

ALBERTA ONE REGULATIONS, POLICIES & PROCEDURES





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REGULATIONS, POLICIES AND PROCEDURES

This document refers to the Alberta One Regulations, Policies and Procedures put in place for Leagues and their member MHAs and may be changed from time to time at the discretion of Hockey Alberta, the Minor Leagues and/ or Minor Female committees.

The policies and procedures referring to player movement, registration (**including affiliation and overage**) and the structure of Alberta's Tiered Minor Hockey 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's Tiered Minor Hockey Leagues and how teams are to govern themselves and report occurrences to the Leagues and the committees.

Leagues and MHAs shall follow all Bylaws and Regulations of Hockey Canada and Hockey Alberta and the Alberta One Operating Directives, Regulations Policies & Procedures.

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

LEAGUE TIERING

MINOR LEAGUES

- a. **Each League shall generally operate no more than six (6) categories at a division.**
- b. Each League shall operate the following number of categories per division based on the total number of teams in that division.

Teams per Division	Categories 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 League look to operate different categories than those listed above or operate more than six (6) categories at a division, approval from the Minor Leagues Committee must be given prior to the start of regular season play.
- d. Leagues, due to either team geography or the number of teams in a category, will be permitted to operate split categories if deemed necessary.
 - I. Split Categories based on geography will be labelled as South, North, East or West. (Example: Tier 3 North and Tier 3 South).
 - II. Split Categories based the number of teams will be labelled as Red, Blue, Black, etc... (Example: Tier 3 Red and Tier 3 Blue).

MINOR FEMALE LEAGUES

- a. Each League shall not operate more than three (3) categories at a division (with the exception of additional house league categories)
- b. Each League shall operate the following number of categories per division based on the total number of teams in that division.



Teams per Division	Categories per Division	* Categories Operated
16-30 Teams	3	Tier 1, 2 and 3
8 – 20 Teams	2	Tier 1 and 2
0 – 10 Teams	1	Tier 2

- c. Should a League look to operate different categories than those listed above, approval from the Minor Female Committee must be given prior to the start of regular season play.
- d. Should a League, due to team geography, look to operate 'Split Categories', approval from the Minor Female Committee must be given prior to the start of regular season play.
 - I. Split Categories approved based on the request of geography will be labelled as South, North, East or West. (Example: Tier 2 North and Tier 2 South).

CLASSIFICATION OF TEAMS

MINOR LEAGUES

MHAs shall submit the approximate number of teams they will have in each division to their League by September 10 each year.

Leagues shall determine a date for MHAs to declare initial team placement by category, using the Alberta One Standardized Tiering Grid. Teams shall be declared as per the Tiering Grid on a date as determined by the League. League members may request to have a team moved to a higher tier than what is required by the Alberta One Standardized Tiering Grid. These requests, with rationale, must be submitted to the League on a date as determined by the League.

Please see Appendix A: Alberta One Standardized Tiering Grid for the full grid.

- I. MHAs shall include all teams registered in their association at that division (excluding Elite, AA and Minor Female teams) when declaring teams as per the Alberta One Standardized Tiering Grid.
- II. When an MHA is required to, or requests to have more than one (1) team at a certain tier, those teams shall be equally blended and balanced.
- III. Upon application to the League, an MHA 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 League by September 10.

Example: An MHA chooses six (6) teams to be placed according to the Alberta One Standardized Tiering Grid. The MHA 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.

- IV. Minor Female teams participating in a Minor 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 respective Minor League.
- V. 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

- I. MHAs 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 League on a date as determined by the League.
- II. 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 U15/U18 Alberta One Standardized Tiering Grid.
- III. For the purposes of categorization, 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.

MINOR FEMALE LEAGUES

MHAs shall submit the approximate number of teams they will have in each division to their League by September 10.

- I. All Leagues shall determine a date for MHAs to declare initial team placement by category.
- II. MHAs shall include all teams registered in their association at that division (excluding AA & AAA Female teams) when declaring teams.
- III. When an MHA 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. 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.

