERSEY COLOURS

The home team will be required to wear dark colored jerseys, while the visiting team will be required to wear light colored jerseys. In the event of a conflict or a third jersey, the team requesting the change must bring it forward to the opposing team and corresponding Regional League for approval.

## SCORESHEET SUBMISSION & STATISTICS

Each home team has the responsibility to ensure that game sheets are filled out correctly and submitted/uploaded to the Regional League's website.

- a. Game sheets must be legible and filled out properly for any Regional League game. This includes providing the dates, team names, official's names (Referee & Linesmen), division, tier and game number.
- b. Game sheets and write up reports (if applicable) must be uploaded to the Regional Leagues website within 24 hours following the completion of a game.





- c. All suspendable infractions must be reported to the Regional League immediately following the game completion. Game sheet and write up reports must be submitted at time of reporting these infractions.
- d. Teams will be provided a maximum of one (1) warning should they fail to upload a game sheet within the allotted time frame. Upon a second infraction, the offending team will be fined in the amount of (\$200.00) and will be deemed ineligible from all game play (League, Exhibition, Tournament and Provincial) until the fine has been paid in full.
- e. Teams will be provided a maximum of one (1) warning should they fail to provide a legible game sheet as determined by the Regional League. Upon a second infraction, the offending team will be fined in the amount of (\$200.00) and will be deemed ineligible from all game play (League, Exhibition, Tournament and Provincial) until the fine has been paid in full.

## SUSPENSION POLICY

In the event of any five (5) minute majors, misconducts, game misconducts or any other suspendable infraction being assessed during a 'Regional League' game involving a 'Regional League' team, a legible version of the scoresheet and write up reports must be submitted to the Regional League immediately following the game completion.

- a. Each Regional League has the power to issue suspensions in accordance with the Hockey Alberta Minimum Suspensions.
- b. All indefinite suspensions will be ruled on by Hockey Alberta's Minor Discipline Chair, in consultation with Hockey Alberta's Regional Service Area Discipline Coordinator(s) and the Regional League.
- c. All suspensions will be issued through formal documentation and submitted to Hockey Alberta's Minor Discipline Committee

Alberta One and its Regional Leagues will follow the Hockey Alberta Minimum Suspensions for all suspensions. Suspensions rendered with the minimum suspension enforced will not be appealable. Accumulative suspensions will be enforced for all divisions of play for any Regional League, Exhibition, Tournament and/or Provincial Championship Play. Accumulative suspensions will be tracked by the Regional League Discipline Coordinator(s) and Hockey Alberta's Regional Service Area Discipline Coordinator(s).

Affiliated players or additional rostered players on an approved oversized team will NOT be permitted to replace suspended Players.

Exception: In the event a team's roster falls below ten (10) registered skaters (excluding goaltenders) due to suspensions, that team will be permitted the ability to use affiliation to return their roster size to a maximum of ten (10) skaters plus goaltenders.

Suspensions incurred at the end of the season that are not served in full will carryover to the following season. Carryover suspensions must be served in full prior to the suspended party participating in sanctioned game play.



Suspensions must be served in the next consecutive sanctioned game(s) (Regional League play, Sanctioned Tournament or Provincial Championship play). Sanctioned exhibition games do not count towards the serving of a suspension nor is the suspended party eligible to participate in sanctioned exhibition games while serving a suspension.

**HOCKEY ALBERTA'S MINIMUM SUSPENSIONS CAN BE FOUND [HERE](#)**

## SUSPENSION PROCEDURES

- a. For all discipline, the Regional League will rule within 48 hours of being notified of an infraction.
- b. All suspended players/personnel must be recorded on the game sheet as being suspended.
- c. The home team must email the Regional League all referee write-ups immediately following the completion of the game.
- d. All automatic suspensions, as per the Hockey Alberta Minimum Suspensions, shall apply to all Regional League Games, Playoffs and Provincial Championships.
- e. All suspensions will be carried forward for any Regional League Playoff games and Provincial Championship games.
- f. Hockey Alberta's Minimum Suspensions are not appealable.

Alberta One and its Regional Leagues expect Coaches and Team Management to be responsible for the discipline of their team and actions of their fans. It is the responsibility of the Coaches and Team Management to understand Hockey Alberta's Minimum Suspensions.

