

North East Recreational Hockey League (NERHL)

CONSTITUTION

And

RULES

February 25, 2019

www.NERHL.com

CONSTITUTION

- 1) This organization shall be known as the North East Recreational Hockey League (NERHL).
- 2) The objectives of the NERHL are:
 - a) To promote, govern and improve organized Minor hockey;
 - b) To foster among its members, supporters and teams, a general community spirit;
 - c) To maintain and increase the interest in the game of hockey;
 - d) To have and exercise a general care, supervision and direction over the playing interests of its teams and players;
 - e) To allow the children to play and enjoy hockey.
- 3) The constitution shall not be altered except at the Annual General Meeting, Other than year 1 with a commissioner. Proposed constitutional changes or issues needing group discussion/decision shall be submitted to the Commissioner in writing no later than 21 days prior to the Annual General Meeting. The Commissioner then to provide this information to the Associations no later than 15 days prior to the Annual General Meeting.
- 4) The NERHL shall consist of two (2) voting members from each NERHL Association within its jurisdiction. Members shall represent all their divisions participating in the NERHL. It is expected that these members shall represent their association for the entire season and be responsible for reporting back to their respective associations.
- 5) Each NERHL Association shall have two (2) votes only.
- 6) There shall be a minimum of two (2) meetings held during the season. These meetings will be held as decided at the Annual General Meeting. Meetings to include:
 - a. Kickoff Meeting; in September.
 - b. Divisional Split Meeting; held prior to regular season play to finalize the Divisional Split format, etc. This meeting will be held after the exhibition Divisional Split Games, date to be determined. The Saturday following the Divisional Split Meeting is reserved for the NERHL Scheduling Meeting - attendance by each association is mandatory.
 - c. Annual General Meeting; this meeting is held in April/May in conjunction with the PRDMHL AGM.
- 7) The NERHL/PRDMHL Executive shall be comprised of the following:
 - a) President
 - b) Vice-President
 - c) Commissioner
 - d) Secretary/Treasurer

8) DUTIES OF THE COMMISSIONER

They shall include:

- a) Review and rule on all game sheets;
 - b) Abide by the rules of the NERHL, Hockey Canada, a Hockey BC
 - c) Inform their President details of any suspensions handed out at his/her level;
 - d) Act as a first line arbitrator in resolving conflicts between teams on possible game forfeitures.
 - e) Review game sheets to ensure game scores and statistics have been correctly entered onto the website within 72 hours of the game being played.
 - f) Enter in any game changes onto the website as required.
 - g) Inform the President of any NERHL protocol violations from associations.
 - h) Submit a year-end report, an overview of the season regarding penalties and suspensions, average length of games and any other information beneficial to the NERHL members.
- 9) A yearly fee will be charged for each team participating in the NERHL to cover operating costs such as communications, banners, meeting room expenses, etc. These rates are to be established at the Annual General Meeting. For 2019/2020 season, the fee will be \$100 per participating team and \$250 per MHA Participating in the NERHL
- 10) Performance bonds will be required each year for each team participating in the NERHL to provide some leverage to deal with specific problem areas including poor sportsmanship, inadequate officiating, cancellations/forfeitures, etc. These rates are to be established at either the Annual General Meeting.
- 11) The Rules are separate from the NERHL Constitution.
- 12) RULES COMMITTEE: Rule's Committee will be struck annually, consisting of the President, Vice President of the PRDMHL, and the commissioner of the NERHL. This committee will act as an appeals board for all NERHL rulings, in fulfilling their responsibilities as described in the NERHL Constitution.
- 13) All appeals shall be initiated by notice in writing addressed to the Commissioner and filed within seven (7) days of the date of the decision or ruling being appealed.
- 14) The appellant shall be required to pay to the NERHL a fee of \$ 300.00 which must accompany the written appeal. Said fee will be refunded if appeal is successful.

RULES

1.

- a) Associations will provide the number of teams in each division and which Divisional Splits declared one week after the Kick Off meeting.

At the same time the MHA President or delegate must provide six ice slots per team for exhibition play. (Divisional Splits if needed for Bantam and Midget)

These games will be played over a four-week period and will be posted on the NERHL website. Team Placement, Division Splits and length of schedule will be determined after the Exhibition games have been completed.

At the Same Time The MHA President or delegate must specify if they can host a Divisional split tournament (ATOM, Peewee,)

Exhibition game sheets must be entered into the NERHL website. Please follow Rule 10 a) through 10 g) in the Constitution. Game sheets for said games must be present at the Divisional Split meeting.

