

**Hockey Regina Inc**  
**Board of Directors Meeting**  
**Minutes**  
**Tuesday May 14, 2019**

**Attendance:**

Trevor Mitchell (Chair), Larry Wees, Christie Bjolverud, Mark Burton, Cory Shaw, Ross Johns, Shauna Schell, Scott Tresek, Sean Kilback, Blair Watson (Staff)

**Regrets:** Rachielle Thackeray, Geoff Thachuk,

**1. Call to order**

Trevor called the meeting to order at 7:00PM.

**2. Minutes**

*MOTION: To approve the April 30 minutes. Moved Christie, Seconded Cory*  
*CARRIED*

**3. Board Positions**

- *MOTION: To appoint Sean Kilback to the Board as Midget Director. Moved Christie, Seconded Ross CARRIED*

**4. Evaluations (Appendix A)**

- Blair handed out a summary of the current process for evaluations
- For Novice took out the scrimmage and added another skill session
- Will look to add a goalie session for Female Atom + Pee Wee

**5. Team Selection (Appendix B)**

- Blair handed out a summary of the Team selection process
- Discussion about decreasing the # of guaranteed spots for AA/A Pee Wee – Midget. No changes to current amounts
- Discussion on making the number of guaranteed spots in Female the same as Co-ed. *MOTION: To increase the number of guaranteed spots in Female to the following: Pee Wee AA/A increase to 12, Bantam/Midget AA increase to 10. Moved Scott, Seconded Cory. CARRIED*
- At next meeting will take a look at the selection matrix for each division

## 6. HRI Regulations (Appendix C)

- Blair went through the regulations. Changes as follows:
  - B.10 Midget AAA – Delete the number of imports. SHA mandated no import restrictions for Female AAA starting this year. It will be mandated for Male the following season.
  - C.01 – Delete the reference to looking at requests in forming Initiation teams
  - D.01 – Directors do not attend parent meetings at start of season
  - E.01 – Delete Technical Director
  - E.07 – Increase fine to \$250
  - E.11 to E15 – Change wording around number of tournaments
  - F.04 – Delete max/min number of AP's
  - G.05 – If ref complaint, e-mail the office
  - G.13 – Notify office if no refs
  - G.18 – Delete playoff mercy rule and make it the same as the regular season
  - J.01 – Delete penalties reporting done by coaches.
  - J.02 – Delete a+b, as it is covered in Rule Book and Code of Discipline
  -
- *MOTION: To approve changes as noted. Moved Scott, Seconded Cory CARRIED*

## 7. **Next Meeting**

May 29

7:00PM @ HRI

## Evaluations Overview

### Overall

- Use independent evaluators and coaches for all age groups
- Independents run all skill sessions

### Initiation

Initiation does not have evaluations.

### Novice

- Coaches evaluate their own zone only.
- 3 skill sessions. then assign players to teams
- **Changes: Dropped the scrimmage and added a skill session**

### Atom

➤ Players can register for A or B or C

#### A-A

- The evaluation process for A-A will be a two stage process. The first stage will consist of the following:
  - One (1) skill session
  - One (1) controlled scrimmages
  - One (1) goalie skill session
- Note any player that played A-A in HRI the previous year will automatically go directly to the second stage of the evaluations
- At the conclusion of the first stage, go down to approx. the top 160 skaters and 24 goalies (plus injured, etc). These players get two more scrimmages at Atom A.
  - For the skaters the scores from the skill session **will** carry forward.
  - For the goalies the scores from the goalie session will carry forward to the second stage
- After the last two Atom A scrimmages the teams are picked

#### A-B

- Coaches evaluate their own zones only.
- All players get the following:
  - One (1) skill session
  - One (1) controlled scrimmages
  - One (1) goalie skill session
- After the A-B scrimmage the teams are picked.

#### A-C

- Coaches evaluate their own zones only.
- All players get one (1) skill session, and one (1) scrimmage.
- **Note: players not placed on an A-B team, do not skate in A-C**

### **A-Female**

- All players get the following:
  - One (1) skill session
  - Two (2) controlled scrimmages
- After the scrimmages the teams are picked.