### **Indefinite Suspensions**

- a. Immediately following the completion of a game, Regional League teams are required to submit a legible version of the game sheet and write up reports to the Regional League.
- b. Regional Leagues will issue an official 'Notification of Suspension' to the offending individual and team, indicating 'Indefinite'.
- c. The Regional League, after ensuring completion, will submit the investigation package (game sheet, all write ups, offender statement and recommendation of discipline) to the perspective Regional Service Area Discipline Coordinator.
- d. After reviewing the file to ensure completion, the Regional Service Area Discipline Coordinator will submit the file to the Hockey Alberta Office for review by the Minor Discipline Chair.
- e. Review of the incident will take place by the Minor Discipline Chair and a final decision on the length of suspension will be rendered to the player, MHA, Regional League and Regional Service Area by the Hockey Alberta Office on behalf of the Minor Discipline Chair.

## SUPPLEMENTAL DISCIPLINE

Regional Leagues will have a policy on supplemental discipline related to the accumulation of penalty minutes over the course of a hockey season. Each Regional League will determine the appropriate thresholds based on division, number of games and length of games; however, suspensions under supplemental discipline for penalty minute accumulation will be as follows:



Threshold	Suspension Length
1	One (1) Game
2	Two (2) Games
3	Four (4) Games
4	Eight (8) Games

## GAME PROTESTS

- a. Only the two teams involved shall have the right to file a protest in regard to a game or incident connected therewith.
- b. Referees are in care and control of the game. As such protest will not be accepted when a referee has exercised their judgement in officiating the game. Protests will only be considered if it concerns a question of interpretation of the rules.
- c. Upon receipt of the protest, the Regional League will appoint a neutral, unbiased committee to hear the protest.
- d. Protests and all supporting evidence must be submitted to the Regional League by the member Minor Hockey Association President within 48 hours of the game protested. All documentation must be accompanied by a cheque or money order, payable to the Regional League, in the amount of \$315.00 (includes G.S.T).
- e. Upon receipt of the protest, the Regional League will appoint a neutral, unbiased committee to hear the protest.
- f. All protests require that the Regional League to contact the member association submitting the protest and the Manager of the team being protested against.
- g. If the committee (whose decision shall be final) dismisses the protest, the sum deposited with the protest will be forfeited to the Regional League.
- h. Protest decisions are unappealable.

## APPEALS

Regional League rulings or decisions, with the exception of protest decisions, may be appealed using the following procedures:

- a. Upon receipt of the appeal, the Regional League will appoint a neutral, unbiased committee to hear the appeal.
- b. Appeals and all supporting evidence must be submitted to the Regional League by the member Minor Hockey Association President within seven (7) days from the Regional League ruling. The appeal must be accompanied by a cheque or money order, payable to the Regional League, in the amount of \$315.00 (includes G.S.T.).
- c. Upon receipt of the appeal, the Regional League will appoint a neutral, unbiased committee to hear the appeal.
- d. An appeals hearing shall be held within seven (7) days of receiving the appeal and will follow Hockey Alberta rules for such hearings.
- e. A decision on the appeal shall be rendered within seven (7) days from the date of the appeal hearing.



- f. Regional League decisions upheld through appeal may be appealed to Hockey Alberta.

Note: Appeals will not be heard for any referee decision resulting in a suspension in accordance Hockey Alberta’s Minimum Suspension Guidelines.

## STANDINGS

### POINT FORMAT

Points for wins and losses for the Regional League will be awarded on the following basis:

- Two (2) points for Regulation win or Overtime win.
- One (1) point for Regulation tie, Overtime loss or Overtime tie.
- Zero (0) points for a Regulation loss.

### TIEBREAKERS

The following procedure shall take place to determine Final Regular Season Standings in the event teams are tied following the Regular Season Schedule:

If two (2) teams are tied:

- The team with the most wins in the Regular Season in game played between the two (2) tied teams.
- If still tied, the team with the most wins during the Regular Season.

Note: Should the two (2) tied teams play an unequal number of Regular Season games, this rule will not apply. Please proceed to step c.