TIERING & TEAM PLACEMENT

- I. Leagues shall schedule teams to take part in tiering games to determine the final tiering placement within the League.
- II. Leagues shall ensure that teams play a minimum of (4) tiering games before their final tiering placement is confirmed.
- III. 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 League in an impartial manner.
- IV. Leagues must have a minimum of two (2) teams at a particular tier to operate that tier during the regular season.**
- V. Leagues shall have a process for handling any challenges related to the final categorization placement of a team.
- VI. All tiering placements must be finalized by January 31.
- VII. 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 League can move that team appropriately on or before **February 10**. Should that team who is too strong or weak for a certain tier refuse to be 're-tiered', the League, in consultation with the Minor Leagues Committee or Minor Female Committee, may disqualify them from further 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

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.



In addition to Information Meetings, Leagues shall host the following three (3) meetings:

- i. Pre-Season / Kick-Off Meeting.
- ii. Mid Season or Tiering Meeting
- iii. Annual General Meeting

All meetings will normally be held virtually via Video or Web Conferencing. If necessary, 'in person' meetings, at a location central to the league can be held, with virtual attendance available.

MHA Representatives, as appointed by the MHA, should be board members and must be present at all League Meetings. If the MHA Representative is unable to attend, another board member from that MHA must attend in their place.

Leagues are permitted to fine MHAs in the amount of \$200 payable to the League should they fail to present themselves at any League Meeting.

ICE REQUIREMENTS

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

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

Note: Rural Leagues are defined as CAHL, NEAHL, APHL, ECAFHL, RMFHL
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 League game at the U11 division.

GAMES/ SCHEDULING

MAXIMUM GAME ALLOTMENT TABLE

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

Division	Max Tiering Games	Max Regular Season Games	Max Total Games Played (Tiering & Regular Season)
U11	8 Games	18	16-24
U13	8 Games	18	16-24
U15	8 Games	18	16-24
U18	8 Games	18	16-24



- a. For Tiering Round games, Associations will provide a minimum of four (4) ice slots to the League, unless otherwise specified by the League.
- b. Leagues must communicate with all teams the proposed target number of games in the Regular Season by Division and Tier no later than October 8th of the current hockey season. Example: U13 Tier 2 Target (16-18 Games).
- c. For Regular Season play, Associations will provide an additional 50% of the required ice unless otherwise specified by the 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. 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 League, an equal number of home and away games will be scheduled, depending on the number of teams within a tier.

GAME CHANGES

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.

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

Please see Appendix B for the Alberta One Weather Travel Policy.

TEAM FAILING TO PRESENT ITSELF

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.

- a. At the discretion of the 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.
- b. 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 and/or Minor Female Committee in greater detail.

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

TRAVEL

All Leagues and teams shall be cognizant of team travel while scheduling Tiering and Regular Season Games. Pending ice availability, it is encouraged to schedule multiple games with either the same team or nearby teams during the same/weekend as a road trip.

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. 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.



ON-ICE OFFICIALS

Hockey Canada and Hockey Alberta registered Officials must be used for all League games.

- a. When possible, a three (3) official or four (4) official system should be used for all U11, U13, U15 and U18 League Games. When not possible, a two (2) official system must be used upon approval of the League.
- b. Officials cannot officiate any League game should they have a member of their immediate family (**same household**) 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 League may approve the use of an Official with an immediate family member (**same household**) participating in the game. Both teams must agree to providing the exception prior to approval being given by the League.

- c. Each League Member is responsible for providing and assigning qualified officials for all League games.
- d. Hockey Canada Rule 5.2(k) must be followed if officials are not available to officiate any 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) (**must be registered team officials**). If they are unable to agree, they shall appoint a player from each team who shall act as officials.

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

HOCKEY ALBERTA'S OFFICIATING SYSTEMS POLICY CAN BE FOUND [HERE](#)

GAME PLAY

WARMUPS

- a. At the start of any 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 20 minutes (20:00) for the game to start, unless otherwise indicated in the below 'Period Length Chart.'
- 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 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 to the opposing team's head coach prior to the visiting team's 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 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
1 hour (60 minutes)	13-13-13	Three (3) minutes	-	-	-	-
1.25 hours (75 minutes)	15-15-15***	Five (5) minutes**	13-13-13	Three (3) minutes	-	-
1.50 hours (90 minutes)	20-20-20*	Five (5) minutes**	15-15-15	Five (5) minutes**	13-13-13	Three (3) minutes
1.75 hours (105 minutes)	20-20-20	Five (5) minutes	20-20-20*	Five (5) minutes	15-15-15	Five (5) minutes
2.00 hours (120 minutes)	20-20-20	Five (5) minutes	20-20-20	Five (5) minutes	20-20-20*	Five (5) minutes
2.25 hours+ (135+ minutes)	20-20-20	Five (5) minutes	20-20-20	Five (5) minutes	20-20-20	Five (5) minutes

* Leagues may opt for 15-20-20

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

***Minor Female Exception: 15-15-15

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 ¾ 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 League will be given the ability to determine if Overtime will be played in the Regular Season. Should a 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 E for approved Alberta One Overtime Formats.