### **Pee Wee**

- Players can register for AA, A/B, C

#### **PW-AA**

- The evaluation process for PW-AA will be a two stage process. The first stage will consist of the following:
  - One (1) skill session
  - One (1) controlled scrimmage
  - One (1) goalie skill session
- Note any players that played PW-AA in HRI the previous year will automatically go directly to the second stage of the evaluations
- At the conclusion of the first stage, go down to apprx. the top 110 skaters and 16 goalies (plus injured, etc). These players get two more scrimmages at PW-AA. Included in these players are the players that went directly to the second stage.
  - For skaters the scores from the skill session **will** carry forward.
  - For the goalies the scores from the goalie session will carry forward to the second stage
- After the second stage the teams are picked

#### **PW-A**

- The evaluation process for PW-A will be a two stage process. The first stage will consist of the following:
  - One (1) skill session
  - One (1) controlled scrimmage
  - One (1) goalie skill session
- At the conclusion of the first stage, go down to apprx. the top 140 skaters and 20 goalies (plus injured, etc). These players get two more scrimmages at PW-A.
  - For skaters the scores from the first two sessions **will** carry forward.
  - For the goalies the scores from the goalie session will carry forward to the second stage
- After the second stage the teams are picked

#### **PW-B**

- All players get two (2) scrimmages. The scores from PW-A will not carry forward.
- After the PW-B scrimmages the teams are picked.

#### **PW-C**

- All players get one (1) skill session and one (1) scrimmages.
- Players that did not make PW-B do not skate at PW-C they will be placed on a team.
- After the PW-C scrimmages the teams are picked



### **PW-Female**

- All players get the following:
  - One (1) skill session
  - Two (2) controlled scrimmages
- After the scrimmages the teams are picked.

### **Bantam**

- Players can register for AA, A or B

#### **B-AA**

- The evaluation process for B-AA will be a two stage process. The first stage will consist of the following:
  - Two (3) controlled scrimmages
  - One (1) goalie skill session
- At the conclusion of the first stage, each B-AA coach will select eighteen (18) skaters and up to three (3) goalies
- In stage two of the evaluations, each team will practice (apprx 3 times) and play two (2) exhibition games
- After the second stage the coaches will finalize their roster

#### **B-A**

- The evaluation process for B-A will consist of the following:
  - Three (3) controlled scrimmages
  - One (1) goalie skill session
- The scores from B-AA will not carry forward.
- After the B-A scrimmages the teams are picked.

#### **B-B**

- All players get two (2) scrimmages.
- After the B-B scrimmages the teams are picked

### **B-Female**

- Players can register for AA or A

#### **AA**

- The evaluation process for AA will be a two stage process. The first stage will consist of the following:
  - Two (3) controlled scrimmages
- At the conclusion of the first stage, the AA coach will select eighteen (18) skaters and up to three (3) goalies
- In stage two of the evaluations, the AA team will practice (apprx 2 times) and play exhibition games
- After the second stage the coaches will finalize their roster

#### **A**

- The evaluation process for A will consist of the following:
  - Two (2) controlled scrimmages
- After the A scrimmages the teams are picked.

## **Midget**

- Players can register for AA, A, B or C

### **M-AA**

- The evaluation process for M-AA will be a two stage process. The first stage will consist of the following:
  - Four (4) controlled scrimmages
  - One (1) goalie skill session
- At the conclusion of the first stage, each M-AA coach will select approx twenty-two (22) skaters and up to three (3) goalies
- In stage two of the evaluations, each team will practice (approx 2 times) and play two (2) exhibition games
- After the second stage the coaches will finalize their roster

### **M-A**

- The evaluation process for M-A will consist of the following:
  - Three (3) controlled scrimmages
- The scores from M-AA will not carry forward.
- After the M-A scrimmages the teams.

### **M-B/C**

- All players get two (2) scrimmages.
- After the M-B scrimmages the teams are picked

## **M-Female**

- Players can register for AA or A

### **AA**

- The evaluation process for AA will be a two stage process. The first stage will consist of the following:
  - Two (3) controlled scrimmages
- At the conclusion of the first stage, the AA coach will select eighteen (18) skaters and up to three (3) goalies
- In stage two of the evaluations, the AA team will practice (approx 2 times) and play exhibition games
- After the second stage the coaches will finalize their roster

### **A**

- The evaluation process for A will consist of the following:
  - Two (2) controlled scrimmages
- After the A scrimmages the teams are picked.

## **Team Selection Overview**

### **Initiation**

HRI forms teams based on address/school/requests.