- If still tied, the team with the highest points percentage. Points percentage will be determined using the following formula: **Points / Total Possible Points to be earned X 100 = Points %**

Example: Points Earned (PE) = 18      Total Possible Points (TPP) = 28

$\frac{PE}{TPP} = \frac{18}{28} = 0.643\% \times 100 = 64.3\%$
--

Note: To calculate total possible points, take the number of games played at the end of the regular season and multiply by two (2). Example: 14 games played x two = 28 total possible points.

- If still tied, the team with the highest goal ratio. Goal ratio will be determined using the following formula: **Goals For / (Goals For + Goals Against) X 100 = Goal Ratio %**

Example: Goals For = 56 Goals Against = 44

$\frac{GF}{GF + GA} = \frac{56}{100} = 0.560\% \times 100 = 56.0\%$
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- e. If still tied, the team with the fewest penalty minutes per game average. Penalty Minutes per game average will be determined using the following formula: **Total Regular Season Penalty Minutes / Number of Regular Season Games played = Penalty Minute average per game.**

Example: Regular Season Penalty Minutes = 115                  Regular Season Games = 18

$\frac{\text{PIMS}}{\text{Games}} = \frac{115}{18} = \mathbf{6.39}$
$\text{Average}$

- f. If still tied, a coin toss shall take place by the Regional League.

If three (3) or more teams are tied:

- a. The team with the most wins during the Regular Season.

Note: Should the three (3) or more tied teams play an unequal number of Regular Season games, this rule will not apply. Please proceed to step b.

- b. If still tied, the team with the highest points percentage. Points percentage will be determined using the following formula: **Points / Total Possible Points to be earned X 100 = Points %**

Example: Points Earned (PE) = 18                  Total Possible Points (TPP) = 28

$\frac{\text{PE}}{\text{TPP}} = \frac{18}{28} = \mathbf{0.643\%}$
$\text{x 100} = \mathbf{64.3\%}$

Note: To calculate total possible points, take the number of games played at the end of the regular season and multiply by two (2). Example: 14 games played x two = 28 total possible points.

If all three (3) or more percentages are different for the teams that are tied, then the highest percentage will gain the highest ranking and so forth with the lowest ranking percentage gaining the lowest position amongst the tied teams.

- c. If two or more teams are still tied, the team with the highest goal ratio. Goal ratio will be determined using the following formula: **Goals For / (Goals For + Goals Against) X 100 = Goal Ratio %**

Example: Goals For = 56 Goals Against = 44

$\frac{\text{GF}}{\text{GF} + \text{GA}} = \frac{56}{100} = \mathbf{0.560\%}$
$\text{x 100} = \mathbf{56.0\%}$

If all goal ratio percentages are different for the teams that are tied, then the highest percentage will gain the highest ranking and so forth with the lowest ranking percentage gaining the lowest position amongst the tied teams.



- d. If two or more teams are still tied, the team with the fewest penalty minutes per game average. Penalty Minutes per game average will be determined using the following formula: **Total Regular Season Penalty Minutes / Number of Regular Season Games played = Penalty Minute average per game.**

**Example:** Regular Season Penalty Minutes = 115                      Regular Season Games = 18

$\frac{\text{PIMS}}{\text{Games}} = \frac{115}{18} = \mathbf{6.39}$
<p><b>Average</b></p>

If all penalty minute per game averages is different for the teams that are tied, then the team with the lowest penalty minute per game average will gain the highest ranking and so forth with the team with the highest penalty minute per game average gaining the lowest position amongst the tied teams.

- e. If still tied, a coin toss shall take place by the Regional League.

## PLAYOFFS

Regional Leagues will be permitted to operate different playoff structures from the approved Alberta One Playoff Structure Appendix, depending on the number of teams within a specific division and tier.

