



# REGULATIONS, POLICIES & PROCEDURES HANDBOOK



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## ALBERTA ONE

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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.

## 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. Should a Regional League, due to either team geography or the number of teams in a tier, look to operate 'Split Tiers', approval from the Minor Leagues Committee must be given prior to the start of regular season play.
  - I. Split Tiers cannot be requested for the purposes of further tiering teams already assigned to a tier.
  - II. Split Tiers approved based on the request of geography will be labelled as South, North, East or West. (Example: Tier 3 North and Tier 3 South).
  - III. Split Tiers approved based on the request of number of teams will be labelled as Red, Blue, Black, etc... (Example: Tier 3 Red and Tier 3 Blue).

### 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. 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.
- III. When a Regional League member chooses 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.

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.

- IV. 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-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-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-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-checking tiers, must declare their teams as 'body-checking' and non-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-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.

	Tier 1/HADP	Tier 2	Tier 3		Tier 4	Tier 5	Tier 6	Total
	Body Checking				Non-Checking / Body Contact Only			
<b>One team</b>			1 (Option)					1
<b>Two Teams</b>		1			1			2
<b>Three Teams</b>	1		1 (Option)			1		3
<b>Four Teams</b>	1		1		1	1		4
<b>Five Teams</b>	1		1		1	1	1	5
<b>Six Teams</b>	1	1	1		1	1	1	6
<b>Seven Teams</b>	1	1	1		1	1	1	7
			1 (Option)					
<b>Eight Teams</b>	1	1	1		1	1	1	8
		1			1			
<b>Nine Teams</b>	1	1	1		1	1	1	9
	1		1 (Option)			1		
<b>Ten Teams</b>	1	2	2		2	2	1	10
<b>Eleven Teams</b>	1	2	2		2	2	2	11
<b>Twelve Teams</b>	2	2	2		2	2	2	12
<b>Thirteen Teams</b>	2	2	2		2	2	2	13
			1 (Option)					
<b>Fourteen Teams</b>	2	2	2		2	2	2	14
		1			1			
<b>Fifteen Teams</b>	2	2	2		2	2	2	15
	1		1 (Option)			1		
<b>Sixteen Teams</b>	2	3	3		3	3	2	16
<b>Seventeen Teams</b>	2	3	3		3	3	3	17
<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			





Twenty-One Teams	3	3	3		3	3	3	21
	1		1 (Option)			1		
Twenty-Two Teams	3	4	4		4	4	3	22
Twenty-Three Teams	3	4	4		4	4	4	23
Twenty-Four Teams	4	4	4		4	4	4	24
Twenty-Five Teams	4	4	4		4	4	4	25
			1 (Option)					

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 seven (7) 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

- a. 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.
- b. 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.

## EXPECTATIONS OF REGIONAL LEAGUE MEMBERS

It is the expectation that each 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 - [LINK](#)**

## 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 Governor, may grant permission to register at one time, a maximum of twenty-three (23) players to their roster. Applications must be made via the Hockey Alberta Oversized Team Request Form.
- c. 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 principle of affiliation to a team of a higher age Division and/or Tier is to provide replacement players when regular players are sick, injured or otherwise unavailable.

- a. Affiliation must be first declared and filed with Hockey Alberta, prior to the affiliated player being allowed to participant in any game with the Hockey Team to which he or she is affiliated. Affiliations will be accepted and endorsed by Hockey Alberta up to and including January 15 of the current hockey season.
- b. Affiliation must be secondly 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 of the current hockey season.
- c. Affiliation and the use of Affiliates up to and including December 1<sup>st</sup>, will only be recognized where:
  - i) Players are added to the Official Team Roster in the Registry and identified as 'Affiliates' with "pending" status.
  - ii) Affiliation has been approved by the Minor Hockey League for use in any League game.
  - iii) Affiliation has been endorsed by the President of the applicable LMHA.
- d. Affiliation and the use of Affiliates after December 1<sup>st</sup>, will only be recognized where:
  - i) Affiliation has been filed in accordance with the following tiering grid as hereby defined vertically and laterally:

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



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 as well.

- ii) Players are added to the Official Team Roster in the Registry and identified as ‘Affiliates’ and approved by Hockey Alberta and approved by the Minor Hockey League.
  - iii) 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 Player and teams officials are subject to discipline.
- f. A Hockey Team may affiliate up to nineteen (19) players from a lower Division, Category or Tier from within their Minor Hockey Association, as long as said players are eligible as per the Alberta One Affiliation Grid above.
- g. Teams are permitted to use affiliation for any Regional League game to return the team to their original roster size.

**Example 1:** A team has 14 skaters and two (2) goaltenders registered to their team 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) affiliate skaters to bring their roster size to 14 skaters and two goaltenders.

- h. Affiliated players 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.

- i. Affiliations will not be deemed to have taken place automatically without properly filing of the said affiliation.
- j. Affiliations will not be approved in the Registry by Hockey Alberta until first approved by the Minor Hockey League.
- k. Minor Hockey Leagues and Hockey Alberta reserve the right to revoke the approval of an affiliate player up and to January 15th should that player be deemed to strengthen the team in which he or she is affiliated.
- l. Providing Affiliation has been declared, filed and approved with the Minor Hockey League and Hockey Alberta, Affiliates are eligible to participate in all League and Playoff games.



