

Simcoe Muskoka Girls House League

SMGHL League Play Rules

1. Schedules:

- (a) Each SMGHL Participating Centre will provide:
 - (i) the number of teams participating in the season by September 1.
 - (ii) a list of all available ice at their respective centres by August 15.
 - (iii) all tournament and/or black out dates by September 1.
 - (iv) if a centre is considering running a Dual Roster team(s) this information should be provided at the SMGHL Annual/Planning meeting for additional discussion.
- (b) The SMGHL scheduler shall make best efforts prepare a draft schedule by September 9, to be shared with all SMGHL participating centres. The October portion of the schedule shall be reviewed by each SMGHL participating centre and provide their feedback by September 13. Any necessary revisions to the October portion of the schedule will be completed by September 20 and final October schedule will be posted by September 24.
- (c) The SMGHL scheduler shall make best efforts to complete a draft of the remaining season schedule by September 23. The balance of the schedule shall be reviewed by each SMGHL participating centre and provide their feedback by September 30. Any necessary revisions to the remaining full schedule shall be completed by October 8. The final full schedule will be posted by October 11 of each season.
- (d) Once the regular season schedule is complete, no changes will be made to the schedule except for exceptional circumstances.
- (e) Any game that may need to be rescheduled for exceptional circumstances, must be mutually agreed to by both Associations, with consideration to ice availability, referees, etc.
- (f) No games will be played during the Christmas Break. Games may be scheduled during the weekends at both the beginning and end of the week of March break. SMGHL does not prohibit games from being played during March break (weekdays) and centres can schedule games during this period if both associations agree. Note: this might be needed to book cancelled games due to inclement weather.
- (g) No games are to be cancelled except in cases of extreme weather situations. The ultimate focus from all association's involved is to ensure player/parent safety at all times and best judgement should be used on all occasions. Extreme weather cancellations cannot be declared more than 14 hours prior to game time.

(h) Cancellations: - Bad Weather. The following process must be followed immediately upon notification of a game cancellations:

(i) The Home team is responsible for immediately cancelling the game, by sending an email to smghlcancellations@gmail.com. That email must include the opposing team coach/staff as well as each centres SMGHL representative. This email address will automatically include all necessary people that need to be notified of a game cancellation (i.e officials, ice schedulers etc.)

The email must state:

- a. Date
- b. Time
- c. Location
- d. Home Team
- e. Visiting Team

(ii) An email must then be sent to the team contact for each of the home and away teams, notifying them of the cancellation. It will be the responsibility of each team to communicate the cancellation to their respective families.

(iii) All centres will receive a master list of all SMGHL teams with contacts for Coach and Manager. All SMGHL Centres should ensure that all teams have this contact information.

(iv) Upon a cancellation of a game, it will be updated on the OWSA SMGHL schedule on the OWSA website at owsa.on.ca or other designated website and the appropriate SMGHL representatives will begin to work towards finding a suitable replacement date for that game within one week after the cancellation.

(v) It is the responsibility of the SMGHL representatives and the coaches/staff to determine what dates the teams are available. Coaches should not contact the opposing team to reschedule the cancelled game directly, unless so directed by their SMGHL representative.

(vi) Once the two SMGHL representatives agree upon a suitable makeup date/time for the cancelled game to be played, the SMGHL representatives will notify both respective coaches/staff, and the Home team SMGHL representative will advise the SMGHL Scheduler by emailing information to smghl@gmail.com. The game will then be moved from original date or re-entered on the Website. Each SMGHL Representative will receive an email notification and share that information with their respective teams. It is the responsibility of both respective teams to notify their families of the rescheduling of the game.

(i) Game cancellations for any reason other than weather related issues are not permissible except under exceptional circumstances. The team making the request must provide the opposing team a minimum of 48 hours notice failing which the game will be forfeited. The

requesting team must email their respective SMGHL representative for their centre, the teams involved, the SMGHL scheduler at smghl@gmail.com and provide explanation of the request. The affected SMGHL representatives and SMGHL President and/or SMGHL scheduler will review the reason for the requested cancellation and will make a determination as to whether or not the game will proceed at a later date or will be forfeited. Any special request with less than 48 hours notice will not be considered and will be a forfeit.

- (j) The Regular season start date will be confirmed at the season planning meeting (Annual Meeting) and will be no later than the first weekend of October.

2. Games:

Forfeiture:

- (a) Definitions of a forfeited game is set out in the OWHA Forfeiture Policy in the OWHA Handbook and will be applicable herein.
- (b) In addition to the information in the OWHA Forfeiture Policy, any game set out in these Rules that may be declared a forfeiture, the non-offending team shall be declared the winner, and the score shall be recorded as a 5-0 score and will need to be reported.
- (c) If a game that is cancelled due to weather related issues occurs and cannot be rescheduled after all attempts to reschedule have been made, the situation will be reviewed by the SMGHL representatives, and a determination will be made on how to handle the recording of the game.