- a. All Regional League Teams shall participate in playoffs and will not be eliminated after the conclusion of the Regular Season.
- b. Regional Leagues will be required to schedule all teams to participate in Regional League Playoffs until the first week of March.
- c. Regional Leagues must complete their Regional League Playoffs, and have their League Champion declared no later than two (2) Sundays prior to the Hockey Alberta Provincial Championship, for any divisions and tiers eligible to compete.
- d. All Regional League Playoffs shall be operated under the approved Alberta One Playoff Structures.
- e. Any Regional League Member, whose team(s) fail to fulfill its' commitment to participate in the Regional League Playoffs, shall be ineligible in the subsequent season, unless a reinstatement fee of \$1,000.00 is paid to the Regional League on or before October 15<sup>th</sup> of the calendar year. All Team Officials of the Team failing to fulfill its' commitment to Regional League Playoffs shall be suspended, beginning May 1<sup>st</sup> of that calendar year, for a minimum of one (1) year. At the discretion of the Minor Leagues Committee Chair (where exceptional circumstances beyond control of the Team Officials and/or the MHA precluded in the Provincials) the MHA's reinstatement fee and/or suspensions of Team Officials may be waived.

**Please see Appendix C for the approved Alberta One Playoff Structures.**

## PLAYOFF FORMATS

- a. Playoffs can be hosted in one (1) of two (2) parent formats – Round Robin or Knockout. Playoff formats are chosen at the discretion of each Regional League, provided that they are an approved Alberta One Playoff Structure.



- b. Playoffs can be hosted over a specific period of time, with individual games played at the home arena of the home team. Playoffs can, but do not need to be hosted on a single weekend at a single venue
- c. Regional Leagues can submit a new playoff format for use in the current playing season for approval by the Minor Leagues Committee. All submissions must be received by no later than December 1 of the current playing season.
- d. Leagues must communicate their playoff format for the current season (Round Robin or Knockout) to their teams prior to the start of the regular season. Leagues are permitted to adjust within the Knockout and Round Robin categories at any point leading up to the start playoffs (ex. Knockout style communicated - league decides to operate series as opposed to single games).
- e. Regional leagues are permitted to conduct a series between the final two (2) teams to determine their League Champion.

### SPLIT TIER PLAYOFF STRUCTURE

Should a tier, due to geography or the number of teams, be split at the start of the Regular Season into multiple team groupings, each tier group shall follow one of the approved Alberta One Playoff Structures, to determine the Tier Grouping Champion.

Example: Tier 3 Red and Tier 3 Blue each have seven (7) teams. Both of these tier groupings shall follow one of the approved Alberta One Playoff Structures to determine the Tier 3 Red and Tier 3 Blue Tier Grouping Champion.

Once the Tier Grouping Champions have been determined, Regional Leagues will be able to utilize one of the approved Alberta One Playoff Structures to determine the League Champion.

**Please see Appendix C for the approved Alberta One Playoff Structures.**

### PLAYOFF OVERTIME RULES

Based on the approved playoff structure utilized, Overtime may be played for any playoff game tied after Regulation. Due to factors around ice availability and time slots, Rural Regional Leagues and Metro Regional Leagues will operate under slightly different Overtime Rules.

**Please see Appendix D for approved Alberta One Overtime Formats.**

### HOCKEY ALBERTA PROVINCIAL CHAMPIONSHIPS

Following the conclusion of the Regional League Playoffs, Hockey Alberta will host Provincial Championship events to determine the Alberta One Provincial Champion for specific divisions and tiers.

- a. The following divisions and tiers will have Provincial Championship events:



U13	U15	U18
Tier 1	Tier 1	Tier 1
Tier 2	Tier 2	Tier 2
Tier 3	Tier 3	Tier 3
Tier 4	Tier 4	Tier 4

- b. Teams declared Regional League Playoff Champions are obligated to attend the Hockey Alberta Provincial Championship, representing their Regional League at the event.

Exception: Upon application to the Minor Leagues Committee, Metro Regional Leagues may request to have their regular season champion attend the Hockey Alberta Provincial Championships in place of their Regional League Playoff Champion. Applications must be made no later than December 15<sup>th</sup> of the current hockey season.

