

Hockey Regina Inc
Board of Directors Meeting
Minutes
Tuesday May 8, 2018

Attendance:

Larry Wees (Chair), Brad Hunt, Christie Bjolverud, Mark Burton, Rick Hagglund, Rachielle Thackeray, Joanne Merk, Ross Johns, , Cory Shaw, Scott Tresek, Geoff Thachuk, Trevor Mitchell, Blair Watson (Staff)

Regrets: Todd Taylor

1. Call to order

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

2. Minutes

MOTION: To approve March 20 and April 24 minutes. Moved Geoff, Seconded Christie. CARRIED

3. Strategic Planning

- Discussion on the strategic plan and how to make it work.
- Full Board involvement, a separate meeting, (day/night)
- Decided to form a committee of Board members. The committee will include Larry, Geoff, Cory and Brad. They will meet and put together a plan of attack

4. Regulations (Appendix A)

- Blair went through some proposed changes to the regulations. They include:
 - E.11-15. Delete director approval on roster sizes for teams.
 - F.04. Changes to the AP's. No Tier 1 skaters to be AP'd to Tier s and no Novice AP's
 - H.01 + 04. Not all Midget teams will make playoffs and to have playoffs/standings for Non-Body Checking
 - H.06 – Pee Wee AA provincials will fall under new AA league
- *MOTION: To approve the Regulation changes as presented. Moved Scott, Seconded Brad CARRIED*

5. Division/Female Communication

- General discussion on who communicates what to the female team playing in Novice, Atom + Pee Wee
- Once the teams are formed the Division Director will communicate to all the teams, including female

6. AA Coaching

- Applications deadline has passed for the AA coaches
- Christie to work with the Division Directors in setting up interviews
- Note that the other coaching application deadline is May 15

7. Next Meeting

May 29

7:00PM @ HRI

E.11 Novice

- a) Each HRI team shall have between 12 and 14 players. ~~The exact roster size to be approved by the Division Director.~~
- b) Each team is expected to have a minimum of 25 practices per year.
- c) 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).
- d) Each team may attend a maximum of 3 (parent-approved) tournaments, not including their division tournament (1 overnight maximum).

E.12 Atom (A/B)

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

Atom (C)

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

Female

- a) ~~Each HRI team shall have between 13 and 15 skaters and 2 goalies. The exact roster size to be approved by the Division Director.~~
- b) ~~Each team is expected to have a minimum of 30 practices per year.~~
- c) ~~Each team may attend a maximum of 4 (parent-approved) tournaments, not including their division tournament (2 overnight maximum).~~

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

- a) Each HRI team shall have between 13 and 15 skaters and 2 goalies. ~~The exact roster size to be approved by the Division Director.~~
- b) Each team is expected to have a minimum of 45 practices per year.
- c) Pee Wee AA will play league games in the Sask AA Hockey League (SAAHL) and shall follow the rules and regulations of the SAAHL.
- d) 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. ~~The exact roster size to be approved by the Division Director.~~
- b) Each team is expected to have a minimum of 25 practices per year.
- c) Game length: 90 minutes; 5 minute warm-up, 1st period 15 minutes, 2nd period 20 minutes, 3rd period 20 minute, all periods stop time
- d) Any overnight or out of town tournament must be approved by a majority of parents and fit within the team's budget.

Female

- ~~a) Each HRI team shall have between 12 and 15 skaters and 2 goalies. The exact roster size to be approved by the Division Director.~~
- ~~b) Each team is expected to have a minimum of 30 practices per year.~~

E.14 Bantam (AA/A)

- ~~a) Each HRI team shall have between 14 and 17 skaters and 2 goalies. The exact roster size to be approved by the Division Director.~~
- b) Each team is expected to have a minimum of 40 practices per year.
- c) Bantam AA will play league games in the Sask AA Hockey League (SAAHL) and shall follow the rules and regulations of the SAAHL.
- d) 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. The exact roster size to be approved by the Division Director.~~
- b) Each team is expected to have a minimum of 25 practices per year.
- c) Game length: 120 minutes; 5 minute warm-up, 3-20 minute stop time periods; ice cleaned every two periods
- d) Any overnight or out of town tournament must be approved by a majority of parents and fit within the team's budget.

Female

- ~~a) Each HRI team shall have between 13 and 15 skaters and 2 goalies. The exact roster size to be approved by the Division Director.~~
- b) Each team is expected to have a minimum of 30 practices per year.
- c) Teams will play in the Sask Female Hockey League (SFHL) and shall follow the rules and regulations of the SFHL.