### **Novice**

- HRI forms teams based on evaluation scores
- Coaches able to make trades

### **Atom**

#### **A-A: (8 teams – 14 skaters/team)**

- Top 136 skaters, 24 goalies and injured/absent eligible to be selected
- Coach can select any eligible player at any time
- Coaches player selected in round ranked
- Top 88 skaters must be selected (8 teams @ 11 players)

#### **A-B: (6 teams/zone – 14 skaters/team)**

- Top 102 skaters, 18 goalies and injured/absent eligible to be selected
- Coach can select any eligible player at any time
- Coaches player selected in round ranked
- Top 66 skaters must be selected (6 teams @ 11 players)

#### **A-C**

- Players are grouped into flights
- Three flights are on the table at the start of every round.
- Coaches player selected in round ranked
- Injured/absent players are selected at the end

### **Pee Wee**

#### **PW-AA: (5 teams – 15 skaters/team)**

- Top 100 skaters, 15 goalies and injured/absent eligible to be selected
- Coach can select any eligible player at any time
- A pre-evaluation meeting is held whereby the coaches slot where their player would be drafted.
- Top 60 skaters must be selected (5 teams @ 12 players)

#### **PW-A/B: (7 teams – 15 skaters/team)**

- Top 126 skaters, 21 goalies and injured/absent eligible to be selected
- Coach can select any eligible player at any time
- Coaches player selected in round ranked
- Top 84 skaters must be selected (7 teams @ 12 players)

#### **PW-C**

- Players are grouped into flights
- Three flights are on the table at the start of every round.
- Coaches player selected in round ranked
- Injured/absent players are selected at the end

## **Bantam**

### **B-AA (3 teams – 15 skaters/team)**

- Top 69 skaters, 10 goalies and injured/absent eligible to be selected
- Coach is eligible to protect a maximum of 4 players that played on that BAA team the year prior. The protected players are the coaches first picks.
- Coach can select any eligible player at any time
- Top 30 skaters must be selected. (**Decision: Decrease number of guaranteed?**)

### **B-A (6 teams – 15 skaters/team)**

- Top 108 skaters, 18 goalies and injured/absent eligible to be selected
- Coach can select any eligible player at any time
- Coaches player selected in round ranked
- Top 60 skaters must be selected (**Decision: Decrease number of guaranteed?**)

### **B-B**

- Players are grouped into flights
- Three flights are on the table at the start of every round.
- Coaches player selected in round ranked
- Injured/absent players are selected at the end

## **Midget**

### **M-AA (3 teams – 17 skaters/team)**

- Top 81 skaters, 10 goalies and injured/absent eligible to be selected
- Coach is eligible to protect any skater/goalie that played on that MAA team the year prior. The protected players are the coaches first picks.
- Coach can select any eligible player at any time
- Top 30 skaters must be selected by round 17

### **M-A (4 teams – 17 skaters/team)**

- Top 100 skaters, 12 goalies and injured/absent eligible to be selected
- Coach can select any eligible player at any time
- Coaches player selected in round ranked
- Top 40 skaters must be selected

### **M-B+C**

- Players are grouped into flights
- Three flights are on the table at the start of every round.
- Coaches player selected in round ranked
- Injured/absent players are selected at the end



## **Female**

### **Atom**

#### **B (2 teams – 14 skaters)**

- Top 34 skaters, 4 goalies and injured/absent eligible to be selected
- Top 20 skaters must be selected

#### **C**

- Players are grouped into flights
- Three flights are on the table at the start of every round.
- Coaches player selected in round ranked
- Injured/absent players are selected at the end

### **Pee Wee**

#### **AA (1 team – 15 skaters)**

- Top 18 skaters, 4 goalies and injured/absent eligible to be selected
- Top 8 skaters must be selected (**Decision: Increase number of guaranteed 12?**)

#### **A (1 team – 15 skaters)**

- Top 18 skaters, 4 goalies and injured/absent eligible to be selected
- Top 8 skaters must be selected (**Decision: Increase number of guaranteed 12?**)

#### **B**

- Players are grouped into flights
- Three flights are on the table at the start of every round.
- Coaches player selected in round ranked
- Injured/absent players are selected at the end

### **Bantam and Midget**

#### **AA (1 team – 15 skaters)**

- Top 23 skaters, 4 goalies and injured/absent eligible to be selected
- Top 8 skaters must be selected (**Decision: Increase number of guaranteed 10?**)

#### **A**

- Players are grouped into flights
- Three flights are on the table at the start of every round.
- Coaches player selected in round ranked
- Injured/absent players are selected at the end

B.02 HRI offers the following programs:

**Initiation Program:** Programs for 5 and 6 year-old players. The primary focus is on fun and skill development.

**Tiered Hockey:** A developmental league with tryouts/evaluations (and possible cuts) for players who have a high level of commitment in terms of time and finances.

**Non-Body Checking Hockey:** A league for players (Bantam to Midget) who want a recreational level of hockey with no body checking.

**Female Hockey:** A program for females to play on an all female team in the Initiation to Midget age-division.

Commented [BW1]: Bantam not in Midget NBC

B.03 In order to ensure HRI has accurate counts of players wishing to play hockey, a non-refundable evaluation fee and deadline for registering for hockey may be established and set by the Board of Directors.