- c. Teams declared Regional League Division Tier Playoff Champions are obligated to attend the Hockey Alberta Provincial Championship, representing their Regional League at the event.
- d. All Provincial Championship events will be eight (8) team tournaments, consisting of the six (6) Regional League Division Tier Playoff Champions, one (1) host team and one (1) wildcard team.
- e. Hockey Alberta will appoint the host team for each Provincial Championship event no later than December 15<sup>th</sup> of the current hockey season.
- f. Should a team appointed as a host for a Provincial Championship event also be declared their Regional League Division Tier Playoff Champion, the team finishing second in the Regional League playoffs will also attend the Provincial Championship event.
- g. Hockey Alberta, via random draw, will determine the Regional League awarded the one (1) wildcard spot for a Provincial Championship event no later than January 15<sup>th</sup>. The Regional League selected for the wildcard spot will send both the Division Tier Playoff Champion and the team finishing second in the Regional League Playoffs. Regional League's who have a team hosting the Provincial Championship event will not be eligible for the wildcard spot for that division and tier.





## APPENDICES

### APPENDIX A: ALBERTA ONE WEATHER TRAVEL POLICY

The Alberta One Weather Travel Policy assists Regional Leagues and their teams in managing the risks of poor travel conditions or circumstances in a fair and equitable manner. This policy will allow for real time decisions based on the circumstances of the travelling teams regardless of location, time, distances and weather conditions.

This policy does not apply in situations involving travel within the same city or municipality (Example: City of Calgary city limits or City of Edmonton city limits).

#### **GENERAL PHILOSOPHY**

Regardless of geography across Alberta, the weather can impact travel to games to the point where risk management of the travel is the most important decision about the game(s) that day.

When a hockey game can be postponed and rescheduled, no one will argue that playing the game is more important than participant safety when travel is required. However, teams and their leadership have unfortunately taken advantage of the mere mention of weather as an excuse to correct a parallel issue by not travelling to games. This creates an issue, especially when people are not truthful in the process.

A policy must be in place where participant and team level decisions can be made without direct pressure, intimidation or other forms of undue pressure being presented. However, it must also be done in a manner that the situation is not used as an excuse or advantage to the travelling participants to opt out of the game.

At no time, should actions be taken by a Regional League, its representatives or other participants to bully, coerce, threaten or otherwise engage in making a team feel like they must travel. The decision must be made by the teams travelling and the host of the game.

The people undertaking the travelling must be the final decision makers on if the route and trip can be travelled safely or at a risk level that they wish to accept.

#### **POLICY**

Alberta One and its Regional Leagues will never force a team to travel to a game in adverse / severe weather situations. Games will not be cancelled but will be considered for short notice postponement only due to adverse / severe weather conditions or other unforeseen circumstances.

Definitions for adverse / severe weather conditions include but are not limited to; heavy snowfall or freezing rain that causes dangerous driving conditions.

#### **DECISION MAKING FACTORS**

The following considerations and circumstances should be considered by the travelling team prior to making the decision not to travel to a game:

- Weather statements, watches and warnings issued by Environment Canada less than 24 hours prior to the start of the game.



Note: Weather statements, watches and warnings received more than 48 hours prior to the start of the game can result in premature decision making.

- Localized travel restrictions or recommendations to not travel unless necessary.

Note: Travel restrictions or recommendations should be considered for all areas travelled, as bordering local police agencies may have different restrictions or recommendations in place due to local travel advisories.

- Real time reports or reports from other participants in the area in question or from the host team participants.
- The time of day, age of participants, distance of travel and current changes to the weather.
- The route or travel is near or through areas where adverse / severe weather could arrive during or after the destination has been reached.

### **POSTPONEMENT PROCEDURES**

Should the travelling team decide it is unsafe to travel due to adverse / severe weather conditions, the following procedure must be followed:

1. Within 12 hours prior to the start of the game, the travelling team should contact the opposing team's Manager and Regional League to inform them of the potential adverse / severe weather conditions and planned departure time.

Note: Should the game start prior to 11:00 AM, the travelling team should contact the opposing Team's Manager and Regional League the evening before to inform them of the potential adverse / severe weather conditions and planned departure time.

2. Within two (2) hours prior to departure time, the travelling team must contact the opposing team's Manager and Regional League, to declare their intent to postpone the game due to adverse / severe weather conditions.
3. With both teams in agreement to postpone, the Regional League will provide written approval to both teams Managers. MHA President's and local Official Assignor on the status of the postponement and the reasons for postponement.
4. With the game postponed, the two (2) teams will split the cost of ice.
5. Should contact with the on-ice officials be made prior to them travelling to the arena, the cost of officials will be waived. However, should the officials be travelling to or are at the arena, the cost of officials will be paid by the home team.
6. Within 48 hours of postponement, the game must be rescheduled and communicated to the Regional League's, using the original Alberta One Game Change Form.