E.15 Midget (AA/A)

- ~~a) Each HRI team shall have between 15 and 17 skaters and 2 goalies. The exact roster size to be approved by the Division Director.~~
- b) Each team is expected to have a minimum of 30 practices per year.
- c) Midget AA will play league games in the Sask AA Hockey League (SAAHL) and shall follow the rules and regulations of the SAAHL.
- d) Midget A game length: 135 minutes; 5 minute warm-up, 3-20 minute stop time periods; ice cleaned every period

Midget (B)

- ~~1. Each HRI team shall have between 15 and 17 skaters and 2 goalies. The exact roster size to be approved by the Division Director.~~
- 2. Each team is expected to have a minimum of 15 practices per year.
- 3. Game length: 135 minutes; 5 minute warm-up, 3-20 minute stop time periods, with ice cleaned every period

Non-Body Checking

- ~~1. Each HRI team shall have between 14 and 17 skaters and 2 goalies. The exact roster size to be approved by the division director~~
- 2. Game length: 90 minutes; 5 minute warm-up, 3-25 minute run-time periods
- 3. Each team may attend a maximum of 1 tournament, not including their division tournament

Female

1. Each HRI team shall have between 13 and 17 skaters and 2 goalies. ~~The exact roster size to be approved by the Division Director.~~
2. Each team is expected to have a minimum of 25 practices per year.
3. Teams will play in the Sask Female Hockey League (SFHL) and shall follow the rules and regulations of the SFHL.

Note: Midget players registered in HRI are not allowed to drive to games or practices outside Regina without parental supervision.

E. 16 The maximum number of players per each team for each division as shown in E.10 to E.15 may be increased or decreased depending on total city wide registrations numbers. The altering of maximum numbers per team may only be initiated by the Division Director and approved by the HRI Board of Directors.

E.17 Players are encouraged to participate in any additional team practices, tournaments and/or non-League exhibition games, which may be arranged by the team. Coaches shall not impose sanctions or otherwise discipline any player who does not participate in such additional practices or games where due to financial constraints and/or other commitments, which are communicated to the coaching staff, make it difficult or impossible to attend.

E.18 Each team in the Novice Division shall provide one timekeeper.

E.19 Player Ice Time Equality Policy: HRI specifies that the coaches are to rotate players so all receive equitable ice time. Persistent long shifting of one player or line will not be tolerated. Violations of equitable ice time are subject to suspension of the coach (s). Refer to the Player Ice Time Equality Guideline.

In the Novice division all five players must change on every line change where there are 10 skaters dressed for any given game (exhibition and tournament games included). In the Atom division, coaches are required to play 9 forwards on teams with 13 or more skaters. No double shifting of any player is allowed in any atom and below age division. Double shifting is described as being the act of leaving a player on the ice for two consecutive shifts; the exception to this rule would be the replacement of a defenseman during penalty kills. Refer to the Player Ice Time Equality Guideline.

E.20 A minimum of six (6) players in uniform (not necessarily including the goaltender) on each team shall be necessary for the start of a game. In the event that there are less than 6 players the game will be recorded as forfeiture by the team with less than the prescribed number of players and the score recorded as 5-0. If both teams have fewer than 6 players to start, a game loss shall be assessed to each team, but the score shall be recorded as 0-0. In the event of forfeiture the ice is to be used for a practice.

Note: HRI encourages teams to play with at least 11 players using affiliated players for missing players.

F. AFFILIATED PLAYERS

F.01 Players cannot be used prior to receipt and approval of the affiliated player list by the HRI office and HRI's submission to SHA. Failure to follow this process is in effect using an ineligible player, which is subject to suspension and forfeiture of the game in which used. Associate Member Teams are required to follow HRI Affiliated Player Regulations. The Board of Directors must approve any deviations from the HRI Affiliated Player Regulations.

F.02 Calling up an affiliated player from a lower tier or division is not permitted except to replace a missing player. A missing goaltender can only be replaced by an affiliated goaltender. If a team only has one goaltender registered, it may dress an affiliated goaltender that will only play if the registered goaltender is sick, injured or suspended.

F.03 The process for using an affiliated player will be as follows:

- a) The coach using an affiliated player must first notify the coach of the team from which a player is being acquired. Coaches not notifying the coach of the team from which a player is being acquired prior to the player taking to the ice are subject to suspension. It is the responsibility of coaches to allow affiliated players to play or practice at a higher level provided there is no conflict with a game or practice. Players should be given the opportunity to play at a higher level at every chance.
- b) The coach affiliating the player must notify and receive approval from his/her parents or guardian.
- c) Any dispute over use of an affiliated player must be referred to the Division Director immediately.