Large Divisions must be split into two divisions.

For the scheduling meeting, each team must bring 30 % more ice slots than they need. Each team must have their own set of ice and their own scheduler. There will be a fine of \$ 100.00 per team for those who do not. Ice schedulers must sign in at the scheduling meeting head table.

Coin tosses required will be done at a separate Coin toss session right after the Divisional Meeting.

- b) The NERHL will begin after September 30th and include ten to twenty (10-20) NERHL league games with a ten (10) day Christmas break. Within the NERHL there will be a maximum of 3 Divisions, Div. A, Div. B, Div. C If any one Division A, B, Or C, is deemed to be too large – smaller geographical groupings may be created with the same designation.
- c) NERHL will have a playoff season at the end of each regular season with the format as follows:

Atom/Peewee

- These divisions will have a One Weekend Tournament Style Playoff.
- All divisions will be hosted separately.
- The tournament will be a round robin format
- The Playoff Round Robin games will be the same structure as Regular season Game Play
- 3 Game Round Robin – Total Points
 - o 2 points for a win
 - o 1 point for a tie
 - o 0 points for a loss
- In the event of a Tie at the end of the round Robin
 - o Goals For and Against
 - o Least amount of Penalty Minutes
 - o Winner of a coin toss
- Final Banner Game Structure
 - o 3 – 20 Minute Stop Time Periods
 - o Overtime if Needed in final game will be a 5 Minute Stop Time 5 on 5 Sudden Death period
 - o If game is still tied a 20 Minute 3 on 3 run time period will commence until a winner is declared.

Bantam/Midget, All series to be two games, total point.

In Divisions with Series Round 1 – two weeks and Round 2 - Two weeks

3 teams	1	Top team has a bye, Top team plays winner of Second Round
	2	2nd plays 3rd
4 teams	1	1st plays 4th Winner of 1 plays Winner of 2.
	2	2nd plays 3rd
5 teams		Bottom team is dropped, revert to 4 team playoff
6 teams		Top 3 teams become A division, revert to 3 team playoff, Bottom 3 teams become B division, revert to 3 team playoff
7 teams		Top 4 teams become A division, revert to 4 team playoff, Bottom 3 teams become B division, revert to 3 team playoff
8 teams		Top 4 teams become A division, revert to 4 team playoff, Bottom 4 teams become B division, revert to 4 team playoff

9 teams	Bottom team is dropped, revert to 8 team playoff
10 teams	Bottom 2 teams are dropped, revert to 8 team playoff

- d. Rule # 13 a.) to o.) will be put into effect so that forfeits and fines can be enforced for all playoff games. It is recommended that if playoffs are agreed to, that the following rules be considered as options to assist with the completion of playoffs and the fairness in which teams are Split:
- e. All Divisions: There may be movement of teams Up or Downward for playoffs, and only if there is a written request through the MHA's NERHL Rep to the Commissioner by January 15 of the current season from one of the association's coaches who is involved in the Division the team is in. The NERHL Commissioner may also set up a committee to decide on any upward or downward team movement for playoffs, without a request form any association. The following process will apply:
 - a. There will be an email vote by the executive to rule on the request for movement;
 - b. The email votes are to be tabulated and recorded, The Commissioner will inform the teams in the affected tiers;
 - c. If the team is moved up they will be placed at the bottom of the division they are moving to. They are ineligible for a banner for the division they are leaving. If a team or teams are moved up into a higher division the NERHL executive committee may alter the playoff format to ensure the team or teams continue in playoffs.
 - d. Playoff format may be altered by the NERHL executive when a team is moved up a Division to ensure they are not eliminated from playoff play, as a result of the movement.
 - e. The NERHL may allow downward movement for playoffs if the stats produced over the regular season show fit to do so.
- f. Playoff Game Scheduling: a minimum of 2 game slots need to be offered by the team with venue to get playoffs started.
- g. Notification of each playoff game must be given 72 hours prior to the game.
- h. All playoff series must be agreed to by both teams with a signed playoff agreement sent to the Commissioner prior to the game being played.
- i. The NERHL Commissioner will be given the right to extend playoff series only.
- j. Whenever possible a three-man referee system should be used for playoff games.
- k. Playoff games not scheduled due to tournaments will be forfeited by the team not available. Forfeit rules will apply.
- l. Formula to break a tie in NERHL standings:
 - a) Who won the most games in the match ups between the two tied teams during the season.
 - b) In the event of a tie as per a), Team with the highest goals "for" in the match ups between the two tied teams during the season.