### **FAILURE TO COMPLY / ABUSE OF POLICY**

Should teams or participants not follow the set procedures or process provided within this policy, the Regional League will conduct a thorough investigation into the situation.

Should the investigation determine that the procedures and process were not followed, the Regional League holds the right to fine the offending team a maximum of \$2500.00 and suspend the Head Coach for five (5) games. The offending team will be suspended from all game play (League, Exhibition, Tournament and Exhibition) until the fine is paid.



## APPENDIX B: TEAM FAILING TO PRESENT ITSELF PROCEDURE

In the event that a team fails to present themselves at the host arena upon the signing of the game sheet, the following procedure shall be followed, based on scenario. It is the responsibility of all Regional League teams and member associations to maintain open communication amongst each other to ensure that these types of situations do not arise.

### PROCEDURE

1. Contact, via phone, the Manager or Coach of the team that is not present to determine if the team is on route to the arena.
  - a. If contact is made, and the team is on route, but delayed due to unforeseen circumstances (poor weather, traffic, accident, etc...) all attempts to play the game should be made upon arrival of the team. This could include the removal of floods between periods or playing shorter periods.
  - b. If contact cannot be made, following the conclusion of the pre-game warmup, the game shall be cancelled and forfeited should no players become present.
2. In either circumstance, the Regional League shall be made aware and updated on the outcome.
3. Should a team become present for the game, but in reduced numbers, the following shall apply based on the numbers present:
  - a. If at least six players (as per the Hockey Canada Rulebook) are present, the game will start immediately following the pre-game warmup. Should more players be on route, they must be noted on the game sheet to ensure they are eligible to participate upon their arrival.
  - b. If less than six players are present on ice following the pre-game warmup, but more players are arriving or getting dressed, the game will commence when six players are available. Full details, should there be a delay, must be reported to the Regional League for possible disciplinary action.
  - c. If less than six players are present on ice following the pre-game warm up and no other players have arrived at the arena, the game shall be forfeited with full details reported to the Regional League for further disciplinary action.

### FAILURE TO COMPLY

Should teams or participants not follow the set procedures or process, the Regional League will conduct a thorough investigation into the situation.

Should the investigation determine that the procedures and process were not followed, the Regional League holds the right to fine the offending team a maximum of \$2500.00 and suspend the Head Coach for five (5) games. The offending team will be suspended from all game play (League, Exhibition, Tournament and Exhibition) until the fine is paid.



## APPENDIX C: APPROVED PLAYOFF FORMATS

The approved playoff formats appendix will contain a list of approved playoff formats for use by Hockey Alberta Minor Leagues. Playoff formats are chosen at the discretion of each league provided that they are on the approved list.

Leagues can submit a new playoff format for use in the current playing season for approval by the Minor Leagues Committee. All submissions must be received by no later than December 1st of the current playing season.

All teams shall participate in playoffs and will not be eliminated after the conclusion of the Regular Season. Leagues are required to schedule all teams to participate in playoffs until the first week of March.

### Knockout

- **Double Elimination** – Teams must lose either two games or series (at the discretion of the League) in order to be eliminated. There is a winner's bracket and a loser's bracket. Each team starts in the winner's bracket. If and when a team loses they move to the loser's bracket. If a team loses again in the loser's bracket, they are eliminated. The last remaining team from each bracket will play for the championship. The team from the loser's bracket must beat the team from the winner's bracket twice in order to be the champion.

### Round Robin

- **Traditional Round Robin** – All teams in the Round Robin or specific pool (at the discretion of the League) will play each other an equal number of times in the Round Robin. The League will then determine the number of teams that will move onto a single elimination playoff after the conclusion of the round robin.
- **Semi Round Robin** - When round robin pools have a different number of teams. All pools will play the same number of games as the pool with the least number of teams. Pools with more teams will determine opponents based on the results of each round robin games (ex. Winner's play each other). Tie breaking procedures need to be used in the pools where not all teams play each other.
- **Consolation/Multi-Level Traditional** - Teams will play in a play-in round to determine a split between which teams will proceed into a winner's round, and which teams will proceed into a consolation round. The number of consolation rounds can vary.