RESPONSIBILITIES OF THE HOME TEAM

- The home team for League games is **generally** responsible to coordinate off-ice officials, unless otherwise determined by the League.
- The home team must provide a scorekeeper, a timekeeper and one (1) penalty box worker, **while recommended the visiting team must provide one (1) penalty box worker for all games.**
- The home team must provide the necessary game sheets and incident reports for the game.
- The home team is to call in, e-mail and forward all game write-ups, score sheets and associated discipline information to the League immediately following each game.
- The home team must input the game score and information from the game sheet into the I League website within 24 hours of completion of the game.
- The home team must provide pucks for both teams for warm-up (at least one per player) unless otherwise determined by the 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 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 League's website.

- a. Game sheets must be legible and filled out properly for any League game. This includes providing the dates, team names, officials' names (Referee & Linesmen), division, tier and game number.
- b. Game sheets and write up reports (if applicable) must be uploaded to the Leagues website within 24 hours following the completion of a game.
- c. All suspendable infractions must be reported to the 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) 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 League. Upon a second infraction, the offending team will be fined in the amount of (\$200) 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 League game involving a League team, a legible version of the scoresheet and write up reports must be submitted to the League immediately following the game completion.

- a. Each 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 Minor Discipline Coordinator(s) and the League.
- c. All suspensions will be issued through formal documentation and submitted to Hockey Alberta's Minor Discipline Committee

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 League, Exhibition, Tournament and/or Provincial Championship Play. Accumulative suspensions will be tracked by the League Discipline Coordinator(s) and Hockey Alberta's Regional Service Area Discipline Coordinator(s).

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

SUSPENSION PROCEDURES

- a. For all discipline, the 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 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 League Games, Playoffs and Provincial Championships.
- e. All suspensions will be carried forward for any League Playoff games and Provincial Championship games.
- f. Hockey Alberta's Minimum Suspensions are not appealable.



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, League teams are required to submit a legible version of the game sheet and write up reports to the League.
- b. Leagues will issue an official 'Notification of Suspension' to the offending individual and team, indicating 'Indefinite'.
- c. The League, after ensuring completion, will submit the investigation package (game sheet, all write ups, offender statement and recommendation of discipline) to the respective Regional Service Area Discipline Coordinator.
- d. After reviewing the file to ensure completion, the Minor 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, League and Regional Service Area by the Hockey Alberta Office on behalf of the Minor Discipline Chair.

SUPPLEMENTAL DISCIPLINE

Leagues will have a policy on supplemental discipline related to the accumulation of penalty minutes over the course of a hockey season. Each 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

- a. Players who reach Threshold 1 due to the accumulation of penalty minutes by the end of the League Regular Season, will have their penalty minutes carried over into the League Playoffs for continued tracking and accumulation.
- b. Players who receive a suspension due to the accumulation of penalty minutes that carries over into the Hockey Alberta Provincial Championships, will be required to serve the suspension at the start of the event. However, the tracking and accumulation of penalty minutes will not be tracked at the Provincial Championships.
- c. Players who do not reach Threshold 1 by the end of the League Regular Season, will not have their penalty minutes carried over into the League Playoffs and tracking and accumulation will be stopped.
- d. Leagues shall be responsible for the ongoing monitoring of penalty minute accumulations and will be responsible for warning any teams and players who are approaching or trending towards a given threshold.

GAME PROTESTS

- a. Only the two teams involved shall have the right to file a protest over 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 or their interpretation of the rules.
- c. Upon receipt of the protest, the League will appoint a neutral, unbiased committee to hear the protest.
- d. Protests and all supporting evidence must be submitted to the League by the MHA President within 48 hours of the game protested. All documentation must be accompanied by a cheque or money order, payable to the League, in the amount of \$300.
- e. All protests require that the League contact the member association submitting the protest and the Manager of the team being protested against.



