

# POLICIES & PROCEDURES HANDBOOK



ALBERTA ELITE HOCKEY LEAGUE / ALBERTA FEMALE HOCKEY LEAGUE

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# ALBERTA ELITE HOCKEY MODEL

## PROGRAM PHILOSOPHY AND PRINCIPLES

### INTRODUCTION

The Alberta Elite Hockey Model focuses on providing Alberta's top players with an environment to develop their hockey skills while competing at the highest level they are capable of in a fair and equitable manner. Using operating standards, the model ensures that players have opportunities to experience 'elite' hockey, while simultaneously establishing competitive balance across the province. The model recognizes and supports that each athlete has the right to consider all options for their participation in elite hockey and strives to provide a positive experience that attracts and retains athletes.

The Alberta Elite Hockey Model provides a defined structure for the top levels of U18, U15 and U13 to establish a progression for players through a development pyramid. Bridging the gap between grassroots programs and AAA, the Elite Hockey Model also provides opportunities for players to experience the higher levels of hockey through a regional affiliation process.

### LEAGUES

Hockey Alberta has identified the Alberta Elite Hockey League (AEHL) and the Alberta Female Hockey League (AFHL) to conduct the day-to-day operations and game play for all AA and AAA hockey at the U13, U15, and U18 Divisions. These are the only leagues identified to operate Elite levels of Hockey Alberta sanctioned play.

### PRINCIPLES

The Alberta Elite Hockey Model is based on two guiding principles that establish a system of hockey that helps athletes reach their potential and progress through the elite hockey system.

#### Development

- I. The AEHL, AFHL, MHAs and coaches will always act in the best interest of the athlete, working to help them develop their skills so they have the ability to move up and play at the highest level they can attain;
- II. The AEHL, AFHL and MHAs will provide development opportunities and focus on moving players through the system to the next level;
- III. Players will have the ability to register as an affiliate to a higher-level team, providing the opportunity to practice and play as an affiliate, to further develop their skills and gain experience at the next level;
- IV. The AEHL, AFHL and MHAs will work with Junior, Collegiate and University programs to inform Alberta athletes about opportunities after they graduate from U18 hockey.

#### Consistency

- I. A Provincial system of elite hockey that starts at U13 AA and progresses through the youth hockey years to U18 AAA;
- II. A system that is deliberately designed to ensure players receive consistent development opportunities, regardless of where they reside in the province;

- III. Pre-determined numbers of Teams are set within each Division and Category to ensure competitive balance and a proper developmental feeder system are in place for players;
- IV. Operating Standards have been established to ensure consistent operations of Teams that provide athletes with consistent elite level development opportunities and experiences;
- V. The location of Teams is set to ensure athletes can access Elite Teams (or opportunities) within a reasonable distance from their home.

## LEAGUE NAME

Hockey Alberta identifies the Elite Hockey Committee (hereinafter referred to as “Committee”) as the operator of the AAA/AA categories of hockey. Scheduled play will be implemented under the banner of the Alberta Elite Hockey League and the Alberta Female Hockey League (hereinafter referred to as “League,” “AEHL,” or “AFHL”, unless otherwise specified) in accordance with the Elite Hockey Model.

- a. The AEHL and AFHL are sanctioned leagues of Hockey Alberta.
- b. The AEHL and AFHL are the sole governing bodies for AA and AAA hockey for all teams identified under the Elite Hockey Model.
- c. The League will be comprised of eleven (11) Divisions of hockey being U18 AAA, U18 AAA Girls, U18 AA, U18 AA Girls, U17 AAA, U16 AA, U15 AAA, U15 AA, U15 AA Girls, U13 AA, U13 AA Girls. These eleven Divisions may be further subdivided into “Conferences” for the purposes of regional play and the reduction of travel. U13 AAA shall be recognized as a pilot project under the AEHL for the 2024-25 season.
- d. Only the member teams of the League shall be eligible for Provincial Playoffs for the eleven (11) Divisions as provided in the Hockey Alberta Regulations, unless otherwise directed by Hockey Alberta.
- e. The League will play under the Rules of Hockey Canada, Hockey Alberta, and each team will be responsible for complying with all rules and regulations of those Governing Bodies as well as the regulations of the League.

## OBJECTIVES

The objectives of the League are to provide a framework in which players may participate in an elite level of organized hockey within the Province of Alberta, with a view to:

- a. Operationalize the principles of the Elite Hockey model as outlined in the Hockey Alberta Regulations and the Operating Model utilizing all the available resources at its disposal to operate effectively and efficiently, including the resources available from Hockey Alberta.
- b. Enhance the development of all participants in the game (athletes, volunteers, officials and administrators) helping them achieve the highest level of performance possible.
- c. Collaborate with the Team Alberta programs to provide high performance development opportunities for players, coaches and managers.
- d. Ensure that all persons who reside in the province of Alberta and wish to participate in Elite Hockey have an opportunity to compete for a position on a team operating within the League.
- e. Prepare athletes and develop their hockey skills for the next level of elite competition as they progress.
- f. Ensure keen competition within all the categories of play while considering financial and travel concerns.
- g. Play an integral role in the development of youth as future leaders, through exemplary leadership, development of character, work ethic, respect for others, unselfishness and sportsmanship while teaching what is right and wrong, fair and unfair, and a sense of duty.
- h. Grow the interest in the game of hockey and foster a general community spirit at the elite level through to the grassroots level in each of the communities that it resides.
- i. Adhere to the values set out by the Hockey Alberta Board of Directors.