Following the round robin format of a Round Robin Playoff, Regional leagues are permitted to use a knockout structure (single or double elimination) to determine a champion

### Final Series

Leagues may schedule the final two teams of a Knockout or Round Robin to play a series to determine the Regional League Playoff Champion.



## APPENDIX D: APPROVED OVERTIME FORMATS

Should a Regional League choose to operate Overtime during the Regular Season, they will be required to follow the below Regular Season Overtime Format.

### **Regular Season Overtime Format**

- a. At the end of Regulation, a five-minute 3-on-3, sudden victory overtime period shall be played.
- b. At no time will a team have less than three (3) players on the ice. This may require a fourth and/or fifth skater to be added in the event penalties are assessed.
- c. Overtime Penalties
  - i) Should regulation time end and a team is on a 5-on-3 man advantage, that team shall start overtime 5-on-3. Once player strength reaches 5-on-4 or 5-on-5, at the next stoppage of play, player strength is adjusted to 4-on-3 or 3-on-3 as appropriate.
  - ii) When regulation ends and teams are 4-on-4, teams will start overtime 3-on-3.
  - iii) If at the end of regulation time, teams are 3-on-3, overtime starts 3-on-3. Once player strength reached 4-on-4, 5-on-4 or 5-on-5, at the next stoppage player strength is adjusted to 3-on-3 or 4-on-3 as appropriate.
  - iv) If a team is penalized in overtime, teams play 4-on-3. If both teams are penalized with minor penalties at the same stoppage of play (with no other penalties in effect), teams will continue to play 3-on-3.
  - v) In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team will be permitted five (5) skaters. At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the teams will revert back to 4-on-3 or 3-on-3, as appropriate.
- d. Should a game remain tied after the five-minute 3-on-3, sudden victory overtime period, the game shall end in a tie.

Based on the approved playoff structure utilized, Overtime may be played for any playoff game tied after Regulation. Due to factors around ice availability and time slots, Rural Regional Leagues and Metro Regional Leagues will operate under slightly different Overtime Rules.



## **Rural Regional Leagues Playoff Overtime Rules**

- a. At the end of Regulation, a five-minute 5-on-5, sudden victory overtime period shall be played.
  - i) If at the end of the first overtime period the teams are still tied, a four-minute 4-on-4, sudden victory overtime period shall be played.
  - ii) If at the end of the second overtime period, the teams are still tied, a three-minute 3-on-3, sudden victory period shall be played.
  - iii) If at the end third overtime period, a shoot-out shall commence to determine the winner.
- b. At no time will a team have less than three (3) players on the ice.
- c. Overtime Penalties
  - i) Should regulation time end and a team is on a 5-on-3 man advantage, that team shall start overtime 5-on-3. Once player strength reaches 5-on-4 or 5-on-5, at the next stoppage of play, player strength is adjusted to the appropriate overtime period.
  - ii) If at the end of regulation time, teams are 3-on-3, overtime start 3-on-3. Once player strength reached 4-on-4, 5-on-4 or 5-on-5, at the next stoppage player strength is adjusted to the appropriate overtime period.
  - iii) In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team will be permitted five (5) skaters. At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the teams will revert back to 4-on-3 or 3-on-3, as appropriate, depending on the appropriate overtime period.
- d. Shootout
  - i) Should the game still be tied at the end of the ten-minute sudden victory overtime, the teams will proceed to a three (3) player shootout. Hockey Canada Playing Rule 4.9 – Penalty Shot, shall govern the shootout.
  - ii) The home team shall determine which team shoots first and which time shoots second. The teams will alternate shots.
  - iii) Goalkeepers shall occupy the goal closest to their Team’s players’ bench.
  - iv) Eligible players from each team shall participate in the shootout and then shall proceed in such order as the Coach selects.
  - v) Each team must provide the order of the first three (3) shooters to the Official prior to the start of the shootout.
  - vi) All players are eligible to participate in the shootout unless they are serving a ten-minute misconduct or have been assessed a game misconduct/ejection, match or gross misconduct penalty. If a goalkeeper has been assessed a misconduct, the player designated to serve the misconduct penalty becomes ineligible for the shootout. If a misconduct is assessed to the goalkeepers during the course of the shootout, the player designated to serve the misconduct must be a player who has yet to shoot and thus becomes ineligible to shoot.
  - vii) Once the shootout begins, the goalkeepers cannot be replaced unless he is injured. No warmup shall be permitted for a substitute goalkeeper.
  - viii) Each team will be given five (5) shots, unless the outcome is determined earlier in the shootout. After each team has taken five (5) shots, if the score remains tied, the shootout will proceed to a sudden victory format.
  - ix) No player may shoot twice until everyone who is eligible has shot.