B.04 A player may register and play for only one league but may play for a school team when it does not conflict with HRI play.

B.05 Only those players who are properly registered with HRI and SHA may participate in league, tournaments or exhibition games. Coaches who dress or play ineligible players, including players not approved, as affiliated players will be subject to disciplinary action.

B.06 Players residing in Regina shall play in zones designated by the Board of Directors and shall not be allowed to transfer from one zone to another (excluding goaltenders). In order to complete or fill team rosters, the Board of Directors may move players to other zones.

B.07 For HRI registration purposes, the address for players shall be the address of the player's parent(s) and/or the address of the person who is in loco parentis of the player as of September 1 of the season in question. Residential qualifications are as per SHA Regulations.

B.09 HRI has the right to require proof of address and age as stated on the registration form. Additional proof of primary residence may be required.

B.10 Midget AAA

1. Male (Regina Pat Canadians):

- Registrations will be open to any Bantam or Midget aged player in Saskatchewan using residential qualifications as per SHA regulations.
- There must be a minimum of 15 players on the 20 player active roster that are bonafide Regina City residents by September 1st of the current playing season, using residential qualifications as per SHA regulations.
- The team must be down to their roster of 20 active 48 hours prior to the start of the SMAAAHL regular season. Any extension must be approved by the Board.

Commented [BW2]: Do we want to keep? This will be eliminated by SHA in 2020/21

2. Female (Regina Rebels):

- Registrations will be open to any Bantam or Midget aged player in Saskatchewan, using residential qualifications as per SHA regulations,
- ~~There must be a minimum of 50% of the players on the active roster that are bonafide Regina City residents by September 1st of the current playing season, using residential qualifications as per SHA regulations.~~

Commented [BW3]: Delete. SHA eliminated this

B.11 HRI Release Policy

B.14 No Pay-No Play Policy:

1. Registration as a player in HRI involves more than just playing in league and playoff games. A player is expected to participate in the league games, playoff games, the minimum number of practices and tournaments as per HRI Regulations and is responsible for costs thereof.
2. Each team is required to establish a team budget at a parent's meeting early in the season. Team budgets cannot exceed HRI guidelines and are to be approved by the appropriate Division Director. The team budget will specify the dollar figure that each player is to contribute.
3. Player/parents that anticipate having difficulty being able to contribute the funds required for the team fees are to discuss the situation with the team manager, treasurer and/or coach at the earliest possible time. Upon this notification, it is recommended that the team provide opportunities for an installment payment plan and/or fund-raising alternatives. If a player/parent is unable to fulfill their team fee obligations via installment payments or fund-raising alternatives, the team has the option of suspending the player until the necessary funds are paid. It is the expectation of HRI that all possibilities be explored prior to the player being suspended.

B.15 Refund Policy: The effective date for all refunds shall be the date that the HRI office is informed in writing that the player has quit. Refunds are calculated as follows:

1. A refund of 75% of the HRI registration fee will be issued if the player quits after placement on a team and before November 15.
2. A refund of 50% of the HRI registration fee will be issued if the player quits after November 15 and before December 15.
3. A refund of 25% of the HRI registration fee will be issued if the player quits after December 15 and before January 15.
4. No refund will be issued if a player quits after January 15.
5. Long term Injury: Should a player receive a long term injury, during the season, that is not a season ending injury and it requires the player to miss two (2) months or more of the season, the player will be eligible for a rebate of their HRI registration fees based on the amount of regular season games missed. Medical documentation will need to be supplied to receive the rebate.

**C. TEAM SELECTION AND TRYOUTS**

C.01 Upon registering, a player will elect the tier/level that they will be evaluating for;

Player evaluations by an independent evaluation process will be the method followed for ranking players on teams in all age divisions except Initiation. Teams will be formed by a draft or Division Director to determine the final player placement on teams. All players must participate in the evaluation process as set out by HRI. Complete player evaluation and team selection processes for all divisions will be available on the HRI website.

There will be no formal player evaluations for Initiation. All Initiation teams will be formed by HRI. ~~When forming Initiation teams every effort will be made to accommodate friends/schoolmates who would like to play on a team together.~~ Coaching selection and assignment will be decided following team formation.

Commented [BW4]: We do not look at this

C.04 HRI endorses the participation in other activities. After team selections, HRI will try to accommodate players to allow them to participate in other activities but not to conflict with their commitment to their chosen hockey program



**D. UNIFORMS AND EQUIPMENT**

D.01 Teams may, but are not required to, purchase 3rd jerseys and socks. No coach, assistant coach or other team official shall purchase or order 3rd jerseys, socks or any other team wearing apparel unless and until such purchase has been approved by a majority of the players' parents at a parents' meeting held at the beginning of the season at which either the Division Director or Commissioner is present.