- m. 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.
- n. Upon consideration of application to the appropriate Minor League President, in consultation with the Hockey Alberta appointed Minor Leagues Coordinator, participants registered with a “AA” Hockey Model or Elite Hockey Stream (ADM) Team may be permitted to be affiliated to a team within their resident LMHA, participating in Tiers One (1). Applications can only be submitted subsequent to November 1 of the current hockey season.
- o. 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.
- 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.
  - i) 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	1.0 hour (60 minutes)
U13	Tiers 1 – 6	2.00 hours (120 minutes)	1 Flood Required	1.25 hours (75 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 required number of unique ice slots that must 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	Max Regular Season Home Game Scheduling Slots Required
<b>U11</b>	8 Games	16 – 24	+50%



<b>U13</b>	8 Games	16 – 24	+50%
<b>U15</b>	8 Games	16 – 24	+50%
<b>U18</b>	8 Games	16 - 24	+50%

- For Tiering Round games, Associations will be required to provide a minimum of four (4) ice slots to the Regional League, unless otherwise specified by the Regional League.
- Regional Leagues must communicate with all teams the proposed number of games in the Regular Season by Division and Tier no later than October 8th of the current hockey season.
- For Regular Season play, Associations must 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.
- 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.
- When possible, depending on the number of teams within a tier, an equal number of home and away games shall be played.

## GAME CHANGES

Regional League websites will host the official schedules. Game changes are only to be used in the event of extenuating circumstances, which 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

- 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.
- At the discretion of the Regional League Division Director in consultation with the Discipline Committee and League Commissioner, the team failing to present itself will be fined \$1,000.00, will have their Head Coach suspended for two (2) games and will be suspended from all game play (League, Exhibition, Tournament and Provincial) until the fine has been paid in full.
- 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 and detailed procedures on the various scenarios.***



## 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 League Division Directors and Discipline Coordinators 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 Division Director 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 Division Director.
- 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 are in agreement.

### 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.
  - 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>	16-16-16	Five (5) minutes	13-13-13	Three (3) minutes	-	-
<b>1.50 hours (90 minutes)</b>	20-20-20*	Five (5) minutes	16-16-16	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	16-16-16	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



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

There will be no overtime played in any regular season games in any of the age categories operated under Alberta One. See Playoff structure for overtime rules for playoffs.

## 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 Division Director and Discipline Coordinator(s) 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's Discipline Director 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.

## 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 Division Director and Discipline Coordinator(s), immediately following the game completion.

- a. Each Regional League Division Director(s) and Discipline Coordinator(s) have 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).

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 - [LINK](#)**

## SUSPENSION PROCEDURES

- a. For all discipline, the Regional League Division Director and Discipline Coordinator(s) 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 (Scan App) the Regional League Division Director and Discipline Coordinator(s) 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 Division Director and Discipline Coordinator(s).
- 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, the following points must be followed when developing their specific policy:

- a. Suspensions under supplemental discipline for penalty minute accumulation will be as follows:

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

- b. Penalty Minute Accumulations will reset for Regional League Playoffs.
- c. Regional 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.



## 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. 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.).
- d. Upon receipt of the protest, the Regional League will appoint a neutral, unbiased committee to hear the protest.
- e. All protests require that the Regional League to 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 Regional League.

## APPEALS

Regional League rulings or decisions may be appealed using the following procedures:

- a. 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.).
- b. Upon receipt of the appeal, the Regional League will appoint a neutral, unbiased committee to hear the appeal.
- 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. 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 win
- One (1) point for tie
- Zero (0) points for a 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 play between the two (2) tied teams.
- If still tied, the team with the most wins during the Regulation 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

PE	=	18	=	0.643%	=	64.3%
TPP		28		x 100		

**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

GF	=	56	=	0.560%	=	56.0%
GF + GA		100		x 100		

- 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

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

**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 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

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

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

PIMS	=	115	=	<b>6.39</b>
Games		18		<b>Average</b>

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.

- All Regional League Teams shall participate in playoffs and will not be eliminated after the conclusion of the Regular Season.
- Regional Leagues cannot start their Playoffs until after the Family Day weekend in February and will be required to schedule all teams to be participating in Regional League Playoffs until the first week of March.
- Regional Leagues must be completed their Regional League Playoffs and have a League Champion declared no later than two Sundays prior to the Provincial Championship, if applicable.
- All Regional League Playoffs shall be operated as a 'tournament' with no teams eliminated after one game or series.
- Should extenuating circumstances dictate, requests can be made to the Minor Leagues Chair, in conjunction with the Regional League, to opt out of Regional League Playoffs. Requests must be made with permission from their Association's President.
  - Requests must be made prior to February 1<sup>st</sup> of the season.
  - Decisions will be rendered by February 15<sup>th</sup> of the season.
- Regional Leagues will supply the Championship Banners for each Division Tier Playoff Champion.

## PLAYOFF FORMATS

- Tournament style playoffs can be hosted in one of two parent formats - a Round Robin style tournament, or, a Knockout style tournament. Please see Appendix X for the approved Alberta One Playoff Structures. Playoff formats are chosen at the discretion of each league provided that they are on the approved list.