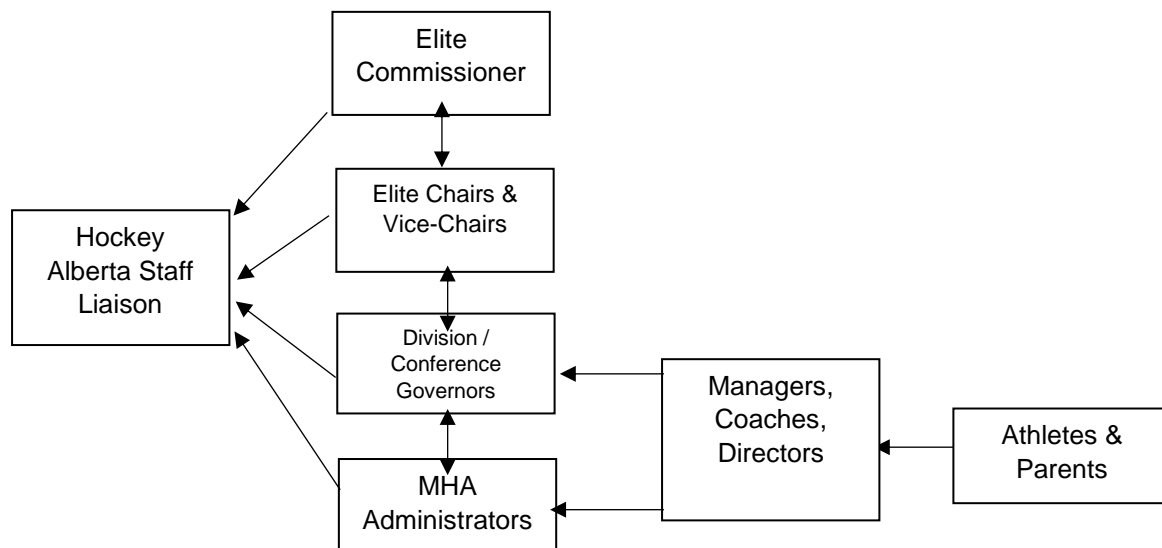
## LEAGUE MEMBERSHIP

General terms of League members include:

- a. A member of the League shall be a properly organized Minor Hockey Association wherein all its Elite Hockey teams participating in the League shall be registered with Hockey Alberta as required by Hockey Alberta. It will be the responsibility of each Host Association to ensure that its teams are properly registered with Hockey Alberta.
  - a. Host Associations may outsource team operations to Athletic Clubs. These clubs will operate as a subcommittee of the Host MHA, with the Host MHA bearing ultimate accountability for program operations.
- b. New members shall be admitted to the League only after applying in writing, in accordance with the Hockey Alberta regulations and being approved under that model. Any such new member applicants must declare the Division and Category of hockey they are applying to enter and, if accepted, cannot later enter another Division or Category without applying in writing to do such.
- c. Team(s) from outside the Branch may be permitted to participate in league play, if approved by the Branches and Hockey Canada, but will not be Members of the League. They will not be eligible to represent the League or Branch at a Provincial, Regional or National Championship. The Minor Hockey Associations these teams belong to shall be known as a Participating Team in the League.
- d. Members found to have violated League operating directives or regulations may face discipline including suspension or removal from the League, following a thorough investigation/hearing into the circumstances of the potential violation.

## LEAGUE GOVERNANCE

### COMMUNICATION PROTOCOL



The League will be governed by a single oversight body, the Elite Hockey Committee, that will be responsible for all league activities.