Commented [BW5]: Directors don't attend meetings

D.02 3<sup>rd</sup> jerseys are not allowed to be worn in HRI league or playoff games.

D.03 All equipment is subject to the general jurisdiction of the HRI Equipment Manager in accordance with existing regulations governing sponsorship, safety and care of equipment.

D.04 Player's names are not to be put on HRI assigned jerseys.

D.05 Jerseys will be considered purchased by the player if any damage occurs because of alterations.

D.06 Captain/assistant captain crests are to be affixed to a patch that is to be sewed on the HRI assigned jersey and be removed prior to the jerseys being returned at the end of the season.

**E. TEAM REGULATIONS**

E.01 The League shall advertise and receive applications for coaches for all teams in all divisions. The Technical Director and Division Directors will oversee the selection process. When coaches are not in place at the start of division evaluations, coaches shall be appointed to these positions. All team officials are subject to ratification by the Board of Directors at the next Board meeting. All information collected during the evaluation of a coach, including parent evaluations, will be protected by the HRI Privacy policy.

Commented [BW6]: We do not have a TD

E.02 As per SHA Regulations, team officials (Coaches, Volunteer, Trainer) are required to have obtained the necessary training to oversee a team. This includes obtaining the proper coaching certification levels, attending the required courses that include, but may not be limited to, Respect in Sport and Safety and providing an original Criminal Records Check and being registered on the SHA certification form. Teams will be assessed a fine from SHA for each and every instance of missing a SHA requirement for their team officials as at the deadline prescribed by the SHA. Also, as per SHA, failure to obtain the proper coaching certification by the SHA deadline, may result in the coach being removed from the team.

E.03 Coaches are to meet with the player's parents at the start of the season. The Division Director or Commissioner must be invited to attend the initial parent meeting where the team approves the manager, treasurer and the team budget. Teams cannot appoint a person as manager or treasurer that is in the same family (husband/wife/partner, etc.) as any of the other team positions of authority (coaches, manager, treasurer).

E.04 A financial statement is to be provided by each team prior to November 1<sup>st</sup> and a mid-season statement filed by February 15<sup>th</sup> or as requested. The final financial statement and return of unused funds to parents is to be completed as soon as possible after the conclusion of the current hockey season.

E.05 Maximum team budgets will be posted on the HRI website. Items in the team's budget include, but are not limited to the following: registration fees, tournament fees, practice ice costs; gym rentals; team outings or meals; coach accommodation and meals where applicable; and any other costs associated with the operation of the team. Transportation costs such as bus rental are not included but must be agreed to by the participating parents. Note that team apparel purchases are strictly voluntary and a family may wish to not participate. Teams or team officials not conforming to HRI budget guidelines or exceeding team maximums will be subject to disciplinary action (suspension or dismissal).



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E.06 Teams are expected to pay for out of pocket expenses for registered coaches who do not have a child on the team. These expenses will include, but may not be limited to, out of town travel costs and over-night tournament accommodation (based on shared accommodation) and meals. In the event this regulation is used, these expenses must be factored into the overall team budget and the entire team is responsible for these expenses. Maximum number of non-parent coaches covered will be 3.

E.07 HRI and Associate Member teams are accountable for payment of all clean up and repairs to arena equipment and facility damages for which their players/team are responsible. Damages are to be reported to the HRI office immediately. HRI may also levy a minimum \$250.00 fine (depending on severity) against teams identified as responsible for damage and/or clean up by the arena staff.

Commented [BW7]: Increase to \$250 from \$50

E.08 Coaches or other team officials shall attend any and all meetings called by the Division Director or other Board members, or face disciplinary action (suspension or dismissal).

E.09 A coach is responsible for the discipline and conduct of his/her players and may impose reasonable sanctions. Any disciplinary measure may be appealed to the Division Director.

E.10 INITIATION

- a) Each team shall have a maximum of 15 skaters, no goalies.
- b) Ice session length will be 60 minutes.
- c) Each team may attend a maximum of 3 (parent-approved) tournaments (one day), not including their division tournament.
- d) The Season model will follow the directive established by Hockey Canada for Initiation and look like this:
  - First set of four shared ice times would be used solely for individual player development
    1. Teams may use this ice time as individual teams but are encouraged to work together through station work. HRI will work to ensure teams are grouped together to provide consistency of coaching.
    2. HRI will attempt to schedule 2 teams for each of these 1<sup>st</sup> 4 ice times
  - After the 1<sup>st</sup> 4 shared ice times each team will be assigned specific game and practice ice times. The goal is to provide 2 hours of practice ice for every 1 hour of game time. When your game time has 3 teams scheduled teams will share the ice as follows:
    1. Each team will play 40 minutes of game on cross ice Surface. The remaining 20 minutes will be used to hold a skill development session
    2. Coaches will stop play every 2 minutes to change lines during your game session
  - The yearend tournament will consist of half ice games
- e) The IP will use a 4.5 oz. (blue) puck only, each team will be provided with (20) pucks to be returned with the jerseys at the end of the season.
- f) Slapshots will not be allowed in the Initiation Division

E.11 Novice

- a) Each HRI team shall have between 12 and 14 players. Each team is expected to have a minimum of 25 practices per year.