- b. Playoffs can but do not need to be hosted on a single weekend at a single venue. Furthermore, playoffs can be hosted over a specific period of time with individual games played at the home arena of the home team.
- 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 Sept 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 make adjustments within the Knockout and Round Robin categories at any point leading up to the start playoffs (ex. Knockout style communicated - league decides to offer triple vs. double knockout).
- e. Regional leagues are permitted to conduct a Best of 3 format for the final series (final 2 teams) of their playoff tournament.

## 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 (See Appendix D)

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 Urban Regional Leagues will operate under slightly different Overtime Rules.

### Rural Regional Leagues Overtime Rules

- a. At the end of Regulation, a ten-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 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. 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. 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 team 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 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.

Urban Regional Leagues Overtime Rules (See Appendix D)

- a. Urban 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 due to penalties, teams will start overtime 3-on-3 and will move to 4 on 4 as players return to the ice. Once all penalties have expired, 3 on 3 will return at the next whistle when teams are even strength.
- 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.

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 team 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 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.



## 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, Urban 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 or other reputable weather services less than 48 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 24 hours prior to the start of the game, the travelling team must contact the opposing team's Manager and the Regional League's Division Director, to declare their intent to postpone the game due to adverse / severe weather conditions.
2. With both teams in agreement to postpone, the Regional League Division Director 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.
3. With the game postponed, the two (2) teams will split the cost of ice.
4. 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.
5. Within 48 hours of postponement, the game must be rescheduled and communicated to the Regional League's Division Director, 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 Governor, in consultation with the Regional League Division Director, will conduct a thorough investigation into the situation.

Should the investigation determine that the procedures and process were not followed, the Regional League Governor holds the right to fine the offending team a maximum of \$1000.00 and suspend the Head Coach for two (2) 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 Division Director 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 Division Director 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 Division Director for further disciplinary action.

### FAILURE TO COMPLY

Should teams or participants not follow the set procedures or process, the Regional League Governor, in consultation with the Regional League Division Director, will conduct a thorough investigation into the situation.

Should the investigation determine that the procedures and process were not followed, the Regional League Governor in consultation with the regional Discipline Committee and League Commissioner holds the right to fine the offending team a maximum of \$1000.00 and suspend the Head Coach for two (2) 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 Sept 1 of the current playing season.

All playoff formats must be Tournament-style playoffs (no elimination rounds).

### Knockout Tournaments

- **Double Elimination** - Teams must lose two games 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 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 tournament champion.
- **Triple Elimination** - Teams must lose three games to be eliminated. There is a winner's bracket, 1st loser's bracket, and 2nd loser's bracket. Each team starts in the winner's bracket. If and when a team loses they move to the 1st loser's bracket. If and when a team loses in the 1st loser's bracket, they move to the 2nd loser's bracket. If a team loses in the 2nd loser's bracket, they are eliminated. The last remaining teams from the 1st and 2nd loser's bracket will play to determine who will play the team from the winner's bracket. The team from the 2nd loser's bracket must beat the team from the 1st loser's bracket twice. The representative from the loser's brackets must beat the team from the winner's bracket three times in order to be the tournament champion.

### Round Robin Tournaments

- **Traditional Round Robin** - All teams in each tournament/pool will play each other an equal number of times in the Round Robin. The top XXX amount of teams 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 amount 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 tournament, and which teams will proceed into a consolation tournament. The number of consolation tournaments 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



**Best of 3 Final**

The final two teams of a Knockout format or Round Robin Tournament may play in a Best of 3 to determine the champion.



## APPENDIX D: EFHL GAME OPERATIONS

### 1.1 Official Rules

- a) All members of member organizations must comply with the Official Rule Book from Hockey Canada and Hockey Alberta except as modified by the Edmonton Federation Hockey league Operating Directives.
- b) It is the responsibility of head coaches and managers to ensure that all players and anyone else connected with your team thoroughly understand the contents of these Operating Directives.

### 1.2 Official Season

As needed, the EFHL Operations Committee in consultation with Hockey Alberta Minor Leagues Committee and Alberta One rules and regulations will recommend changes in duration for all EFHL games at the EFHL Annual General Meeting and for ratification by the Board of Directors, at next general meeting of the EFHL Board of Directors.

League play starts with finalized schedules as distributed by the EFHL scheduler.

### 1.3 Team Management & Supervision

- a) The head coach shall at all times be responsible for the conduct of their team, including Staff, Players and Fans.
- b) EFHL encourage implementation of the “Two Deep Cover “process for all team functions including dressing room supervision.
- c) The head coach or designated team staff shall be responsible for supervision of the team dressing room before and after each ice time.
  - Dressing rooms are only available ONE hour before the game due to scheduling, available space, and supervision requirements.
  - They will endeavor to prevent disorderly conduct, bullying and vandalism in any form.
  - Use of electronic devices at sanctioned EFHL events for the express purpose of taking, recording, and storing of inappropriate images and videos is not permitted.
- d) In their absence, the head coach will designate another registered team official to take responsibility of the team.
  - The responsible person will prevent disorderly conduct before, during or after the game, on or off the ice, and any place about the rink.
- e) Minor aged players shall not be left unsupervised at any time while participating in any aspect of EFHL hockey activities.
  - Players who must leave the ice for equipment repairs, injury, illness, game ejection etc. must be accompanied to the dressing room and supervised by an adult.