- c) If still tied after a) and b), who has the highest total wins throughout the entire season against everyone in the division during NERHL play.
 - d) If still tied after a), b), and c), take the total number of goals “for” divided by the total number of goals “for” and “against” in NERHL play.
 - e) Straight up record versus team in highest standing not involving teams tied: The team with the best record receives higher standing in NERHL play. If still tied proceed to next team in standings and so forth to the last place team;
 - f) Same as #5 except uses goals for and against instead of wins.
 - g) If still tied after f), the NERHL will revert back to the Hockey Canada tie-breaking rule.
- m. Formula for playoff overtime ties:
- a) All series are 2 game total goal; overtime is not played to decide the first games;
 - b) If the teams are tied after regulation time has expired in game 2, a 10 minuet stop time; 3 on 3 sudden death overtime will decide the series; Please be aware that this rule may need to apply even though the 2nd game is not a tie: ie. Blue defeats Red 6-4 in the first game, Red defeats Blue 6-4 in the second game - you now have a tie and the 10-minute sudden death. If series is still tied, a shoot-out will decide the series. Start with 5 shooters on each team; the team scoring the most goals wins. If still tied after 5 shooters, sudden death shoot-out will take place with 1 shooter per team until tie is broken. Note: Same player cannot take part in shoot-out until entire roster is used, except for goaltenders; they can be switched at any time during shoot-out.
 - n. “Mercy Rule”: For playoffs there will be an automatic 10 goal mercy rule which states that if the first game has a 10 goal difference the second game does not have to be played. If the first game ends in less than a 10 goal deficit, but in the opinion of both coaches, one team is clearly outplaying the other team, then both coaches can agree to not play the second game. Both coaches must indicate, on the front of the game sheet that the second game will not be played and sign the game sheet PRIOR to sending it to the commissioner.
- 2.
- a. All teams must be registered with Hockey BC or Hockey Alberta.
 - b. All parents will have Respect in Sport Parent completed by December 1 of each year.
 - c. All divisions are to abide by the age group set down by Hockey BC.
 - d. Players may play in the next level higher, but not in a lower level. (Overage exceptions)
 - Overage Players will be Capped at a 3 Goal maximum per game
3. Players with special circumstances (i.e., handicapped, small for age, medical problems, very weak skills) should register with the proper category of play. However, players may be allowed to participate in play at a lower level IF all of the Hockey BC rules and guidelines for overage player movement are followed and approved by Hockey BC and the Commissioner of the NERHL. This individual must not be in the top half of the players at the lower level.

4. Anyone moving into the area can be registered at any time prior to January 10. A new HCR roster must be filed with the Commissioner. The NERHL will follow the Hockey Canada /Hockey BC rules regarding affiliation. A new HCR roster must be filed with the Commissioner prior to an affiliate player being added to the team.
5. By the Wednesday BEFORE the start of NERHL play of the playing year, each NERHL team must email to the commissioner, the HCR (Hockey Canada Registration) roster which must include jersey numbers. A fine of \$ 100.00 will be levied for each team who is late. Team managers/representative must also have the website updated at the same time. A fine on \$100.00 will be levied for each roster posted late to the website.

The rosters sent to the NERHL Commissioner must include all team players and personnel, their names, dates of birth, HCR numbers, jersey numbers and HCR STATUS. These rosters must include all affiliates and must be updated as affiliates are added.

6. Any association with teams in the NERHL will be charged a \$500.00 bond. Any Association that loses part of, or all of, their bond will have five (10) days to replenish their bond or their Association will be suspended from NERHL play until their bond is replenished.
7. All Annual Dues: see Constitution article 13. Applicable performance bonds per Association must be paid prior to the commencement of NERHL play.
8. Game durations Regular Season: All games must be equal in length to ensure statistical analysis is fair and accurate for the next seasons Divisional Splits. Length of games will be as follows:

Atom/ Peewee divisions –

2 periods 20 minute straight time 1 period 20 minute stop time

No Overtime in Regular Season Play

Midget/Bantam divisions –

3 periods of 20 minutes stop time.

Recommend one flood after each period of play.

**Recommend 2 hrs. Minimum for Atom, Pee Wee

**Recommend 2 1/2 hrs. Minimum for Bantam, Midget

9. NERHL games must use certified officials. All games at all levels shall have a minimum of 2 officials. For games with a two-man system, one referee must be from at least two (2) divisions higher than the play they are officiating, whereas the other referee must be from at least (1) division higher. On games with a three-man system, the referee must be from at least two (2) divisions higher than the play they are officiating, whereas the linesmen be from at least (1) division higher or the linesmen can be from the same level.