COMMITTEE STRUCTURE

<b>EXECUTIVE</b>			
<b>Commissioner</b>	Aaron Rawlake	780-872-4333	elitecommissioner@hockeyalberta.ca
<b>Chair – AEHL AAA</b>	Devin Selte	780-853-0788	elitemalechair@hockeyalberta.ca
<b>Vice Chair – AEHL AAA</b>	Lee Hellyer	403-815-0551	elitemalevicechair@hockeyalberta.ca
<b>Chair – AEHL AA</b>	Trevor Hittel		aahockeychair@hockeyalberta.ca
<b>Chair - AFHL</b>	Jody Forbes	403-818-4348	afhlchair@hockeyalberta.ca
<b>Vice Chair - AFHL</b>	Lise Cote	780-837-1709	afhlvicechair@hockeyalberta.ca
<b>Referee in Chief</b>	Craig DeCoursey	403-830-7304	aehlofficials@hockeyalberta.ca
<b>AEHL AAA OPERATIONS</b>			
<b>U18 AAA Governor</b>	Bob Olynyk	780- 489-7000	aehlu18@hockeyalberta.ca
<b>U17 AAA Governor</b>	Darcy Robinson	403-318-2959	aehlu17@hockeyalberta.ca
<b>U15 AAA Governor</b>	Dean Melnyk	403-803-5608	aehlu15@hockeyalberta.ca
<b>AFHL OPERATIONS</b>			
<b>U18 AAA Governor</b>	Jason Reynolds	780-217-4781	afhlu18aaa@hockeyalberta.ca
<b>U18 AA Governor</b>	Stacey Keyowski	403-350-8449	afhlu18aa@hockeyalberta.ca
<b>U15 AA Governor</b>	Lorissa Nafziger	403-396-2471	afhlu15aa@hockeyalberta.ca
<b>U13 AA Governor</b>	Hernan Iglesias	587-599-6309	afhlu13aa@hockeyalberta.ca
<b>AEHL AA OPERATIONS</b>			
<b>Metro Conference Governor</b>	Tracey Orbell	780-340-3414	tracorb@telus.net
<b>U18/U16 Metro Governor</b>	Brenda Neville	780-271-5280	nevillebph@shaw.ca
<b>U15 Metro Governor</b>	Carrie Aldridge	780-240-1434	caldridge1010@gmail.com
<b>U13 Metro Governor</b>	Kevin Lentz	780-221-9320	klentz@telus.net
<b>Rural Conference Governor</b>	Earl Reid	780-913-5871	earlreid@shaw.ca
<b>U18/U16 Rural Governor</b>	Doug Petruk	780-608-0585	dpetruk@eastlink.ca
<b>U15 Rural Governor</b>	Jordan Kohlruss	780-884-0046	kohlrussjordan@gmail.com
<b>U13 Rural Governor</b>	Travis Galenzoski	780-370-8878	travisg070@gmail.com
<b>South Conference Governor</b>			
<b>U18/U16 South Governor</b>			
<b>U15 South Governor</b>			
<b>U13 South Governor</b>			
<b>Calgary Conference Governor</b>	Kevin Kobelka	403-245-5773	kevin.kobelka@hockeycalgary.com

<b>U18/U16 Calgary Governor</b>	Sara Bramall	403 969-1344	u18aagovernor@hockeycalgary.com
<b>U15 Calgary Governor</b>	Marl Raffard	403 650-1389	u15aagovernor@hockeycalgary.com
<b>U13 Calgary Governor</b>	Greg McCallum	403 815-3942	u13aagovernor@hockeycalgary.com
<b>SCHEDULERS</b>			
<b>AEHL AAA/AFHL</b>	Traci Frost		aehlschedule@hockeyalberta.ca
<b>AA Metro &amp; Rural Scheduler</b>	Earl Reid	780-913-5871	earlreid@shaw.ca
<b>AA South Scheduler</b>	Beth Long		southschedule@hockeyalberta.ca
<b>AA Calgary Scheduler</b>	Lisa McGregor	403 245 5773	lisa.mcgregor@hockeycalgary.com
<b>URBAN REPS</b>			
<b>Hockey Edmonton Rep</b>	Joel Lenius	780-413-3498	joel.lenius@hockeyedmonton.ca
<b>Hockey Calgary Rep</b>	Kevin Kobelka	403-245-5773	kevin.kobelka@hockeycalgary.com
<b>STAFF - COMPETITION</b>			
<b>Senior Manager, Competition</b>	Kendall Newell	403-967-0041	knewell@hockeyalberta.ca
<b>Manager, Elite Leagues</b>	Hudson Kelly	403-967-0049	hkelly@hockeyalberta.ca
<b>Manager, Officiating</b>	Liam MacIsaac	403-967-1889	lmacisaac@hockeyalberta.ca

## DUTIES OF THE ELITE HOCKEY COMMITTEE

Hockey Alberta has established the Elite Hockey Committee to operate League play, under the banner of the AEHL and AFHL for the “AAA/AA” levels of hockey in Alberta. The Committee will conduct the day-to-day operations of League play in accordance with Policies and Procedures outlined in this document. The AEHL and AFHL are the only sanctioned league to operate “AAA” and “AA” Hockey in Alberta.

Committee members and their roles are as follows:

1. Commissioner
  - a. Chair and provide leadership to the Elite Hockey Committee and its executive, ensuring consistency across the operations of the AEHL and AFHL
  - b. Collaborate with Elite Hockey Committee and Hockey Alberta Staff to set seasonal and strategic priorities for Elite Hockey
  - c. Call and chair meetings of the Elite Hockey Executive and Elite Hockey Committee, approve meeting minutes to ensure an accurate record of the proceedings of the Committee.
  - d. Establish ad-hoc committees to address priorities of Elite Hockey and disband committees once their purpose has been fulfilled.
  - e. Represent the AEHL and AFHL brands positively in interactions with members, the media and the public as a spokesperson for Hockey Alberta, AEHL and AFHL matters
2. Chairs (AEHL AAA, AEHL AA and AFHL)
  - a. Attend Elite Hockey Committee and Executive meetings
  - b. Call and preside over league-specific meetings, providing leadership to fellow committee members, approve meeting minutes to ensure an accurate record of the proceedings of the league