- f) In compliance with Hockey Canada Rule 81(e), at the end of each period, all players must remain on their respective players' or penalty bench until directed off the ice by the referee.
- The visiting team shall leave the ice first, unless otherwise directed by the referee.

## 1.4 Two Deep Cover

Throughout the hockey season appropriate player supervision should be a priority for all EFHL Member Associations and their teams. As such, EFHL endorses the use of the "Two Deep Method" of supervision that is mentioned throughout Hockey Canada HCSP material and Hockey Canada coaching materials. This list describes the "Two Deep Method". It is recommended that these guidelines are followed by all.

### 1.4.1 Supervisory Responsibilities

#### *Dressing Room*

Players should be supervised at all times. A lone personnel member should never be in the dressing room with players at any time, and especially when they are showering or changing. Two (2) adults should be present together; which is called the "Two Deep Method" of supervision. Additional consideration needs to be taken with respect to adherence to the EFHL Operating Directives on Co-ed Dressing Rooms Policy of Hockey Canada.

#### *Injury Treatment*

The trainer, coach, first responder or safety person should avoid treating injuries out of sight of others, where possible. Use the "Two Deep Method" (two adults) supervision system.

#### *Female Players / Co-Ed Teams*

Recommend that when using the "Two-Deep Method" with female players / co-ed teams, there shall be 2 female supervisors with the players where possible. If not possible there may be one (1) male and one (1) female supervisor.

## 1.5 Tiering and Team Placement

Edmonton Federation Hockey League Member Associations will follow the Tiering and Team Placement rules approved by EFHL Board of Directors. The EFHL Board of Directors have approved a tiering name change for the U18 and U15 divisions as follows:

Division and Tier	Hockey Alberta Tiering Grid	EFHL Tiering
U18/U15 Tier 1	Tier 1	Tier 1
U18/U15 Tier 2	Tier 2	Tier 2
U18/U15 Tier 3	Tier 3	Tier 3
U18/U15 Tier 4	Tier 4	Tier 1 NBC
U18/U15 Tier 5	Tier 5	Tier 2 NBC
U18/U15 Tier 6	Tier 6	Tier 3 NBC

## 1.6 Officiating

- a) In compliance with Hockey Canada Rule 5.2 (k), if both the referee and linesmen appointed are prevented from appearing, the head coaches of the two competing teams shall agree on a referee and one or two linesmen.



- If they are unable to agree, they shall appoint a player from each team to act as officials.
  - If the regularly appointed officials appear during the progress of the game, they shall replace the temporary officials immediately.
  - To avoid having to place the demand of officiating on players, coaches should bring their skates and CSA approved hockey helmet to all games.
- b) If for whatever reason the linesmen appointed are prevented from appearing or, during the game, a linesman is unable to continue due to injury or illness, the referee shall have the power to appoint someone if they feel it is necessary.
- c) If for whatever reason the referee appointed is:
- prevented from appearing, one of the linesmen shall perform the referee's duties.
  - unable to continue due to injury or illness,
- the referee shall select a linesman to replace them as the referee for the balance of the game.
- d) No one, other than the officials working the game will be allowed in the Game Officials room at any time.

## 1.7 Uniforms and Equipment

- a) The EFHL League provides that the "Home" Team will wear dark coloured jerseys and the "Visiting" Team will wear light coloured jerseys. If team colours conflict during a game, the home team must change uniform colours so as not to conflict with the visiting team colours.
- b) The "Home" Team shall provide warmup pucks for both teams during the pre-game warm up period.
- c) Players' protective equipment and all other equipment must abide with the most current edition of the Hockey Canada Official Rule Book. In addition to this:

## 1.8 Games & Tournaments

- a) Edmonton Federation Hockey League supports the philosophy and principles of long-term player development (LTPD) and expect that teams will have practice to game ratios that fall in line with current LTPD guidelines.
- b) Exhibition or tournament games will not be allowed to interfere with regular scheduled games, teams attending exhibition games or tournament games that interfere with the EFHL League Scheduled games are required to submit and gain approval for a league game change request.
- a) All Exhibition and Tournament Game Sheets with Incident Reports are to be sent as PDF attachments by email to the respective Discipline Directors and Division Directors within 48 hours so the Discipline Directors may ensure appropriate adherence to Hockey Alberta minimum suspensions.



- b) All League Game Change requests will be completed by the team through the Hockey Edmonton website league function with team login and password.

## 1.9 Suspensions

- a) Edmonton Federation Hockey League follows the [Hockey Alberta Bylaws and Regulations \(Section A Minor Hockey clause 12 Discipline\)](#).
- b) All Hockey Canada Rule violations with the exception of Indefinite Suspensions and Match on Officials will be dealt with by the Discipline Directors and administered according to Hockey Canada Minimum Suspensions.
- c) Effective in 2017-18 the Edmonton Federation Hockey League (EFHL) has implemented an Individual Player Cumulative Suspension program to be used in conjunction with the Hockey Canada's Minimum Suspensions to curb inappropriate behavior. The following table of suspensions will apply:

DIVISION	SUSPENSION
U18	Once a player reaches 100 penalty minutes in total, they will receive a 1 game suspension and for every 25 minutes thereafter, the suspension will be doubled, (ie: 125=2, 150=4 game suspension)
U15 and U13	Once a player reaches 75 penalty minutes in total they will receive a 1 game suspension and for every 25 minutes thereafter the suspension is doubled. (see example above)
U11	Once a player reaches 50 penalty minutes in total, they will receive a 1 game suspension and for every 25 minutes thereafter, the suspension will be doubled. (see example above)