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- b) Game length: 60 minutes; 5 minute warm-up, 1st and 2nd period 15 minutes running time, 3rd period 20 minutes (17 minutes running time, 3 minutes stop time).
- c) Each team may attend a maximum of 3 (parent-approved) tournaments, not including their division tournament (1 overnight maximum).

Commented [BW8]: Do we wish to Keep? Adjust the #?

E.12 Atom (A/B)

- a) Each HRI team shall have between 13 and 15 skaters and 2 goalies. Each team is expected to have a minimum of 30 practices per year.
- b) Game length: 75 minutes; 5 minute warm-up, 3-15 minute stop-time periods.
- c) Each team may attend a maximum of 4 (parent-approved) tournaments, not including their division tournament (2 overnight maximum).

Commented [BW9]: Keep? Adjust?

Atom (C)

- a) Each HRI team shall have between 13 and 15 skaters and 2 goalies. Each team is expected to have a minimum of 25 practices per year.
- b) Game length: 75 minutes; 5 minute warm-up, 3-15 minute stop-time periods
- c) Each team may attend a maximum of 3 (parent-approved) tournaments, not including their division tournament (1 overnight maximum).

Commented [BW10]: Keep? Adjust?

E.13 Pee Wee (AA/A/B)

- a) Each HRI team shall have between 13 and 15 skaters and 2 goalies. Each team is expected to have a minimum of 45 practices per year.
- b) Pee Wee AA will play league games in the Sask AA Hockey League (SAAHL) and shall follow the rules and regulations of the SAAHL.
- c) Game length: 120 minutes; 5 minute warm-up, 3-20 minute stop time periods; ice cleaned every two periods

Pee Wee (C)

- a) Each HRI team shall have between 13 and 15 skaters and 2 goalies. Each team is expected to have a minimum of 25 practices per year.
- b) Game length: 90 minutes; 5 minute warm-up, 1st period 15 minutes, 2nd period 20 minutes, 3rd period 20 minute, all periods stop time
- c) Any overnight or out of town tournament must be approved by a majority of parents and fit within the team's budget.

E.14 Bantam (AA/A)

- a) Each HRI team shall have between 14 and 17 skaters and 2 goalies
- b) Bantam AA will play league games in the Sask AA Hockey League (SAAHL) and shall follow the rules and regulations of the SAAHL.
- c) Bantam A game length: 120 minutes; 5 minute warm-up, 3-20 minute stop time periods; ice cleaned every two periods

Bantam (B)

- a) Each HRI team shall have between 13 and 15 skaters and 2 goalies Each team is expected to have a minimum of 25 practices per year.
- b) Game length: 120 minutes; 5 minute warm-up, 3-20 minute stop time periods; ice cleaned every two periods
- c) Any overnight or out of town tournament must be approved by a majority of parents and fit within the team's budget.

G.09. In the event the game does not begin at its scheduled time for any reason; adjustments shall be made to the playing time to ensure the game ends at its scheduled time.

G.10 Time-outs are not allowed in any Initiation, Novice and Atom Divisions HRI regular season or playoff games. In all the HRI Pee Wee, Bantam and Midget divisions each team will be allotted one (1) thirty second timeout per game.

G.11 GAME CANCELLATIONS WILL NOT BE TOLERATED. All parties involved must complete the game change form and submit to the HRI office prior to changing any regular season game.

G.12 If a team does not follow the game change procedure or chooses to participate in other events, rather than scheduled league games, the Division Director in coordination with the Director of Officials/Suspensions, shall suspend the coach(s) for a minimum of two games. Recurring suspensions will result in the coach(s) being suspended for the remainder of the season. The team will be responsible for all costs normally incurred for that game (ice rental, referees, timekeepers, etc.). Teams are encouraged not to schedule other activities during playoffs. HRI league and playoff games take precedence over all tournament and exhibition games.

G.13 If all the game officials do not show up for or are late for more than 15 minutes from the specified game start, the game is to be replayed. The team coaches are responsible for advising the HRI office ~~Division Director~~. The ice session is then to be used as a practice.

