

Alberta One Supplemental Discipline

History

Based on activity in an Alberta league, the concern about excessive penalty minutes needed to be addressed. At the time, the concern was that too many teams, and individuals, were collecting too many penalties. The following rules were implemented and have been successful in reducing penalty minutes, with the exception of those players who seem to be over-achievers.

To Be Implemented in Alberta One League Regulations:

- Once a player in the Midget division reaches 100 penalty minutes in total, they will receive a 1 game suspension, and for every 25 minutes thereafter the suspension will be doubled, i.e. 125 = 2 game suspension, 150 minutes = 4 game suspension.
- Once a player in the PeeWee or Bantam division reaches 75 penalty minutes in total, they will receive a 1 game suspension, and for every 25 minutes thereafter the suspension will be doubled.
- Once a player in the Novice or Atom division reaches 50 penalty minutes in total, they will receive a 1 game suspension, and for every 25 minutes thereafter the suspension will be doubled.
- Penalty minutes will not be accumulated from games while playing as an affiliate player; only penalties with the players registered team will be included in this total.

Additional Penalty Due to a Suspension

For the purpose of affiliation in the Atom, PeeWee, Bantam, and Midget divisions:

- Any player that is suspended under the regulations of this Alberta One Supplemental Discipline document is not permitted to be replaced through affiliation unless the team's roster falls below 10 skaters and 2 goalies. This can only be approved by the league's President/Chair or their delegate.

Rationale

The basis for the decision on the penalty minute numbers were from reviews of the accumulated PIM's in the league's database, with the intent of only addressing the over-achievers. From the overall review of close to 7000 players, this was the closest to real life game data that was available and did not unfairly affect the small teams, especially where players were playing every other shift.

For Novice and Atom – 50 PIM's for the season was selected as it is approximately 2 penalty minutes per game played. In the last season 4 Novice players and 49 Atom players were suspended under this rule.

For Pee Wee and Bantam – 75 PIM's for the season was selected as it is approximately 3 penalty minutes per game played. In the last season 7 Pee Wee players and 47 Bantam players were suspended under this rule.

For Midget – 100 PIM's for the season was selected as it is approximately 4 penalty minutes per game played. In the last season 20 players were suspended under this rule.

Outcomes

The implementation and application of the rules mentioned above have had a significant affect in the overall total PIM's. The following has been identified as notable comments from the process:

- The over-achievers were targeted appropriately and the doubling of the games suspended for each 25 additional PIM's after the threshold was required 4 times in Atom and Midget Divisions and 9 times in Bantam. On a positive note it was not required at all for the Novice and Pee Wee Divisions.