- d) **Additionally**, excessive penalties by players, teams, or team officials will be dealt with by the Discipline Committee based on recommendations from the Division Director
- In addition to the minimum suspensions, the Division Director in conjunction with the Discipline Directors may recommend up to a maximum of three additional game suspensions for repeat or severe offenses.
  - If the Discipline Committee is of the opinion that a team is being assessed too many penalties of a serious nature, then the head coach may be liable to suspension for failure to control their team.
- e) To ensure that the Discipline Directors and Division Directors are informed of all suspensions:
- The home team will upload the game sheet and any incident reports to the EFHL League website, the offending team will send a master copy of the Game Sheet,



including Incident Reports, to the Discipline Director and Division Director within 24 hours of the end of the game.

- Championship / Play-off Game infractions must be reported and uploaded immediately following the game to allow the event to progress.
  - Altercations before or after a game by players, coaches or managers written up by a referee on the Game Sheet and accompanied by a write-up on an official Incident Report form will be dealt with by the Discipline Directors.
  - Altercations that are not noted on the Game Sheet will be dealt with as a Respect the Game incident.
- f) Anyone removed from a game will go directly to their respective dressing room.
- If any individual causes further disorderly conduct during or after the game, they will be subject to further disciplinary action.
- g) No suspended player or team official is allowed on the bench, in the timekeeper's/penalty box, dressing room or within 50 feet of the players' benches before, during or after the game.
- h) Any team official who plays an ineligible player may forfeit all games played with said player and will be subject to immediate indefinite suspension until their case has been heard by Hockey Alberta and terms of suspension determined by the Hockey Alberta President (Hockey Canada Rule 16, Hockey Alberta Section A Minor Hockey 12.6 & 12.8).
- i) When a player or team official is assessed a penalty, which renders him ineligible to participate in the next game, it is the responsibility of the head coach to ensure the player/team official has been cleared by the proper authorities before permitting participation.
- The head coach should check the Hockey Alberta Minimum Suspensions to determine whether there is an automatic suspension associated with a rule violation on the Game Sheet. In cases where they are unsure, they should contact the EFHL Discipline Directors for clarification prior to playing said player
  - Failure to determine terms of suspension or obtain clearance will result in a Hockey Canada Rule 16 violation and indefinite suspension until the matter can be heard by Hockey Alberta.
- j) For purposes of serving suspensions, EFHL League Games, Minor Hockey Week games, sanctioned Hockey Alberta tournament games are all considered games served towards a suspension.
- k) Hockey Canada rule (5.1 (d)) that states that the referee's decision is final and not subject to appeal. Hockey Alberta has a policy in place that similarly states that since the referee's decision cannot be appealed, the assessment of a minimum suspension, in accordance with that call, cannot be appealed.



- If, upon reviewing the documentation and referee's report, EFHL choose to assess the minimum suspension in accordance with the Hockey Canada Regulations, then the investigation for this infraction is complete and the file is closed.

### 1.10 Edmonton Federation Hockey League (EFHL) Scorekeeping and Timekeeping

The following shall apply to all EFHL games in Hockey Edmonton's Edmonton Federation Hockey League (EFHL) the U9 (Novice) through U21 (Junior) Divisions where stop time is the normal timing procedure.

- a) The home team shall provide a timekeeper and scorekeeper.
- b) The timekeeper will, without exception, start the game clock at the scheduled time and ensure that all games end on time.
- c) The timekeeper will, without exception, place one minute on the game clock between periods where there are no scheduled floods, when the horn sounds, the next period will begin immediately.
- d) There will be NO TIMEOUTS in any EFHL game.
- e) Each home team is to supply six (6) pucks in good condition for use in the game. Home team provides pucks for pre-game warmup.
- f) Federation program will follow the 5 minute / 2 minute method of ending games. i. When there are five minutes remaining in the assigned ice slot and there are in excess of two minutes remaining in the hockey game, the game clock shall be set for 2:00 minutes.
  - These two minutes of stop time shall be played to a conclusion of no time remaining using the final five minutes of ice time remaining.
  - The referee shall direct the timekeeper to set the clock at 2:00 at the stoppage of play that occurs as near as possible to five minutes of remaining ice time.
- g) Any penalties that are being served or any delayed penalties shall continue to be served in the last two minutes of the game in accordance with the appropriate Hockey Canada penalty time procedures.
- h) For example, ice slot ends at 19:45. At 19:40 there are 5 minutes and 21 seconds of playing time remaining in the game. Set the clock at 2:00 and continue play in order that the game will end at or before 19:45.
- i) If play is stopped at any time to deal with circumstances (such as a serious injury or a facility equipment failure) that will likely delay the game beyond the assigned ice slot, then play shall not be resumed. At the point of the stoppage if the second period has been completed, the game will be considered completed. If the second period has not been completed, please contact the League Commissioner immediately for a league game reschedule.
- j) For all EFHL League games, both home and visiting teams will pay their equal share of the Officials fees as per the EFHL Officials rate sheet in cash.