Commented [BW12]: Housckeping

G.14 In the case of stormy weather conditions that may prevent teams traveling on highways for league/playoff games, the following process are to be used: Safety of the players is the primary concern however teams should make every effort to play scheduled league games where possible.

- a) Contact the Saskatchewan Highway Hotline to determine if weather warnings are in effect
- b) If weather warnings are in effect the traveling team officials are to make a decision if the game is to be cancelled.
- c) If a game is to be cancelled the team officials are to contact the HRI Scheduler and the HRI Office or the appropriate Division Director to advise of the team's decision not to travel and game cancellation is required. The canceling team officials are to contact the other team's coach to advise of the game cancellation.
- d) If the game is outside Regina it is the responsibility of the Associate Member team to make cancellation arrangements with the referees/timekeepers.
- e) If the game is outside Regina the two-team coaches are to agree on a rescheduled game, complete a game change form.
- f) If the game cannot be rescheduled in a reasonable time frame the game will be a 0-0 tie.

G.15 Game Results Reporting: It is the responsibility of, the Home team in Atom through Midget, to report the game score, statistics, suspensions or ejections within 12 hours.

G.16 It is recommended that mouth guards be worn by all players, excluding goaltenders, in all divisions.

G. 17 Regular season mercy rule - if a team is ahead by 5 goals or more, in the last 5 minutes of the 3<sup>rd</sup> period, the game clock shall run continuously. If the goal spread goes back to under 5 goals, the game reverts back to stop time.



G.18 Playoff mercy rule - if a team is ahead by 5 goals or more in the 3rd period, the game clock shall run continuously. If the goal spread goes back to under 5 goals, the game reverts back to stop time.

Commented [BW13]: Delete(?) and keep the same mercy rule as regular season

## H. PLAYOFFS

H.01 All teams shall make the playoffs, unless otherwise stated. Not all Midget teams will make playoffs

H.02 Teams must be available for all scheduled playoff games. Teams forfeiting playoff games will be subject to disqualification from the remainder of the playoffs.

H.03 Tie Breaking Procedure is as follows:

As per SHA Regulation 3.08.01 the following criteria shall be used to determine team standings in the event of a tie at the conclusion of the regular season:

### 1. Two teams Tied

- Best win record in games played between tied teams
- If still tied, the team with the best win record
- If still tied the team with the best goal average in all games would qualify. The goal average of a team is determined by dividing the total number of goals for by the total number of goals for and against. Example: Total goals for = 10, total goals against = 4, percentage =  $10/14 = .714$ . Note that a maximum of 7-goal difference per game will be used in the calculation of the game ratio. This will be calculated from the actual "goals for" of the losing team in the particular game.
- If still tied, the team with the least number of minutes in penalties in all games
- If still tied, the team to qualify would be the team which scored the earliest goal in the game(s) between the tied teams.
- If still tied after all previous methods have been applied, the winner will be decided by a single toss of a coin.

### 2. Three or more teams tied

NOTE: This tiebreaker is used to determine the seeding of 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, etc.

- Best point record in games played between tied teams. Note teams must have played same number of games against each other
- Most wins in all games
- If still tied, the team with the best goal average in all games would qualify. The goal average of a team is determined by dividing the total number of goals for by the total number of goals for and against. Example: Total goals for = 10, total goals against = 4, percentage =  $10/14 = .714$ . Note that a maximum of 7-goal difference per game will be used in the calculation of the game ratio. This will be calculated from the actual "goals for" of the losing team in the particular game.
- If still tied the team with the fewest goals against in all the games played
- If still tied, the team with the most goals for in all the games played
- If still tied, the team with the least number of minutes in penalties in all games played
- If still tied, the team with the least number of minutes in penalties in all games
- If still tied, after all previous methods have been applied, the winner will be decided by a single toss of a coin. In a three coin toss, the odd team gains the highest position.

NOTE: Once a step in the three or more team tiebreaker establishes a ranking of a team(s), they assume that position and the remaining teams go to the next step. They do not go back to the "Two Team Tiebreaker"

NOTE: In all games that are forfeited by one team, the score will be declared a 5-0 victory for the non-forfeiting team.



#### HRI 2019/20 Bylaws, Regulations +Minimum Suspensions

I.02 Only protests based upon HRI, Hockey Canada and/or SHA rules, regulations or procedures will be entertained. A protest shall not be accepted for consideration over a referee's discretionary decision.

I.03 The HRI office will forward the notice of protest to the HRI Division Director who may designate a committee to investigate and make recommendations for its resolution to the HRI Division Director. HRI will act on the protest within 96 hours of receiving the protest.