- f. If the committee (whose decision shall be final) dismisses the protest, the sum deposited with the protest will be forfeited to the League.
- g. Protest decisions are final.

APPEALS

League rulings or decisions, except for protest decisions, may be appealed using the following procedures:

- a. Upon receipt of the appeal, the League will appoint a neutral, unbiased committee to hear the appeal.
- b. Appeals and all supporting evidence must be submitted to the League by the MHA President within seven (7) days from the League ruling. The appeal must be accompanied by a cheque or money order, payable to the League, in the amount of \$300.
- c. An appeals hearing shall be held within seven (7) days of receiving the appeal and will follow Hockey Alberta rules for such hearings.
- d. A decision on the appeal shall be rendered within seven (7) days from the date of the appeal hearing.
- e. 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.

CONDUCT UNBECOMING

Leagues, in consultation with Hockey Alberta, shall have the power to suspend summarily any player, coach, trainer, manager or official of any team under the auspices of the League for any conduct on or off the ice that is deemed to be unbecoming or detrimental to the game.

Further, League's, in consultation with Hockey Alberta, can prevent any spectator from viewing any league game or other activity or entering a facility to view such game or activity under the auspices of the League for any conduct that is deemed to be unbecoming or detrimental to the game.

Leagues shall have a policy for conduct unbecoming or shall follow Hockey Alberta's Game and Conduct Management.

It is Hockey Alberta's expectation that should a concern of conduct be brought forth to the local minor hockey association by the League related to an unregistered participant (parents, fan, etc...) that it will be managed consistent with the principles outlined in Hockey Alberta's Conduct Management Guide and the associations Code of Conduct policies (if applicable). The key expectations include:

- a. All concerns brought forth must be acknowledged by the local minor hockey association.
- b. Should the organization feel that there is some base to the concern, the concern must be investigated by a party independent of the incident.
- c. Once all the information has been collected through the investigation, a neutral party determines if there has been a violation of a rule or policy.
- d. Should the part determine a violation has occurred, the accused must be notified of the accusation(s) against them and have the right to address the accusation(s) prior to any guilt being determined
- e. Finally, should the accused be found in violation of a rule or policy, the accused has the right to appeal to a neutral party.

It is also Hockey Alberta's expectation that members of the local minor hockey association understand the organization's policies regarding appropriate behavior in the organization, the processes that are used to manage concerns, and should a member be involved in a conduct-related matter that they participate in the process as outlined including respecting timeliness.



POINT FORMAT

Points for wins and losses for the 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 games 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

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

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

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

- 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

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

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

If three (3) or more teams are tied:

- 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

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

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

$\frac{GF}{GF + GA} = \frac{56}{100} = 0.560\% = 56.0\%$
--

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

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

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 League.



PLAYOFFS

Leagues will be permitted to operate Playoffs under one (1) of two (2) approved parent formats - Round Robin or Knockout. Playoff formats are chosen at the discretion of league, depending on the number of teams within a specific division and tier, provided they are an approved Alberta One Playoff Structure.

- a. All League Teams shall participate in playoffs and will not be eliminated after the conclusion of the Regular Season.
- b. Leagues will be required to schedule all teams to participate in League Playoffs until the first week of March.
- c. All League Playoffs shall have no teams eliminated after one game or series.
- d. Leagues must complete their 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.

Please see Appendix D for the approved Alberta One Playoff Structures.

MINOR

- a) Any League Member, whose team(s) fail to fulfil its commitment to participate in the League Playoffs, shall be ineligible in the subsequent season, unless a reinstatement fee of \$1,000 is paid to the League on or before October 15th of the calendar year. All Team Officials of the Team failing to fulfill its commitment to League Playoffs shall be suspended, beginning May 1st 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.

MINOR FEMALE

- a) Should extenuating circumstances dictate, requests can be made to the Minor Female Chair, in conjunction with the League, to opt out of League Playoffs. Requests must be made with permission from their MHA President.
 - i. Requests must be made prior to February 1st of the season.
 - ii. Decisions will be rendered by February 15th of the season.
- b) Leagues will supply the Championship Banners for each Division Tier Playoff Champion.