### 1.11.1 Edmonton Federation Hockey League (EFHL) Game Sheet Management

- a) All Game Sheets are to be made out by the manager or head coach at least fifteen (15) minutes before game time.
  - Game Sheets must be signed by a team official, named on the teams HCR roster, before starting play.
  - Teams must PRINT player's first and last name on the front of the Game Sheet or affix labels to each page of the Game Sheet.
  - Coaches are required to have an HCR Official Team Roster (electronic or printed) in their possession for verification of the player eligibility.
- b) Only coaches and bench staff registered on the teams HCR Official Team Roster are allowed on the bench during a game.
- c) If a team does not appear for a regular scheduled game, the team in attendance will fill out the Game Sheet, as noted above, have a referee sign same and return to respective Division Director, recording the score of 3 to 0 in its favor.
- d) Head coaches of all EFHL teams are responsible for ensuring that Game Sheets and Incident Reports, if any, are entered and uploaded to the Hockey Edmonton website within twenty-four (48) hours of the completion of the game.
  - If there are Incident Reports, a copy of it and the game sheet is to be provided immediately to Discipline Directors and Division Director by the offending team.
  - For exhibition and tournament games, completed Game Sheets where there are Incident Reports, are to be provided to Discipline Directors and Division Directors so they may ensure any Hockey Alberta minimum suspensions are adhered to for league play.

### 1.11.2 Edmonton Federation Hockey League (EFHL) League Game Reschedule FOR GAMES SCHEDULED ON ICE PROVIDED BY HOCKEY EDMONTON

- LEAGUE PLAY IS THE PRIORITY AND MUST COME FIRST
- League games must be rescheduled prior to association permit approval and attending tournament.
- Swapping games within the same category is the MOST PREFERRED option and should be attempted before rescheduling of a game to a different time/location
- If a game is rescheduled to a different time/location the team requesting the reschedule is responsible for securing refs for the new game
- **ONLY the team that is requesting the game swap/reschedule needs to apply for a reschedule permit.**
  - Only one reschedule permit submission per swap/reschedule is required.
- Steps to take BEFORE applying:
  - Contact the opposing team to inform them you would like to reschedule the game.





- Team rescheduling must provide ice for the make-up game and must be suitable to the opposing team.
- Opposing team **MUST** play an exhibition game and pay the referees on the original ice slot as Referees are already assigned and **CANNOT** be cancelled
- The final decision on the date of the rescheduled game is that of EFHL League Commissioner so both teams are accommodated.

**FOR GAMES SCHEDULED ON ICE PROVIDED BY OTHER EFHL MEMBER ASSOCIATIONS (BEAUMONT, DEVON, ENOCH, FT. SASKATCHEWAN, ONOWAY, SHERWOOD PARK, SPRUCE GROVE, STONY PLAIN, ST. ALBERT, STURGEON, WETASKIWIN)**

- LEAGUE PLAY IS THE PRIORITY AND MUST COME FIRST
- League games must be rescheduled prior to association permit approval and attending the tournament
- Swapping games within the same category is the MOST PREFERRED option and should be attempted before rescheduling of a game to a different time/location
- If a game is rescheduled to a different time/location the team requesting the reschedule is responsible for securing refs for the new game
- **ONLY the team that is requesting the game swap/reschedule needs to apply for the permit.**
  - Only one reschedule permit submission per swap/reschedule is required
- Steps to take BEFORE applying:
  - Contact opposing team to inform them you would like to reschedule the game
  - Team rescheduling the game must provide ice for makeup game and must be suitable to the opposing team
  - Opposing team has three options listed below which are to be INCLUDED in the Game Reschedule Request or provide notice to the Association Ice Allocator:
    - Opposing team must play an exhibition game on the original ice if Opposition can be found-Teams using the ice pay for referees
    - If Opposition cannot be found, opposing team is to use the ice slot for a practice and referees are to be paid by that team
    - If Opposing team cannot use the ice, it is to be returned to the Member Association's Ice Pool and referees cancelled by the association
    - If Opposing team is a no show for a confirmed practice or exhibition game, they will be responsible for ice and referee costs

**FOR ALL GAME RESCHEDULE REQUESTS, PLEASE INCLUDE THE FOLLOWING DETAILS IN THE COMMENTS SECTION**

- In the comments section of the request provide as many details as possible preferably in this format:
- Original Games:
  - Game #19999 - November 29 - SW999 @ EG111 @ RBA @ 17:15
  - Game #19998 - December 16 - SW999 @ SE222 @ MWB @ 19:30
- New Games:
  - Game #19999 - November 29 - SW999 @ SE222 @ RBA @ 17:15
  - Game #19998 - December 16 - SW999 @ EG111 @ MWB @ 19:30



- Note game #s stay with the arena and time. Only the teams move.

## 1.12 EFHL Championships

### 1.12.1 Standings Tie Breaking Formula

- a) The website standings feature various sorts but, in most instances, do not reflect tie breaking formulas. When teams are tied in points the following criteria are used to place the teams in the correct standing for the playoff schedules (based on the last round only):
  - The EFHL tie breaking procedure will follow the process as outline in the Hockey Alberta, Alberta One on page 21.

### 1.12.2 Game Codes

- a) On the website, there is a game code on the left of the schedule. The numbers are not necessarily sequential.
- b) The last 2 digits of this game code are the game # for purposes of placing teams in the correct game.