F.04 Affiliated Skater Selection Guidelines

Order Preference	Team	Affiliation
1	Midget AAA (Male)	M-AA, B-AA (max 4)
2	Midget AAA (Female)	Midget AA Female, Bantam AA Female (max 4)
3	Midget AA	M-A, B-AA (max 5)
4	Bantam AA	B-A, P-AA
5	Midget A	M-B, B-AA
6	Bantam A	B-B (Max 8), P-AA
7	Bantam B	P-AA, P-A, P-B, P-C
8	Midget B	B-AA, B-A, B-B
9	Midget AA Female	Midget A Female
10	Midget A Female	Bantam A Female
11	Pee Wee AA	P-A (max 10), A-A (max 2)
12	Pee Wee A	P-B, A-A (min 5), A-B
13	Pee Wee B	P-C, A-A, A-B, A-C
14	Pee Wee C	A-A, A-B, A-C
15	Bantam AA Female	Bantam A Female, Pee Wee AA Female
16	Bantam A Female	Pee Wee AA Female
17	Atom A	A-B, Novice A (max 2)
18	Atom B	A-C, Novice A, Novice B
19	Atom C	Novice A, Novice B, Novice C
20	Pee Wee Female A	Pee Wee B Female, Atom Female
21	Pee Wee Female B	Atom Female
22	Novice A	Novice B
23	Novice B	Novice C
24	Novice C	Initiation

1. All affiliated players must reside in the team's zone. Goalies that have been allocated/drafted to a team in a lower division may be affiliated with the higher division team in that zone.
2. In the case where two divisions are affiliating with the same division, the selection sequence outlined in the chart above will be used. A player can only be affiliated to one (1) team at any time.
3. The Division the Director shall have the discretion to approve additional affiliations

F.05 Affiliated players used in a game are to be designated on the game sheet with the letters "AP".

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 Division Director will allocate points to both teams based on 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 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.

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.

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 1st, 2nd, 3rd, etc.

- Best win 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.

H.04 The playoff format in each division will be as follows:

Atom & Pee Wee – double knockout format

Bantam and Midget – best of three series (include Non-Body checking)

H.05 For all playoff games that are tied at the end of regulation time overtime will be played. The overtime procedure will be as follows:

- a) Teams will play sudden death, 20 minute stop time in a three on three format with goalies in.
- b) In the event of a penalty the penalized team will have their player in the penalty box and the opposing team will be allowed a fourth player (ie - four on three). The penalized player will rejoin the play at the end of the penalty and play will continue until a stoppage in play. The teams will then revert back to a three on three format.
- c) In the event of a 2nd penalty during the 1st one the un-penalized team will go to five on three.
- d) Penalties from regulation time will overlap into the overtime period.
- e) Overtime periods will be 20 minutes in length.

H.06 Format to Determine the HRI Representative for SHA Provincial Playoffs

- a) ~~For Pee Wee AA the playoff champion will be the HRI representative.~~
- b) For Pee Wee A+B, Bantam A+B and Midget A+B the top four Regina teams will be eligible for the HRI provincial playoff round to determine the HRI representative.
- c) The top four teams are determined by league standings for all league games played up to and including January 31 for all divisions.
- d) The top four teams are determined by the best point percentage. The best point percentage is determined by dividing the total team points by the number of league games played. To determine team standings in the event of a point percentage tie refer to the tie-breaking procedure in H.04.
 - i. Example Team 1: (25 Points in 15 Games) $BP\% = P/GP = 25/15 = 1.67$
Example Team 2: (23 Points in 15 Games) $BP\% = P/GP = 23/15 = 1.53$
 - ii. Example Team 3: (25 Points in 17 Games) $BP\% = P/GP = 25/17 = 1.47$
Example Team 4: (23 Points in 16 Games) $BP\% = P/GP = 23/16 = 1.43$
- e) If a qualifying team cannot participate in their assigned SHA Provincial Playoff Rep game(s) the next highest placed team will be selected
- f) Provincial Qualifying Series:
The 1st place team will play the 4th place team and the 2nd place team will play the 3rd place team in a two-game-total goal series. The winners of the 1 v 4 and the 2 v 3 series will play in a two-game-total goal series to determine HRI's provincial representative. The lower ranked team is the home team in the first game and the higher ranked team is the home team in the second game. In the event of a tie in total goals following the 2nd game of the two game series overtime, as per H.05, will be used to determine the series winner.

I. LEAGUE AND PLAYOFF GAME PROTEST PROCEDURE

- I.01 All protests and evidence in support thereof must be submitted in writing to the HRI office within 24 hours of the advertised start time of the game and must be accompanied by a \$250.00 deposit which shall be refunded if the protest is upheld. The protest must contain a clear and concise summary of grounds of protest with particular reference to the rule(s) that have been violated. Both teams involved shall submit information for clarification.
- 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.