FORMATS

- a) 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
- b) 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.
- c) Leagues are permitted to adjust within the Knockout and Round Robin formats at any point leading up to the start of playoffs, but must generally communicate their anticipated parent playoff format prior to the start of the regular season. (ex. Knockout style communicated - league decides to operate series as opposed to single games).
- d) Leagues are permitted to conduct a series between the final two (2) teams to determine their League Champion.
- e) No team may compete in more than two (2) playoff games in one (1) day.

SPLIT TIER 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 2 Red and Tier 2 Blue each have seven (7) teams. Both tier groupings shall follow one of the approved Alberta One Playoff Structures to determine the Tier 2 Red and Tier 2 Blue Tier Grouping Champion.

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

OVERTIME

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 Leagues and Metro Leagues will operate under slightly different Overtime Rules.

Please see Appendix E for approved Alberta One Overtime Formats.

HOCKEY ALBERTA PROVINCIAL CHAMPIONSHIPS

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

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

MINOR		
U13	U15	U18
A (Tier 1)	A (Tier 1)	A (Tier 1)
B (Tier 2)	B (Tier 2)	B (Tier 2)
C (Tier 3)	C (Tier 3)	C (Tier 3)
D (Tier 4)	A NBC (Tier 1 NBC)	A NBC (Tier 1 NBC)

MINOR FEMALE		
U13	U15	U18
A (Tier 1)	A (Tier 1)	A (Tier 1)
B (Tier 2)	B (Tier 2)	B (Tier 2)

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

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

- c. Teams declared League Champions at their respective division and tier are obligated to attend the Hockey Alberta Provincial Championship, representing their League at the event.
- d. Provincial Championship events will generally be eight (8) team tournaments.
- e. Hockey Alberta will appoint the host team for each Provincial Championship event no later than December 15th of the current hockey season.
- f. Should a team appointed as a host for a Provincial Championship event also be declared their League Champion, the team finishing second in the League playoffs will also attend the Provincial Championship event.
- g. Hockey Alberta, via random draw, will determine the League(s) awarded the wildcard spots for a Provincial Championship event no later than January 15th. The League(s) selected for the wildcard spot(s) will send both the League Champion and the team finishing second in the League Playoffs. Leagues 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: U11/U13 ALBERTA ONE STANDARDIZED MINOR TIERING GRID

	U11 & U13							Total
	Tier 1 (A)	Tier 2 (B)	Tier 3 (C)		Tier 4 (D)	Tier 5 (D)	Tier 6 (D)	
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	1	5
Six Teams	1	1	1		1	1	1	6
Seven Teams	1	1	1		1	1	1	7
			1 (Option)					
Eight Teams	1	1	1		1	1	1	8
		1			1			
Nine Teams	1	1	1		1	1	1	9
	1		1 (Option)		1			
Ten Teams	1	1	2		2	2	1	10
	1							
Eleven Teams	1	1	2		2	2	2	11
	1							
Twelve Teams	2	2	2		2	2	2	12
Thirteen Teams	2	2	2		2	2	2	13
			1 (Option)					
Fourteen Teams	2	2	2		2	2	2	14
		1			1			
Fifteen Teams	2	2	2		2	2	2	15
	1		1 (Option)		1			
Sixteen Teams	2	2	3		3	3	2	16
	1							
Seventeen Teams	2	2	3		3	3	3	17
	1							



	U11 & U13							
	Tier 1 (A)	Tier 2 (B)	Tier 3 (C)		Tier 4 (D)	Tier 5 (D)	Tier 6 (D)	Total
Eighteen Teams	3	3	3		3	3	3	18
Nineteen Teams	3	3	3		3	3	3	19
			1 (Option)					
Twenty Teams	3	3	3		3	3	3	20
		1			1			
Twenty-One Teams	3	3	3		3	3	3	21
	1		1 (Option)		1			
Twenty-Two Teams	3	3	4		4	4	3	22
	1							
Twenty-Three Teams	3	3	4		4	4	4	23
	1							
Twenty-Four Teams	4	4	4		4	4	4	24
Twenty-Five Teams	4	4	4		4	4	4	25
			1 (Option)					

Note: The Alberta One Standardized Tiering Grid is intended to provide the initial tiering placement of teams prior to League Tiering Games. Teams may have their tiering adjusted by their League pending the completion of tiering games.



APPENDIX B: U15/U18 ALBERTA ONE STANDARDIZED MINOR TIERING GRIDS

At the U15 and U18 divisions, “Body Checking” and “Non-Body Checking” will be treated as separate streams of hockey, each with A, B & C categories (Tiers 1, 2 & 3). As two separate streams, associations will follow two steps/grids to determine the number of teams for each stream.