### 1.12.3 Format

- a) U9, U11, U13 and U15:
  - Numbers of teams in each Tier determines how many pools and teams in a pool
  - Seeding is based on Final Round Standings and is the same in all Divisions and Tiers
- b) U18:
  - A modified double knockout format will be used
  - Seeding is based on Final Round Standings

### 1.12.4 Hockey Edmonton Championship Game

- a) All Divisions and Tiers will have a single championship game.
- b) Sudden Victory Overtime will be used if necessary.
- c) There will be NO TIMEOUTS in City Championship games.
- d) Use the 5 minute / 2 minute procedure to end the third period when time is insufficient (refer to 8.4: Scorekeeping & Timekeeping).

### 1.12.5 Playoff Overtime where a winner needs to be declared

- a) The teams will not change ends for the overtime period.
- b) To commence overtime:
  - The face-off will be at center ice, and
  - Each team will three players and one goaltender on the ice to commence the 5 minute overtime period.
- c) Overtime shall be:



- Stop time and 5 minutes in length.
- Play in 3 on 3 for 5 minutes.
- If still tied after 5 minute overtime games will move to a shoot-out.
- Three players will be selected for each team for shoot out and all three players for each team will receive a penalty shot.
- If still tied after the first three rounds of shoot out, sudden death shoot out until a winner is determined.
- All players on the team must shoot prior to a player being permitted to shoot twice during shoot-out.
- Any player issued a 10 minute misconduct, game misconduct, match penalty, gross misconduct or game ejection is not eligible to shoot.

#### 1.12.6 Penalties in Overtime

- a) Any penalties that are not served during regulation time will continue into overtime and must be served in their entirety.
- b) During overtime, if a team takes a penalty, the format will move to 4 on 4 with the offending team reduced to three players. If a second penalty is taken, the format will move to 5 on 5 with the offending team reduced to three players.

#### 1.12.7 Playoff Scores

Scores and penalties MUST be input and game sheets, along with any incident reports, must be input on the respective league websites immediately after each playoff game is finished. Disciplined and Division Directors are to be provided with a copy of all incident reports immediately by the offending team.

### APPENDIX E: RESPECT THE GAME

- a) In the interests of sportsmanship and fair play, all those involved in minor hockey shall observe the tenets of fair play as identified in the [Hockey Canada Fair Play Code, Respect in Sport principles and practices as well as](#) EFHL [RESPECT the GAME program](#).
- b) The RESPECT the GAME program:
  - commits members of EFHL member organizations to promote and honor the values of fun, respect, and positive development by eliminating unacceptable off-ice behaviour, and
  - provides all members of EFHL member organizations the opportunity to report incidents that may infringe on the RESPECT the GAME -program and fair play.



### 2.3 RESPECT the GAME Incident Reports

- a) [Incident Report Forms](#) for reporting conduct that contravenes the RESPECT the GAME are available on the EFHL website.
- b) An Incident Report may be submitted by any spectator, parent, coach, manager, referee, league official, or rink attendant for any behaviour that falls outside on-ice infractions assessed by the on-ice officials during game play.
- c) An Incident Report must contain:
  - the name of the offending individual,
  - the team with which the individual is associated (if applicable),
  - the names of witnesses (if any), and
  - a clear statement of the conduct being reported.
- d) Incident Reports must be submitted to the EFHL League commissioner.

### 2.4 Minimum RESPECT the GAME Suspensions

“RESPECT the GAME Minimum Suspensions” are applicable to players, coaches, or bench staff whose conduct on or off the ice is deemed to be unbecoming or detrimental to the game and was not addressed on a game sheet and game incident report (by the referee because of an infraction of a Hockey Canada playing rule), including but not limited to anyone:

- in or on arena property who are there as a spectator, player, parent, team official, referee, etc. who are not or cannot be written up on the Game Sheet for EFHL League and Championship Games Only.
- a) The offender shall be suspended from all EFHL Hockey activities with all teams the offender is associated with during the period of their suspension.
  - b) In addition to the following suspensions, the offender may be required to take, and provide proof of, the online [Respect in Sport](#) program.

A table of “RESPECT THE GAME Minimum Suspensions” for typical unbecoming conduct follows.

## 2.4(c) RESPECT the GAME: Minimum Suspensions

Offence	Suspension
<b>Failure to Comply</b>	
with EFHL Bylaws or Operating Directives	Indefinite Suspension for Discipline Committee to assess
with direction given by an official	
refusal to cooperate with an official	the greater of six weeks or 6 games
<b>Unbecoming Conduct</b>	
Making inappropriate or unsuitable remarks	the greater of two weeks or 2 games
Discriminatory (race, ethnicity, religion, gender, sexual orientation, language)	the greater of four weeks or 4 games
<b>Abuse</b>	
Verbal abuse	the greater of four weeks or 4 games
Person who orders, implies or suggests to a player to deliberately attempt to injure	the greater of four weeks or 4 games
Threaten or attempt to strike	the greater of six weeks or 6 games
Intentional touches, striking, physical abuse or assault of an Official	Indefinite Suspension for a Discipline Committee to assess sanction up to lifetime ban
<b>Altercations (Pre and Post Game or at Sanctioned Events)</b>	
Verbal Threats	the greater of four weeks or 4 games
Intentional touches or holds	the greater of six weeks or 6 games
Spitting	the greater of eight weeks or 8 games
Throwing of objects	the greater of eight weeks or 8 games
Fighting	Indefinite Suspension Discipline Committee to review & assess sanction
<b>Unauthorized Entry (without expressed permission)</b>	
onto the ice surface (by head coach, assistant coach, bench staff, any spectator)	the greater of four weeks or 4 games
into the referee's dressing room (athlete, coach, manager, spectator, etc.)	Indefinite Suspension for a Discipline Committee to assess
<b>Defiance of suspensions</b>	
if need be, the player attached to the suspended individual will serve the suspension until the individual has agreed to do so (refer to Hockey Alberta 7.1.c).	
First Offence	Doubling of the suspension