- c. Establish ad-hoc committees to address priorities of Elite Hockey and disband committees once their purpose has been fulfilled.
  - d. Participate in assigned ad-hoc committee, either as the committee chair or as a regular participant
  - e. Establish regular communication with Committee members to understand happenings of the league and ensure the league perspective is provided at Elite Executive meetings.
  - f. Provide recommendations for improvements to the league and the Commissioner in the creation of a long-term strategic growth plan for the league.
3. Vice Chairs (AEHL AAA, AEHL AA and AFHL)
- a. Preside over the league committee meetings in the absence of the Chair
  - b. Keep informed of the League activities and be prepared to assist and work with other members of the Committee at any time;
  - c. Work with the Referee in Chief to oversee and track complaints about Officiating and act as a liaison between the League and the Officials Committee;
  - d. Work with assigned Governors on determining suspensions for major incidents to ensure consistency;
  - e. Liaise with Staff to report financial statements at each Committee and/or League meeting.
  - f. Assist the chair in hosting Model meetings to discuss the growth of the league, Elite hockey and make recommendations for change.
  - g. Assist the chair in the creation of a long-term strategic growth plan for the league including seeking partnership opportunities.
4. Conference Governors (AEHL AA Only):
- a. Preside over the three division directors and division meetings throughout the season
  - b. Keep informed of the League and division activities and be prepared to assist and work with other members of the Committee at any time;
  - c. Work with the Referee in Chief to oversee and track complaints about Officiating in the division and act as a liaison between the League and the Officials Committee;
  - d. Oversee and approve the schedule of game play for their conference of hockey.
  - e. Oversee and approve all necessary game changes recommended by the “committee” or member Minor Hockey Associations
  - f. Work with assigned Division Governors on determining suspensions for major incidents to ensure consistency;
  - g. Participate as a voting member of the AA Hockey Committee, representing the concerns and perspective of the Division Governors and MHAs within the division at all AA Hockey Committee Meetings and at Elite Hockey Committee meetings as required.
5. Division Governors (AEHL, AFHL AAA & AA)
- a. The respective Division of Play Governor will be responsible to preside over the Division of Play and all day to day league operations of the respective Division
  - b. Be the first contact for teams within their jurisdiction and first contact for all League discipline matters.
  - c. Oversee and approve the schedule of game play for their division of hockey (handled by Scheduler in Calgary AEHL AA Conference).
  - d. Oversee and approve all necessary game changes recommended by the “committee” or member Minor Hockey Associations (AEHL AA Division Governors shall assist the Conference Governor with game changes, AEHL AA Calgary Conference game changes will be handled by Scheduler)
  - e. Administer discipline. The Governor shall have the power to suspend, suspend and fine, or discipline any coach, manager, player, trainer, or other official connected with a team playing within this League and under its jurisdiction for any infringement of the rules or regulations of either this League, Hockey Alberta or Hockey Canada. To obtain

consistency within this League each Governor shall contact the Vice-Chair for advice and direction before implementing any disciplinary action outside minimum suspensions

- f. Accept protests filed by the members and immediately advise the Chair
  - g. Verify the accuracy of game stats directly following the weekend of games played
  - h. Work with the Staff Lead to build a process for the gathering of League and team news on a weekly basis for publishing on the website;
  - i. Keep records of all suspensions and provide to Hockey Alberta if necessary
  - j. Attend meetings of the committee as required.
  - k. Chair a meeting with all Coaches and Managers before the start of League play.
  - l. Chair or support disciplinary review committees struck from time to time as necessary.
  - m. Serve as league liaison to team management and coaching staffs to ensure objectives/rules are known and adhered to;
  - n. Be responsible for the nomination of Player of the Month candidates and presentation of all monthly award winners.
  - o. Be responsible for the nomination of recipients of individual division of hockey awards;
  - p. Attend playoffs/provincials as a representative of the League
  - q. Summarize at the Annual General Meeting, all suspensions, gross misconducts and match penalties for League information and trending purposes from the previous season.
6. Referee in Chief
- a. Recruit volunteers to ensure that League games at all levels have competent officials assigned;
  - b. Develop and manage a program of supervising, evaluating and coaching on ice officials for the League;
  - c. Build and manage a process to track complaints about Officials;
  - d. Work with Division Governors on discipline matters as required;
  - e. Working with the Manager, Officiating, advise on the development program for on ice officials working the League.

#### DUTIES OF THE STAFF LEAD

1. Record and distribute minutes of all league and Elite Hockey meetings within 7 days following any meeting.
2. Ensure communication of all league meetings are sent to proper League and team personnel
3. Publish and update annually a members list of all Coaches, team officials, Association Officers and League Officers
4. Support Commissioner, Chair and Vice-Chair with any other league or Elite Hockey requests
5. Manage bank account(s) of the league, including signatories as required
6. Keep books and records
7. Collect revenue and pay disbursements
8. Establish financial controls to help ensure that Budgeted amounts are not exceeded without proper authorization
9. Prepare budget for each hockey season; prepare multi-year financial forecasts as and when required
10. Prepare financial statements for the league and present at the Annual General Meeting
11. Have the financial statements independently reviewed by at least four (4) members of the league or, if chosen by the League, an independent auditor
12. Answer questions on financial matters to the League, Hockey Alberta or league members
13. Advise and provide recommendations on League "branding" matters to the Committee
14. Determine a marketing plan for the promotion of the League
15. Establish a sponsorship program for the League

16. Work with member teams to secure content that can be shared on a weekly basis on the League Website, to improve the overall image of the league.