Step One: U15/U18 BC/NBC Team Category Grid

The U15/U18 BC/NBC Team Category Grid is based on the number of teams an association has at a particular division (U15 or U18). Based on the number of teams, the grid indicates the number of teams an association would put in the Body Checking Stream and Non-Body Checking Stream.

	Body Checking		Non-Body Checking
One (1) team	1 (option)		
Two (2) Teams	1		1
Three (3) Teams	1	1 (option)	1
Four (4) Teams	1	2 (option)	1
Five (5) Teams	2	1 (option)	2
Six (6) Teams	2	2 (option)	2
Seven (7) Teams	3	1 (option)	3
Eight (8) Teams	3	2 (option)	3
Nine (9) Teams	4	1 (option)	4
Ten (10) Teams	4	2 (option)	4
Eleven (11) Teams	5	1 (option)	5
Twelve (12) Teams	5	2 (option)	5
Thirteen (13) Teams	6	1 (option)	6
Fourteen (14) Teams	6	2 (option)	6
Fifteen (15) Teams	7	1 (option)	7
Sixteen (16) Teams	7	2 (option)	7
Seventeen (17) Teams	8	1 (option)	8
Eighteen (18) Teams	8	2 (option)	8

Note: The above grid indicates the maximum number of teams an association can put into Body Checking. Associations may be granted the flexibility to “re-categorize” teams required to be “Non-Body Checking” as Body Checking with a request made to the League with appropriate rationale (I.e: Competitiveness).



Step Two: U15/U18 BC and NBC Tiering Grid

The U15/U18 BC and NBC Tiering Grid is based off the number of teams Grid One requires teams to have in each stream. The U15/U18 BC and NBC Tiering Grid is set up like the U11/U13 Standardized Tiering Grid to provide Associations with the initial tiering place with each respective stream.

	Tier 1 (BC / NBC)	Tier 2 (BC/NBC)	Tier 3 (BC/NBC)
One (1) team	1 (option)		
Two (2) Teams	1 (option)		1
Three (3) Teams	1	1	1
Four (4) Teams	1	1	1
		1 Option)	
Five (5) Teams	1	1	2
	1 (option)		
Six (6) Teams	2	2	2
Seven (7) Teams	2	2	2
		1 (option)	
Eight (8) Teams	2	2	3
	1 (option)		
Nine (9) Teams	3	3	3
Ten (10) Teams	3	3	3
		1 (option)	

Note: The U15/U18 BC and NBC Tiering Grid provides the initial categorization placements of the teams prior to League Tiering Games. Teams may have their categorization within the stream adjusted by their League pending the completion of tiering games. Within each stream, associations can start teams in a higher category/tier than indicated.



APPENDIX C: ALBERTA ONE WEATHER TRAVEL POLICY

The Alberta One Weather Travel Policy assists 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.

Team level decisions should be made without direct pressure, intimidation or other forms of undue pressure being presented and it must not be used as an excuse or advantage to the travelling participants to opt out of the game.

At no time, should actions be taken by League 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 team(s) 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

Hockey Alberta and its 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 League to inform them of the potential adverse/ severe weather conditions and planned departure time.

Note: Should the game start prior to 11 AM, the travelling team should contact the opposing Team's Manager and 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 League, to declare their intent to postpone the game due to adverse/ severe weather conditions.
3. With both teams in agreement to postpone, the League will provide written approval to both Managers. MHA Presidents and local Official Assignor on the postponement and the reasons.
4. With the game postponed, the two (2) teams will split the cost of ice.
5. If the on-ice officials are contacted prior to them travelling to the arena, the cost of officials will be waived. However, should the officials be travelling to or 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 League.

FAILURE TO COMPLY/ ABUSE OF POLICY

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

Should the investigation determine that the procedures and process were not followed, the League holds the right to fine the offending team a maximum of \$2500 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 D: TEAM FAILING TO PRESENT ITSELF PROCEDURE

If a team fails to present itself 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 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 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 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 League for further disciplinary action.

FAILURE TO COMPLY

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

Should the investigation determine that the procedures and process were not followed, the League holds the right to fine the offending team a maximum of \$2500 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 E: APPROVED PLAYOFF FORMATS

The following are approved playoff formats for use by Hockey Alberta Minor Leagues to be chosen at the discretion of each league.