Offence	Suspension
Second Offence	Doubling of the suspension and review by Discipline Committee
Third Offence	Indefinite Suspension for a Discipline Committee to assess



## 2.5 EFHL's Ability to Discipline

- a) The EFHL President in consultation with Discipline and Division Directors shall have the power to suspend summarily any player, coach, trainer, manager or official of any team under the auspices of EFHL for any conduct on or off the ice that is deemed to be unbecoming or detrimental to the game. Such suspension to be effective until dealt with by the EFHL Discipline Committee.
  - This authority may be delegated to EFHL officials.
- b) The EFHL President in consultation with Discipline and Division Directors can prevent any spectator from viewing any EFHL game or other activity or entering a facility to view such game or activity under the auspices of EFHL for any conduct that is deemed to be unbecoming or detrimental to the game.
  - This authority may be delegated to EFHL officials.
- c) This authority granted to the EFHL President and Discipline and Division Directors allows for effective and quick action against conduct unbecoming or detrimental to the game and its members of member organizations, as well as action against the team of the contravening spectator.
- d) The EFHL will establish a Discipline Committee which will serve the purpose of hearing complaints received through the "RESPECT THE GAME" program. The Chair of the Discipline Committee will be one of the EFHL Discipline Directors.

## 2.6 Child Abuse Policy

- a) It is the policy of the EFHL that there shall be no abuse and neglect, whether physical, emotional, or sexual of any individual in any of its programs. When necessary, EFHL will follow Hockey Canada's policy on [Bullying, Harassment, and Abuse](#).
- b) Child abuse is defined as any form of physical, emotional and/or sexual mistreatment or lack of care (neglect) which causes physical injury or emotional damage to a child.
  - In Alberta, a person is considered a child up to the age of 18 years.
  - A common characteristic of all forms of abuse against children and youth is an abuse of power or authority and/or breach of trust.
  - Personnel (part-time and full-time staff, volunteer, team official, on ice official) or Hockey Canada partner (parent, guardian) who, has reasonable grounds to suspect that an individual is or may be suffering or may have suffered from emotional abuse, physical abuse, neglect, and/or sexual abuse shall immediately report the suspicion and the information on which it is based to the local child protection agency and/or the local police detachment.
  - Any person, who is found guilty of abuse or neglect, as defined above, may be the subject of a criminal investigation and/or disciplinary procedures.



- c) EFHL expects every parent, volunteer and staff member to take all reasonable steps to safeguard the welfare of its players and protect them from any form of maltreatment.
- d) EFHL considers any form of abuse or neglect to be unacceptable and will do all it can to prevent this intolerable social problem by promoting awareness of all forms of abuse and neglect by providing educational materials and programs for players, parents, volunteers and staff members.

## 2.7 Bullying & Harassment

- a) It is the policy of EFHL that harassment and bullying in all its forms will not be tolerated during the course of any Hockey Canada activity or program. When necessary, Hockey Edmonton will follow Hockey Canada's policy on [Bullying, Harassment, and Abuse](#).
- b) Harassment is defined as conduct, gestures, or comments which are insulting, intimidating, humiliating, hurtful, malicious, degrading, or otherwise offensive to an individual or group of individuals, and which create a hostile or intimidating environment for work or sports activities, or which negatively affect performance or work conditions.
- c) Any of the different forms of harassment must be based on the grounds prohibited in human rights legislation, such as race, ethnicity, colour, religion, age, sex, marital status, family status, disability, pardoned conviction, and sexual orientation.
- d) All EFHL personnel (staff, volunteers, team or on-ice officials) and partners (parents, guardians) are responsible for making every reasonable effort to uphold this commitment.
  - This includes refraining from harassing or bullying behaviour, and responding appropriately to minor and serious incidents of harassment or bullying.
  - Minor incidents of harassment or bullying should be corrected promptly and informally, taking a constructive approach and with the goal of bringing about a change in negative attitudes and behaviour.
  - More serious incidents should be dealt with according to Hockey Edmonton and Hockey Canada policy.
  - Complaints should be handled in a timely, sensitive, responsible, and confidential manner.
  - There should be no tolerance of reprisals taken against any party to a complaint.
  - The names of parties and the circumstances of the complaint should be kept confidential except where disclosure is necessary for the purposes of investigation or taking disciplinary measures.
- e) Players and other members of member organizations are expected to refrain from harassing or bullying behaviour and are encouraged to report incidents of harassment or bullying.





- f) Harassment may occur among anyone between peers (e.g.: player to player of the same age group, parent to official, coach to coach) or between someone in a position of power or authority and an adult in a subordinate position (e.g.: coach to player, sports administrator to employee).