U9

- (a) All SMGHL Centres/Teams are to follow the OWHA Pathway which includes seasonal structure, game play guidelines, half ice rules, and other information.
- (b) All U9 division games are played half ice until January 15 or the date imposed by the OWHA.
- (c) All U9 division games will be played with the use of the 90 second buzzer. All associations expect their coaches to prepare their players to change at whistles and/or on the fly. See SMGHL U9 Rules.
- (d) All U9 division games played on full ice after January 15 or the date imposed by the OWHA, will consist of 10-10-12 stop-time periods
- (e) If a goal differential of 5 (or greater) is reached during the game, the score board will reflect a score of 5 until the differential is reduced to less than 5 or until the game is complete.
- (f) Scores are recorded as 0 to 0 until the transition to full ice after January 15 or date imposed by the OWHA after which the score of the game will be recorded and used for end of season standings. Best efforts will be made to schedule an equal number of games after the January transition, however if that is not possible, the end of season standings will be determined by Win percentage as set out in the standings on the OWHA website.

- (e) No timeouts are allowed

U11-U18

- (a) All SMGHL Centres/Teams are to follow the U11 OWHA Pathway which includes seasonal structure, and other information.
- (b) All SMGHL Centres/Teams must follow OWHA, SMGHL and/or Hockey Canada Rules regarding game play
- (c) Games will consist of 10-10-12 minute stop-time periods.
- (d) If a goal differential of 5 (or greater) is reached during the game, the score board will reflect a score of 5 until the differential is reduced to less than 5 or until the game is complete.
- (e) Scores will be recorded on the OWHA Website.
- (f) No timeouts are allowed.

3. Team Rosters:

- (a) All teams must have an OWHA certified team roster prior to the commencement of any games. Any team not ready to play a game at the start of the season may be subject to game forfeiture.
- (b) SMGHL representatives are to confirm teams have a valid roster prior to the first game of the season.

4. Call Up Players/Goalies:

- (a) A call-up **player** (this does not include goalies) is only allowed if a team has less than 12 skaters available for game play. A team may play with a minimum of 8 players. Teams should try to call up from their own association wherever possible. (*Example: if a team has 10 skaters, they can call up 2 additional skaters to bring their total to 12*). Teams are not allowed to call up skaters to their total rostered number of players.
- (b) A call-up **goalie** will be applicable whenever a team is void of a goalie for any game. The call-up can be from another team in the same division (call-over), from within the same Association or from a participating Association.
 - (i) Use of other Association goalies is permissible during regular season and playoff games. This should be applied only when the impacted Association cannot acquire a call-up goalie from within their own Association. When a goalie from another

Association is to be used, permission is required by the affected SMGHL representative and affected teams.

(c) Call-over players are NOT allowed at U11, U13, U15, and U18 within the same association or other associations. Players can only be called up from a younger age group. A Call-Over player is a player from another team at the same level. (*i.e. U11 cannot call-over a player from another U11 team, they must call up from U9 etc.*) The exception to this is U9, as they do not have a lower division to call up from.

5. Time Clock/Curfew

(a) All SMGHL assigned game times are subject to curfew.

(b) A rostered member of the coach staff from the home team is required to note the curfew time in the applicable area of the game sheet or on the Ramp Game Sheet App if applicable.

(c) A rostered member of both teams is required to initial next to the curfew notices on the game sheet prior to the start of the game or indicated as required on the Ramp Game Sheet App if applicable.

(d) If no curfew time is assigned or initialled on the game sheet on the Ramp Game Sheet App and the game was in fact subject to a curfew then the home team will be assessed a (0-1) loss.

(e) A **three**-minute warm up shall be applied and will be shown as Period #1, 13 minutes on the game clock. The actual time used to determine the curfew will be the clock within the arena, not a person's watch or other method of time. The game clock will start at 13 minutes, immediately following the nets being pegged and set by the on-ice referees. A 30 second warning buzzer will sound at 10mins 30secs and the game clock will continue to run after the 10minute mark if players are not lined up and ready to take the opening faceoff.

(f) All regular season and playoff games will consist of 3 stop time periods (10-10-12) and are again subject to a curfew in all association arenas.

(g) It will be important for all teams (coaches and managers) to communicate this to their respective parent group, in an effort to avoid any communication, cat calling or arguments from fans and spectators. It will be equally important for all SMGHL representatives to ensure their referees and timekeepers are aware of this process and adhere to it.

6. Electronic Game Sheets:

(a) All SMGHL teams will use the RAMP Game Sheet App or other requirement imposed by the OWHA

(b) All coaches, assistant coaches and managers should have access to the RAMP Game Sheet App or other requirement imposed by the OWHA for the purposes of completing the electronic game sheets before each game.