The home team shall attempt to provide three (3) on ice officials for Bantam and Midget games.

10.
 - a) Game sheets to be entered into the NERHL website by the home team within 48 hours of completion of the game. This includes game scores and all statistics (goals, assists, penalties).
 - b) The home team is responsible for sending the game sheet and any incident reports to The NERHL commissioner. Late game sheets entered into the NERHL website or sent to NERHL commissioner will be fined \$100.00 per occurrence. All score sheets with 5 minute, match, gross, 10 minute, game misconducts, etc. must be emailed within 24 hours to the Commissioner. The game number must appear on the game sheet! The Commissioner must issue suspension notices no later than Thursday morning of each week to the Association Representative.
 - c) It is preferred that score sheets be scanned and emailed.
 - d) Scorekeepers and timekeepers are game officials. Associations must provide competent volunteers. Ineligible or incomplete game sheets will also be subject to a \$100.00 fine per occurrence. The NERHL encourages each association to train 2 to 4 members per team to properly and correctly complete game sheets.
11. All score sheets must be signed by the on ice and off ice officials and their names must be printed as well. This is to be verified by coaches or managers. The Game Number, Date, Game Level, and Team names must be clearly marked on the game sheet. (i.e.: Atom A - Game # 12 - December 9, 2019 – Dawson Creek vs. Fort Nelson or Peewee b - Game #5 etc.) Game sheets received with inadequate information will not be processed for points. The Commissioner will not phone associations involved. The teams must call the commissioner to supply the missing information. All associations need to put a system in place whereby the referee gives the white copy of the score sheet to the HOME team - this ensures that the commissioner can read what is emailed to them.
12. League standings will be kept on the NERHL Website and overseen by the Commissioner with 2 points awarded for a win, 1 point for a tie, and 0 points for a loss.
If overtime is required, the following points will be awarded:
2 points for overtime win 1 point for overtime tie 1 point for overtime loss
13. **POSTPONED, CANCELLED and FORFEITED GAMES and NERHL FINES**
 - a) The performance bond posted by each Association will reinforce this position:
 - b) Changes to regularly scheduled games when agreed upon by both parties: All date changes to regularly scheduled games must be emailed to the NERHL Commissioner as soon as the alternate date has been set by the teams involved.
 - c) When both teams cannot agree to postpone a game, there shall be seven (7) days application for postponement indicating reasons for same given to the NERHL Commissioner. The NERHL Commissioner in consultation with the Vice President and/or President shall then rule on the postponement and advise both teams.
 - d) A minimum of 72 hours' notice is required to postpone a game due to extenuating circumstances such as: extreme weather conditions (in the case of weather less than 72 hours

may be the only option), family emergency, serious illness etc. or the team in default forfeits the points AND Rule 13 j) may be enforced by the NERHL Commissioner. (Teams agreeing to reschedule the game would nullify the need for the forfeit and fine.)

e) If the visiting team is a “No show” at a regularly scheduled game an automatic minimum fine of \$500.00 and a maximum fine of \$1000.00 shall be assessed by the NERHL Commissioner. Points will be forfeited to the host team. (Teams agreeing to reschedule the game would nullify the need for the forfeit and fine.)

f) If the host team cancels a game due to no referees at a regularly scheduled game an automatic minimum fine of \$500.00 and a maximum fine of \$1000.00 shall be assessed by the NERHL Commissioner. Points will be forfeited to the visiting team. (Teams agreeing to reschedule the game would nullify the need for the forfeit and fine.)

g) League games delayed due to tournament or exhibition games are to be made up before the end of the regular season. Failure to do so will result in the offending team forfeiting two (2) points to the other team AND Rule 13 j) will be enforced by the NERHL Commissioner.

h) If the host team postpones a scheduled game, the host team must try to reschedule and play this game prior to the end of the regular season. If after offering three different times without agreeing to an acceptable date for a rematch within the above time frame, the host team will forfeit the game; AND Rule 13 j) will be enforced by the NERHL Commissioner.

i) If the visiting team postpones a regular scheduled game, the host team must offer a minimum of two (2) dates for a rematch to be played prior to the end of the regular season. The visiting team must accept one of the alternate dates or forfeit the game; AND Rule 13 j) will be enforced by the NERHL Commissioner.

j) A NERHL Fine will be issued with a minimum fine of \$500.00 and a maximum fine of \$1000.00 against an Association which has a team cancel or forfeit a game, unless for valid reasons (i.e. extreme weather conditions, family emergency, serious illness etc.).