- x) Regardless of the number of goals scored during the shootout portion of overtime, the final score recorded for the game will give the winning team one (1) more goal than the opponent, based on the score at the end of overtime. The losing goalkeeper will not be charged with the extra goal against. The player scoring the game-winning goal in the shootout will not be credited with a goal.

### **Metro Regional Leagues Playoff Overtime Rules**

- a. Metro Regional Leagues, should they choose, may operate under the Rural Regional Leagues Overtime Rules.
- b. At the end of Regulation, a five-minute, 3-on-3, sudden victory overtime period shall be played.
- c. At no time will a team have less than three (3) players on the ice.
- d. Overtime Penalties
  - i) Should regulation time end and a team is on a 5-on-3 man advantage, that team shall start overtime 5-on-3. Once player strength reaches 5-on-4 or 5-on-5, at the next stoppage of play, player strength is adjusted to 4-on-3 or 3-on-3 as appropriate.
  - ii) When regulation ends and teams are 4-on-4, teams will start overtime 3-on-3.
  - iii) If at the end of regulation time, teams are 3-on-3, overtime start 3-on-3. Once player strength reached 4-on-4, 5-on-4, or 5-on-5, at the next stoppage player strength is adjusted to 3-on-3 or 4-on-3 as appropriate.
  - iv) If a team is penalized in overtime, teams play 4-on-3. If both teams are penalized with minor penalties at the same stoppage of play (with no other penalties in effect), teams will continue to play 3-on-3.
  - v) In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters, while the non-offending team will be permitted five (5) skaters.
  - vi) At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of teams will revert back to 4-on-3 or 3-on-3, as appropriate.
- e. Shootout
  - i) Should the game still be tied at the end of the five-minute sudden victory overtime, the teams will proceed to a three (3) player shootout. Hockey Canada Playing Rule 4.9 – Penalty Shot, shall govern the shootout.
  - ii) The home team shall determine which team shoots first and which time shoots second. The teams will alternate shots.
  - iii) Goalkeepers shall occupy the goal closest to their Team’s players’ bench.
  - iv) Eligible players from each team shall participate in the shootout and then shall proceed in such order as the Coach selects.
  - v) Each team must provide the order of the first three (3) shooters to the Official prior to the start of the shootout.
  - vi) All players are eligible to participate in the shootout unless they are serving a ten-minute misconduct or have been assessed a game misconduct/ejection, match or gross misconduct penalty. If a goalkeeper has been assessed a misconduct, the player designated to serve the misconduct penalty becomes ineligible for the shootout. If a misconduct is assessed to the goalkeepers during the course of the shootout, the player designated to serve the misconduct must be a player who has yet to shoot and thus becomes ineligible to shoot.



- vii) Once the shootout begins, the goalkeepers cannot be replaced unless he is injured. No warmup shall be permitted for a substitute goalkeeper.
- viii) Each team will be given five (5) shots, unless the outcome is determined earlier in the shootout. After each team has taken five (5) shots, if the score remains tied, the shootout will proceed to a sudden victory format.
- ix) No player may shoot twice until everyone who is eligible has shot.
- x) Regardless of the number of goals scored during the shootout portion of overtime, the final score recorded for the game will give the winning team one (1) more goal than the opponent, based on the score at the end of overtime. The losing goalkeeper will not be charged with the extra goal against. The player scoring the game-winning goal in the shootout will not be credited with a goal.