- (c) Although Team Rosters are added by OWHHA, it is the responsibility of each SMGHL team to ensure the accuracy of the information, and any discrepancies should be corrected as quickly as possible.
- (d) Any bench staff that is not listed on the RAMP Game Sheet App are not permitted on the bench at any time.
- (e) Prior to each game all SMGHL teams are required to complete the electronic game sheet by indicating the players playing in that game together with the bench staff.
- (f) Electronic Game Sheets will be signed by the coach, assistant coach or manager or other appropriate person.
- (g) All home teams may need to provide the Game code to the timekeeper 15 minutes prior to the start of the game. Home teams have access to all the game codes and should have them ready for all games should there be issues.
- (h) All teams should still have paper game sheets available at every game as a back up.
- (i) All teams are required to review the game sheet to ensure that the game is marked as complete and to report any game sheet discrepancies within 48 hours after the completion of the game.

7. Reporting of Games Results:

- (a) Game results will be recorded on the OWHHA Website.
- (b) The RAMP Game Sheet App should automatically report game results.
- (c) Teams should review that the information reported is accurate and report any discrepancies within two days following the completion of the game.

8. Paper Game Sheets:

- (a) If a paper game sheet is required to be used the coach or manager of the home team will be required to complete their team information together with the information regarding the game and provide the opposing team with the game sheet for them to complete and sign.
- (b) The home team will ensure the game sheet is completed fully and properly and signed by all necessary parties and will deliver it to the timekeeper.
- (c) Each team should review the game sheet provided to them following the completion of the game to confirm the game report is correct. Game sheets should be reviewed for accuracy of final score, player's goals and assists, penalty minutes and major infractions/suspensions (if applicable).

(d) The home team will be responsible to submit all final game results (Home score and Visitor's score) in a timely manner. Coaches (or designated scoring submitter) are to submit their completed score within **48 hrs** after the game has been played to the SMGHL scheduler at smghl@gmail.com other designated person.

(e) If the Home team has not reported the score on the Website after a period of **48 hrs**, a 0-1 loss will be assessed to the Home team.

(f) All regular season scoring discrepancies must be reported before entering the game results on the Website. A copy of the game sheet(s) must be kept by the home team/home association, as it may be required to prove accurate scores for all disputes.

(g) All playoff scoring discrepancies must be reported to your SMGHL representative (or designated scoring submitter) before confirming the game results on the OWA Website. A copy of the game sheet(s) is required to prove accurate scores for all disputes.

9. **Jersey Conflicts:**

If the colour of both the Home and Away team is identical or too close in colour, therefore creating a possible conflict, the Home team is responsible for resolving the issue. The Home Team must check the schedule in advance and ensure they have an alternate jersey. If unavailable, the Home team must arrange to borrow a set from their association or coordinate with the Visiting team to wear a different colour. *(Example: If both teams wear white, the Home team must switch to a contrasting colour.)*

10. **Trainers:**

If a team's trainer is not available for a game all reasonable efforts should be made by the team to have a rostered trainer on the bench. If they are unable to do so, the team must gain approval from the other team to use their trainer for the game. They must also advise the game officials of this agreement prior to the start of the game.

11. **Three Penalties Rule**

Any player, in any division, who receives **3 (three)** minor penalties in one game will be **ejected**. This game ejection is only for the remainder of that game when the third minor penalty is assessed. If the player ejected is a repeat offender and/or has been ejected in previous games for the same reason, a review by the SMGHL and team association will be held. Further discipline and/or suspension may result from this review.

12. **Player Suspensions**

(a) All Suspensions or Misconducts are under the direct jurisdiction of OWA and must be managed in accordance with OWA protocol". This includes players, coaches, trainers and managers. If a suspension occurs, you should advise your SMGHL representative immediately.

Any issues that arise off the ice, that may pertain to an association's specific policies and procedures may be dealt with in conjunction with the OWHA or by the association themselves.

(b) It is the penalized player's coach's responsibility to ensure that suspensions or misconducts are properly reported as per the OWHA Rules. It is not the responsibility of the SMGHL to report these suspensions. Each centre is responsible to follow all proper reporting rules.

(c) If the player ejected is a repeat offender and/or has been ejected in previous games for the same reason, a review by the SMGHL and team association will be held. Further discipline and/or suspension may result from this review.

(d) Each SMGHL team is required to comply with the necessary reporting requirements of the OWHA regarding the reporting of penalties and must report all penalties accordingly.

13. Championships

(a) Championships will take place on the last weekend in March (or on the agreed upon date) at a location to be determined each year by the SMGHL.

(b) All SMGHL teams are required to attend Championships

(c) All SMGHL teams are required to follow the Championships Rules

15. **OWHA Code of Conduct/Other Policies**

(a) The SMGHL and all its Association Members must follow on and off the ice, the OWHA Code of Conduct and will not bring discredit to the League and/or the sport of Women's hockey.

(b) All SMGHL Participating Centres shall ensure that their teams are informed of all OWHA Policies. All teams should refer to the OWHA website for the most up to date OWHA Policies that may apply to the SMGHL including but not limited to the Code of Conduct Policy, Confidentiality Policy, Dressing Room Policy, Harassment, Abuse, Bullying and Misconduct Policy etc.