#### EXPENSES

- a. From time to time members of the League Management may incur expenses as part of effectively managing the day to day operations of the league. In addition, Elite Hockey Committee members may incur expenses, not specifically related to the League, which will be the responsibility of Hockey Alberta, as appropriate.
- b. All league expenses will be budgeted in the annual League budget process. Any expenses for meals, travel and accommodations by any individual will be reimbursed as per the Hockey Alberta fee guidelines and paid monthly after expenses are submitted to the Treasurer.
- c. The Commissioner will be responsible for approving all expenses. The Commissioner's expenses will be approved by Hockey Alberta.
- d. No one directly involved with the coaching, management, or administration of the League may profit from any matters pertaining to the League unless approved by the Commissioner.
- e. Any contracting for services will be led by Hockey Alberta staff and must be approved by the committee chair.

## POLICIES AND PROCEDURES

The remainder of this document refers to the league policies and procedures put in place for the Alberta Elite Hockey League and Alberta Female Hockey League, which may be changed from time to time at the discretion of the Elite Hockey Committee. The policies and procedures referring to player movement, acceleration, registration and the structure of the League are set forth in the Elite Hockey Model and this document is supplementary to it. The policies enclosed in this document deal directly with the day to day operations of the league and how teams are to govern themselves and report occurrences to the League and the Committee.

## RULES & REGULATIONS

The League shall follow all the Bylaws and Regulations of Hockey Canada, and the Bylaws and Regulations of Hockey Alberta in the spirit and intent of Hockey Alberta's Elite Hockey Model.

## PLAYING RULES

The League's playing rules shall be those provided in the Hockey Canada Official Playing Rules Book.

## LEAGUE MEETINGS

- a. An Annual General Meeting (AGM) of the league (separate meetings shall be held for the AEHL AAA, AEHL AA and AFHL) shall be held at a date, time and location to be determined by the league. Notice of the AGM will be sent to member teams at least 30 days in advance of the meeting
- b. The AGM will be planned as an in person or video call to communicate information, vote on motions, and ensure proper operation of the league.
- c. No MHA will be entitled to be either represented at or have voting privileges at the Annual General Meeting or any meeting of this League unless its financial commitments to the League are fully paid and they are deemed to be in good standing by the League.
- d. A quorum shall be at least 2/3 of the membership rounded up to the next whole number.
- e. Each member association will have one vote.
  - o Members of the League are member minor hockey associations of Hockey Alberta that host teams in the AEHL or AFHL
  - o Only member Associations present can cast a vote.
- f. The Officers of the League shall not have voting powers on motions except the 'CHAIR' who shall cast a deciding vote in tied motion votes.
- g. A simple majority of votes shall carry all questions.
- h. Only voting members may attend meetings unless otherwise invited by the Commissioner/Chair/Governor.
- i. Special meetings may be requested by the members and must be called by the Chair or Commissioner within 30 days upon receipt of a request for the Special Meeting. The request must be signed by at least two thirds (2/3) of the members for the level of play the meeting relates to (AEHL AAA, AEHL AA and AFHL) and must include the reasons for the request. Fourteen days notice of the Special Meeting must be given to each team.

## AMENDMENTS

- a. A notice for intended amendments to League Policies and Procedures must be submitted in writing to the Staff Lead or a Committee Member at least 20 days prior to the date of the Annual General Meeting.
- b. The Commissioner or Staff Lead must provide a notice of intended amendments to each team at least 14 days prior to the League Annual General Meeting.

- c. Amendments to Policies and Procedures require a simple majority vote at the Annual General Meeting for adoption, but must be in line with the rules governing Hockey Canada, and Hockey Alberta

#### LEAGUE DUES

- a. Each season during the budgeting process, the Annual Dues for Members shall be determined by the Committee and approved by the members at the AGM.
  - a. Team fees will be dependent on what is provided to each Division for the corresponding season (Showcase, dedicated volunteers, etc). The budget will be reviewed annually and adjustments made accordingly.
- b. All Annual Dues for Members, as determined by the Committee, shall be due and payable with the Membership registration prior to the season commencing.
- c. A Member shall not be in good standing unless it has paid the annual dues.
- d. Upon payment of the required Annual Dues, a Member shall not be entitled to a refund.

#### EXPECTATIONS OF MEMBER CLUBS

The Elite Hockey model and Host Agreements outline the expectations for each member club. It is the expectation that each Association adhere to these guidelines while creating the best development program for their athletes.

#### **ELITE HOCKEY MODEL REGULATIONS CAN BE FOUND [HERE](#)**

#### Expectations of Host MHAs

The Host MHA shall have the liberty to structure their staff and volunteer resources dedicated to Elite Hockey at their discretion. At a minimum, each Host MHA must have one position on their association board of directors that bears responsibility for Elite Hockey. This individual shall ultimately be responsible for all aspects of Elite Hockey in the area. Under this individual shall sit a sub committee of the Host MHA chaired by the Board of Directors member responsible for Elite Hockey, where the following responsibilities are assigned accordingly:

- Hockey Operations – day to day operations of the hockey program
- Hockey Development – talent development within the zone (coach and player) including the development hierarchy in the draw zone as well as the feeder system into the elite stream
- MHA Coordination – community (MHA) relations across the zone including the Elite meetings
- Other areas as defined by the Committee from time to time
- The Elite Committee understands that a common practice in the Elite Model is to utilize a separate entity from the Host MHA to operate elite hockey, usually called a 'Club', replacing the aforementioned sub committee. Such a practice may continue, however that does not change the Board of Directors member of the Host MHA assigned responsibility for Elite Hockey matters remains accountable for the operations of this club and must ensure the below duties of the Host MHA are met.