k) The PRDMHA President will be notified of all forfeited games by the commissioner.

l) The non-offending team may make formal application in writing with full details to the NERHL for the recovery of any receipted expenses by the Annual General Meeting. If the non-offending team does not make formal application for funds the money will be retained in the NERHL Bank Account Fine Pool. The NERHL will not exceed the fine pool, in terms of payouts. All NERHL fines will be reported in the agenda of the Annual General Meeting.

m) The NERHL Commissioner will rule on all disputes and his/her decision will be final.

n) All fines levied by the NERHL Commissioner and/or President will be issued and invoiced by the NERHL secretary within 10 days of the date that the infraction occurred.

o) On games that are forfeited, a score of 3 to 0 will be given to the non-offending team for statistical purposes.

14. NERHL Banners are to be presented at the deciding game in all playoffs.
15. Suspensions shall be administered by the Commissioner in accordance with these NERHL Rules and/or those set out by Hockey Canada, and Hockey BC as minimum standards whichever is greater. The commissioner shall notify the PRDMHL President of any suspensions. The Commissioner may increase the number of game suspensions for repeat offenders or depending on the particulars of any specific incident. Suspensions are to be served as per Hockey Canada and Hockey BC rules.
16. Any member association in arrears with dues/bonds after regular NERHL play begins, will lose all rights to discuss or vote in the association until such fees are paid in full.
17. It is the responsibility of the NERHL representatives to familiarize all the coaches and managers in their communities of these rules.
18. Failure to comply with any of the above rules cause forfeiture of performance bond money by that Association.
19.
 - a) All Associations will ensure that a team representative attend the ice schedule meeting held prior to the start of NERHL play for that season. Each association will also ensure that an ice scheduler is present at the scheduling meeting for each team and each team must have 30% more ice slots than they need for their home games. Any association, which does not have a member in attendance, will not be scheduled for that season.
 - c) Any Association that remains inactive for (2) two seasons will have their bond refunded and will no longer be considered part of the NERHL. They will have to re-apply to enter the league.
20.
 - a) NERHL Expansion or re-instatement of membership. No team shall be allowed to join the NERHL without the approval of two thirds (2/3) of the Associations members in attendance at the Annual General Meeting. Associations applying for a probationary spot in the NERHL will **NOT** be present for discussion and voting. Application will be made by the association in question and they will then be asked to leave the meeting.
 - b) The first three (3) years of membership are to be probationary years, which will be voted on for each season at the Annual General Meeting. The following options may occur: The probationary association will be granted another year of probation OR the probationary association will be denied further involvement with the NERHL. When the probationary association finishes their 2nd year of probation a vote will be held at the Annual General Meeting for permanent status.
 - c) Application for expansion or re-instatement to the NERHL must include the following
 - 1) Number of teams within the association that are applying to play in the NERHL.
 - 2) Number of members in the association in the past two years and expected members for the upcoming season.
 - 3) Include information regarding association's facility including; how old, any renovations, ice surface (size), number of dressing rooms, showers, concession, ice times that are available to the association for NERHL games, skate sharpening etc.

4) Town overview including; restaurants, hotels sport stores, hospitals, ambulance service, RCMP, etc.

5) Overview on why the association wants to apply to the NERHL.

NOTE: Representative must be in attendance at the NERHL AGM to present the application and answer questions from the NERHL membership.

21. League Scheduling

a) Scheduling Rotation:

1st Midget division 2nd Bantam division 3rd Female division

4th Pee Wee division 5th Atom division

b) Scheduling Rules:

a. A draw will be held for seat placement at the scheduling table. One member from each association will draw a number. The lowest number will take the first spot at the table and will be the first to schedule two games. The highest number will be the last to schedule two games at the table. After the last person has scheduled their two games the format then reverts back to the first person who then schedules their next two games.

b. Each division will be allowed 1 hour and 30 minutes to schedule games. The NERHL Commissioner will announce 30 minute, 20 minute and 15 minute warnings. At the 15 minute warning the Commissioner or Scheduling Director will take control of the table and assist in scheduling the final games to be scheduled.

c) Each team is required to have only one person to schedule games and sit at the table. A maximum of two members may be in attendance. The second member must sit behind the scheduler and not at the table.

d) One member from the scheduling table must step forward to record all games on the master scheduling sheet. (preferably one of the 2nd members for an association)

e) Each team is required to review the master schedule once printed off by the NERHL representative. Any errors or mistakes should be noted and changed.

vii) The NERHL mandates a maximum of two blackout weekends per team, scheduled prior to the scheduling meeting. (ie: for tournaments)