I.04 All Hockey Regina Inc. protest decisions are binding and final.

### J. PENALTIES AND SUSPENSIONS

#### J.01

- a) Coaches are responsible for knowing and following the HRI Code of Discipline, the SHA and Hockey Canada suspension regulations.
- b) All penalties assessed in HRI league/playoff games where suspensions may be involved must be dealt with immediately and must be reported to the Director of Suspensions/Officials by the coach within 48 hours of the infraction or at least 24 hours before their next scheduled league game whichever is earlier. An immediate report is required if the next scheduled game is less than 24 hours after the infraction.
- c) Minimum suspensions as per HRI Code of Discipline are to be applied immediately.
- d) The Director of Officials/Suspensions may apply additional suspensions, depending on the severity of the penalty, its circumstances and the suspension history of the player.

**Commented [BW14]:** With teams submitting the gamesheet, the Stats person submits the infraction to the Director of Suspension.

#### J.02

- a) An ejected player, coach, team official, parent/guardian or spectator shall remove themselves from the area of the playing surface and spectator area immediately, or a suspension could result.
- b) In a situation where a player, coach, team official, parent/guardian or spectator has been instructed by a referee to leave the ice surface area of an arena and declines to do so, the referee can impose delay of game penalties until such person has left the playing surface area or the arena as directed by the referee.
- b) The referee may end the game, and forfeiture against the team associated with that person will result if the person continues to refuse to leave the playing surface area or arena as directed by the referee. In such a case, the score shall be recorded as 5-0 against the team associated with that person.

**Commented [BW15]:** Not needed. Covered in the Rule book.

J.03 While under suspension, players, coaches or team officials (other than the game in which the suspension was drawn) are only allowed within the spectator area of the arena while their team is playing. Suspended players are not allowed on the players bench but are able to enter the dressing room. Coaches or team officials are not allowed in the dressing room or bench area.

**Commented [BW16]:** Not needed, covered in Code of Discipline

J.04 The suspended player, coach or team official's name shall be recorded on the game sheet and that record will indicate which game of the suspension is being served. (Example: 1 of 2, 2 of 3, etc.)

J.05 Players or coaches receiving abnormal numbers of minor or major penalties or suspensions will be referred to the Division Director of Suspensions and may receive additional suspensions.

**Commented [BW17]:** The Director of Suspensions deals with it

J.06 Failure to sit out a suspended player may result in forfeiture of the game. SHA Regulations provide for suspension of any coach who allows a suspended player to play in a game.

3. If the Division Director and the Director of Suspensions/Officials finds that the offence warrants a more stringent suspension, they can increase the suspension accordingly.
4. Minimum Suspensions can be increased but not decreased from the HRI Minimum Suspension Chart.
5. Suspension appeals will be adjudicated by SHA.

### 30 DAY SUSPENSIONS

1. As per the Minimum Suspensions Chart, repeat offenders who continue to offend will be levied 30 day suspensions for any subsequent offences.

### PROBATION

1. Repeat offenders may also be placed on probation following the completion of any suspension according to the minimum suspension chart.
2. A player on Probation will receive a 30 day suspension for their next major penalty or misconduct. (not including check to the head)
3. A player or official may be placed on probation for Code of Conduct offences which are not actual game related offences. They may be told that their probation only covers repeat occurrences of their current offence.
4. Probation periods may encompass the rest of the season, the rest of the playoffs or one calendar year from the conclusion of the last suspension.

### GAME SHEETS

1. Teams will be responsible to input all game sheets from regular season and playoffs games onto the appropriate area of the HRI website within 48 hours. These include goals, assists, penalties, suspensions and parent ejections in their entirety.
2. Failure to input games will result in a \$25 fine from their team's performance bond.
3. Coaches are responsible for their team's game sheets. (Regular season, exhibition games and tournament games)
4. Coaches are responsible to track all of their teams' penalties and track all of their team's Penalties that lie within HRI's Code of Discipline
5. Coaches to use the Code of Discipline chart to track all major penalties, misconducts and areas covered by the Code of Discipline Minimum Suspension Chart.

Commented [BW19]: We have changed our reporting procedure

### SPORTSMANSHIP

1. Handshake at end of Game
  - The Handshake after the game is a time to show positive sportsmanship. Players or Team Officials who display behaviors outside of the Code of Conduct will be penalized. It will be up to the Division Director in consultation with the Director of Officials and Suspensions to decide the consequence for the offender. One such consequence may be an indefinite suspension until the offender writes and/or reads a letter of apology to the team offended against. Any repeat offenders may be placed on probation for one calendar year from the date of the most recent offence occurring during the Handshake.