#### Duties of the Host MHA

- Be responsible for the operations of the Elite Program.
- At least three times per season, host an Elite Meeting that comprises all MHAs within the Elite Draw Zone/Recruitment Area they are located. The content of the meetings should entail:
  - Provide to MHAs in the area an update on and an opportunity to provide feedback relating to the Elite Stream Program in the Zone and provincially. MHAs must have the ability to be involved in discussions on:
    - The state of the hockey program within the zone and what changes may need to be considered
    - How to engage all the MHAs in the zone regarding zone operating matters

- How to involve the Elite stream development principles at all levels across the zone to create a development funnel for players and coaches entering the Elite stream
- Following the meetings, reports to the Hockey Alberta Elite Committee should be shared highlighting:
  - Date of the meeting and its attendees
  - Summary of discussion held
  - Summary of actions taken
  - Summary of actions not taken or deferred.
- Representatives of the Hockey Alberta Elite Committee should be provided with notice of the meeting and will attend as time permits.
- Conduct annual surveys collecting feedback gathered from Draw Zone/Recruitment Area MHAs, players and families on program operations and share the results with the Elite Male Committee annually as part of the Elite Committee's ongoing program assessments. The surveys should be conducted annually after the midseason point, with reports or key findings submitted to the Elite Committee by the beginning of March.
- Be responsible for ensuring that Elite hockey at all levels in the draw zone work effectively together in building a program that promotes the development of the participants of the game, operating cohesively in a development hierarchy and enhance the development of the players across the entire draw zone.
- Ensure that the Elite Program is represented at Elite Committee Meetings.
- Oversee the establishment of Coach development and mentorship programs and criteria for all coaching staffs in line with expectations set by Hockey Alberta.
- Ensure that each Elite Team establishes qualifications and development criteria for team staff in line with expectations set by Hockey Alberta.
- Ensure that each Elite Team selects Team staff (Manager, Coaches and support staff) that are qualified and appropriately certified.
- Set policies and procedures for the Draw Zone/Recruitment Area using the infrastructure available from Hockey Alberta

#### LEAGUE PATCHES

Each member club must have the AEHL/AFHL patch present on the right chest of all jerseys of teams competing in the AEHL AAA divisions and all AFHL Divisions. Patches may be purchased from United Sport and Cycle or sublimated onto the jersey. For access to the design file please contact the Staff Lead at Hockey Alberta.

For AEHL AA teams, patches are optional for the 2024-25 season. An implementation plan will be shared with members during the 2024-25 season.

#### HANDSHAKES

Teams shall meet at centre ice following each AEHL and AFHL game to shake hands with the opposing team and referees. Handshakes may be waived at Showcase events at the discretion of Elite Committee members if time becomes a concern.

#### LEGAL ACTION

- a. Any Association, team, team official, parent or player who threatens the League or its League Officers with any legal implications or actions, the team(s) involved may be suspended from the League until the legal action or implication has been properly dealt with.



## ROSTER SIZE

Hockey Canada and the Elite Hockey Model allows all teams to carry a roster of 20 players, 18 skaters and 2 goaltenders. These regulations permit a team to be able to dress all 20 players for each game. Teams may not be comprised of fewer than 15 skaters and 2 goaltenders (Individual associations may strengthen this further to require a higher minimum number of players per team).

Exception: U13 AA teams in the AFHL are encouraged to take only one goaltender in order to help ensure grassroots female teams also have access to goaltenders. U15 AA teams in the AFHL may also roster only one goaltender if necessary to support grassroots female hockey in the area.

## SOCIAL MEDIA

All players, coaches, administrators and parents are encouraged to display positive behavior on social media. Hockey Alberta and the 'League' have zero-tolerance towards negative behavior on the internet. If there are true concerns, please bring them through the proper channels to be handled accordingly.

### **HOCKEY ALBERTA SOCIAL MEDIA POLICY CAN BE FOUND HERE**

## RISK MANAGEMENT

- a. Any injury resulting in a player injured seriously enough to require emergency medical attention must be reported to the Division Governor & Conference Director (if applicable) for information and perhaps insurance purposes.
- b. All players while playing any games in the League are encouraged to wear mouth guards.

## EDUCATION AFFILIATED PROGRAMMING (CO-ED DIVISIONS)

Programs may partner with schools to offer ice times during the school day to players attending a specific school or nearby schools if attendance is not compulsory or directly impactful on a player's role with the team in the Elite Hockey Model.

Due to lack of boundaries in the AFHL U18 AAA division, programs in this division may have compulsory education elements (ie: school players must attend to play for the team) associated with their program.

## TRYOUT PROCEDURE

Host AA and AAA Associations must collect the names of players who register for AA/AAA tryouts from outside the Host MHA. Hockey Alberta has created a form that includes all the information to be collected. The form can be found on the Hockey Alberta Centre Ice Portal. Associations must input the following information for each player into the spreadsheet

- First Name
- Last Name
- Year of Birth
- Resident MHA
- Position

If a resident MHA determines that a player is not in good standing (i.e. player has outstanding fees) and is registered for a tryout, the resident MHA will inform the MHA hosting the tryout and contact the player to resolve the issue. The resident MHA will also notify the tryout-hosting association when the player is in good standing. For players who successfully make Elite teams, a permanent transfer must be requested and approved by the resident MHA. A comment stating the purpose of the transfer is all that is required (Calgary teams may have different processes – please contact Hockey Calgary if clarity is required).