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) to be eliminated. There is a winner's bracket and a loser's bracket. Each team starts in the winner's bracket. If 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 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.

Round Robin Tie Breaking Procedures

- a. In the event that teams are tied for a playoff position, the following procedure will apply:

If two (2) teams are tied:

- i. The team with the most wins in the round-robin gains the highest position.
- ii. If the two (2) teams are still tied after Regulation 9.3(i)(i)(A) above, the winner of the round-robin game between the two tied teams gains the highest position.
- iii. If the two (2) teams are still tied after (i)(i)(A) and (B) have been applied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the follow manner:

Total number of goals for divided by the total number of goals for and against.

NOTE: **All** round-robin games are included.

Example: For = 10 goals Against = 4 goals

$$\text{Percentage: } \frac{10}{10+4} = \frac{10}{14} = .714$$



NOTE: The highest percentage gains the highest position.

- iv. If the two (2) teams are still tied after (i)(i)(A), (B) and (C) have been applied, the team with the least number of minutes in penalties throughout all of the round-robin games gains the highest position.
- v. If the two (2) teams are still tied after (i)(i)(A), (B), (C) and (D) have been applied, then the team that scored the first goal in the game between the two (2) tied teams gains the highest position.
- vi. If the two teams are still tied after (i)(i)(A), (B), (C), (D) and (E) have been applied, a single coin toss will determine which team gains the highest position.
 - For the coin toss for two (2) teams tied, a single coin will be tossed with one of the teams declaring either "heads" or "tails". The team that declares the toss and is successful would then be declared the first (1st) placed team. If the team that declared the toss is unsuccessful, that team places second (2nd).

If three (3) teams are tied:

- i. If three (3) teams or more are tied, the point record established in the games **AMONG THE TIED TEAMS ONLY** will be used as the first tie breaking formula in deciding which team(s) will advance.
- ii. The team with the most wins would gain the highest position.
- iii. If teams are still tied after (i)(ii)(A) above has been applied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by total number of goals for and against.

NOTE: Games between the tied teams only will apply.

Example: For = 10 goals Against = 4 goals

$$\text{Percentage: } \frac{10}{10+4} = \frac{10}{14} = .714$$

- iv. If all three percentages are different for the three (3) teams that are tied, then first (1st), second (2nd) and third (3rd) place is decided with the highest percentage gaining first (1st) place and the lowest percentage gaining third (3rd) place. The tie-breaking procedure will not go back to two teams tied.
- v. If two teams or more are still tied after (i)(ii)(A) and (B) have been applied, the team(s) to qualify would be the team(s) that receive the least number of minutes in penalties throughout all of the round-robin games.
- vi. **If three teams are still tied after (i)(ii)(A), (B) and (C) have been applied, a coin toss will determine the highest positions.**



- For the coin toss involving three (3) teams tied, all three teams will each toss a coin. The team that tosses the first odd coin is declared the first (1st) place position of the three tied teams.
- The two (2) remaining teams will now toss a single coin with one of the teams declaring either "heads" or tails." The team that declares the toss and is successful would then be declared the second (2nd) place team. If the team that declared the loss is unsuccessful, that team is placed third (3rd).

During the round robin format, Leagues shall be given the ability to cancel games set to take place between teams that have been eliminated from advancement and has no bearing on other teams ability to advance.

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

Final Game / Series

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



APPENDIX F: APPROVED OVERTIME FORMATS

Should a 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 reaches 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 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.

Playoff Overtime Format

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 Leagues and Metro Leagues will operate under slightly different Overtime Rules.

Rural 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 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 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. The teams will alternate shots.
- iii) Goalkeepers shall occupy the goal closest to their Team's 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 goalkeeper during 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 goalkeeper cannot be replaced unless s/he is injured. No warmup shall be permitted for a substitute goalkeeper.
- viii) **Each team will be given three (3) shots unless the outcome is determined earlier in the shootout. After each team has taken three (3) 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 Leagues Playoff Overtime Rules

- a. Metro Leagues, should they choose, may operate under the Rural 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 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 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. The teams will alternate shots.
- iii) Goalkeepers shall occupy the goal closest to their Team's 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 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 three (3) shots unless the outcome is determined earlier in the shootout. After each team has taken three (3) 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.