*Players will not be afforded the opportunity to access more than two (2) try outs within a specific category of hockey. See the Hockey Alberta's Bylaws and Regulations, and the below appendix for each division for more information.*

## SCHEDULING

- a. Scheduled League games have priority over exhibition and tournament games as provided by the Hockey Alberta Regulations.
- b. 3 game weekends will be avoided, and only scheduled if necessary (ie. Showcase Events).
- c. Each team, by July 1st each year, will declare one weekend where they do not wish to have games scheduled for the purposes of traveling to a tournament.
- d. Each Host Association is required to bring to the Annual General Meeting a minimum of 30 game slots per U18 AAA team for scheduling.
  - a. As the schedule for each division is nearing completion, associations will be asked to 'top up' their ice to 30 available slots for each subsequent AAA/AA team.
- e. Initial drafts of the schedule will be first reviewed by each division governor, followed by associations, before becoming final. The full AEHL/AFHL schedule will be released by the beginning of September.
- f. No games will be scheduled to begin prior to 11:00am. and after 8:45pm (Exceptions could be made for Showcase Events or with approval from the division governor).

## GAME CHANGES

The League websites will host the official schedule. Game changes are only to be used in the event of extenuating circumstances such as:

- a. facility malfunctions
- b. adverse weather conditions creating unsafe travel
  - i. The League will defer to the professional opinion of transit professionals (bus companies) on roadway conditions.
  - ii. In the case that parents are driving to games, it is recommended that the team adheres to the professional opinion of their local bus company.

In the event of a game needing to be changed or rescheduled, the team requiring the change must contact the Division Governor (& Conference Governor if AEHL AA), FloSports (if game was to be livestreamed), as well as the opposing member club with potential alternatives or options. The Division Governor (or conference Governor if AEHL AA) will approve the change and make any necessary adjustments on the Website. Teams shall use the online game change form to request any changes.

*\*All game changes will be at the discretion of the Division Governor and permission must be obtained in writing prior to changes being made.\**

If discrepancies in the schedule are noted on the League website, they are to be brought forward to the appropriate Division Governor for correction.

Game changes in the AEHL AA division for Calgary teams will be handled by the Hockey Calgary Scheduler in partnership with the respective Division Governor.

## TEAM FAILING TO PRESENT ITSELF

- a. If a team fails to present itself at the time and place appointed to play a game, the game or series will be awarded to the opposing team with a score of 1-0 for statistical purposes unless the failure was caused by an unavoidable accident or an unforeseen situation.
- b. A team failing to present itself will be fined \$500 and will be suspended until the \$500 is paid.
- c. The Manager, Coach or official and/or players of the team that is responsible for a failure to attend may be suspended for one year or more.
- d. Any team failing to present itself twice in one season will have its Coach and Manager suspended from all League activities indefinitely, until reviewed by the league in greater detail.

## TOURNAMENT/EXHIBITION & PRE-SEASON GAMES

- a. The AEHL & AFHL is ultimately responsible for granting permission for pre-season, tournament and exhibition games and for the administration of discipline that is necessary arising out of those games.
- b. The Division Governors will correspond with Hockey Alberta as appropriate regarding League suspensions and carryovers.
- c. Teams must obtain League approval for any exhibition games with teams from outside the League.
- d. The home team shall notify the Divisional Governor at least 72 hours prior to the start of the game with all details, including the date, venue, time of game, and teams playing.
- e. The home team will be responsible to load both rosters and score the game through the Hockey Tech system.
- f. The home team will be responsible to arrange officials.

## DROP CLOCK

Should an unusual delay occur for any unforeseen circumstances, and there is no flexibility to extend the time, the drop clock rule will be in effect. This means at the first stoppage of play after 5 minutes of allowable time is remaining the game clock shall be dropped to 2 minutes stop time. The respective Governor shall have sole discretion to determine the main cause of the delay, and if it was avoidable.

## RESPONSIBILITIES OF THE HOME TEAM

- a. The home team for League games is responsible to coordinate off-ice officials.
- b. The home team must provide a scorekeeper, a timekeeper and two penalty box workers for all games.
- c. The home team must provide an individual to enter game data into the website portal as events occur during the game.
- d. The home team must provide a camera person and any other individuals necessary for livestreaming of the game (not applicable to AEHL AA divisions for 2024-25 season).
- e. The home team must input the game score and information from the game sheet into the league website during the game, as close to live time as possible.
- f. The home team must provide a program or line up sheet for each home game.
- g. The home team must provide pucks for both teams for warm up, and pucks for 'Game Play'

## JERSEY COLOURS

The home team will be required to wear dark, while the visiting team will be required to wear light. In the event of a conflict or a third jersey, the team requesting the change must bring it forward to the opposing team and corresponding Division Governor for approval.

## SCORESHEET SUBMISSION & STATISTICS

When filling out the game sheet, please ensure the following occurs:

- a. Time on the score clock is what is recorded for all occurrences
- b. Goaltender shots against and goals against are accurately recorded
- c. Type of goal is denoted; even strength (ES), powerplay (PP), shorthanded (SH), empty net (EN).
- d. All goals and assists are properly noted at the conclusion of the game

## ALL 'LEAGUE' GAMES

### *ELECTRONIC GAMESHEET PROTOCOL*

**Device:** A tablet is the preferred and recommended device for ease of use. Computers or phones are options; however, phones are not recommended as they are not user friendly.

**Of Note:** The Hockey Tech stats platform can retain data for up to 20 minutes without an internet connection. If your internet signal is spotty, you will not lose your data but need to ensure you are finding a connection within that 20-minute window. Options for connecting if Wi-Fi is problematic is through hot spotting of your phone or purchasing of a data plan for your tablet.

## **LEAGUE WEBSITE FOUND [HERE](#)**

### *EXHIBITION AND TOURNAMENT GAMES*

All exhibitions/tournaments not setup using the AEHL/AFHL website for scoring must have the game sheet submitted to your Division Governor within 24 hours of completion of your game (as per a condition of all sanction and tournament approvals) Please ensure your sanction number printed legibly on the scoresheet.

### TRAVEL PERMITS & ADMIN.

- a. Travel permits are required by all teams (as per Hockey Alberta) for all out-of-province tournaments and exhibition games.
- b. No League monies shall be used to support any non-league tournaments.
- c. Team and League member information will be collected at the Annual General Meeting and the Secretary will distribute this information to all teams by September 15th annually.

## SUSPENSION PROCEDURES

In the event of any 5 minute majors, misconducts or game misconducts being assessed during a game involving a 'League' team, a legible version of the scoresheet and write up report must be submitted to the League, through the appropriate Division Governor, immediately following the game completion using the online incident form associated with the game sheet.

- a. Each Division Governor has the power to issue suspensions in accordance with the Hockey Alberta Minimum Suspensions.
- b. For indefinite and accumulation suspensions, the Vice-Chair (conference Director for AEHL AA) will issue the final suspension, in consultation with the Division Governor and Hockey Alberta.

**The 'LEAGUE' will follow the Hockey Alberta Minimum Suspensions for all suspensions and those suspensions cannot be appealed when only the Minimums are enforced.** Please note that there are also cumulative suspensions that are in effect in all divisions of play and are enforced during league, exhibition, tournament and Provincial Play. Suspensions incurred at the end of the season are subject to carry over suspensions.

When a suspension occurs, it must be served in the next consecutive games (league play, sanctioned tournaments, Provincial Play or Hockey Alberta sanctioned events). Exhibition games do not count as suspended games. Players cannot play in exhibition games while serving a suspension.

For more clarification, please refer to the Hockey Alberta Regulations; Minor Hockey.

**HOCKEY ALBERTA MINIMUM SUSPENSIONS CAN BE FOUND [HERE](#)**

## DISCIPLINE POLICY

- a. For all discipline, the Governor will rule within 48 hours of being notified of an infraction. For the purposes of assistance, the Governor will consult the Vice Chair (AEHL AAA/AFHL) or Division Director (AEHL AA) as necessary.
- b. All automatic suspensions per the Hockey Alberta regulation Minimum Suspension shall apply to all league games, including playoffs.
- c. In addition to the Hockey Alberta Minimum Suspensions, the League has the option of increasing the Hockey Alberta Minimum Suspension.
- d. All suspensions will be carried forward for any Playoff/Provincial games.
- e. Players are not to cross the center ice red line during the pre-game warm-up or before the start of any period. That is, they must stay on their side of center ice. Suspensions may be levied.

The League expects Coaches and Team Management to be responsible for the discipline of their team and actions of their fans. Where problems exist, appropriate action will be taken against the Coach in question if deemed necessary. Additionally, Coaches are expected to exhibit model behavior at all times.

NOTE: Hockey Alberta Minimum Suspensions are not appealable.

#### Additional Rules and Regulations for Coaches

- a. All Coaches suspended for any reason will not be allowed in the participant (classified as players, referees & coaches) areas for one hour before each suspended game and until after the game's conclusion.
- b. If a Coach gives or makes any offensive or obscene gesture to the fans, Referee or opposition, that Coach will be automatically suspended for a minimum of two games.
- c. Coach will have no communication with the team, including electronic communication, from one hour prior to each suspended game until after conclusion of the game.

## PROTESTS

- a. Protests and all supporting evidence must be submitted to the Division Governor and Conference Governor (AEHL AA) or Vice Chair (AEHL AAA, AFHL) in duplicate signed by the Coach, Manager and an Official of the MHA within 48 hours of the game protested. All documentation must be accompanied by a payment in the amount of \$300 submitted to the Hockey Alberta Office within the same 48-hour time frame. A copy of the protest must also be forwarded by email within 48 hours of the protested game to the Manager and the Association of the team protested against.
- b. Upon receipt of the protest, the Conference Governor or Vice Chair will appoint a three-person neutral committee in addition to the Division Governor.
- c. All protests require that the Division Governor contact the individual submitting the protest and the Manager of the team being protested against.
- d. Whether the committee (whose decision shall be final) dismisses or enforces the protest, the sum deposited with the protest will be forfeited to the League.

## APPEALS

Appeals to Hockey Alberta must follow the Hockey Alberta appeal procedure after it has followed "LEAGUE" protocol.

# APPENDIX I: AEHL U18 AAA

## TEAM FORMATION

1. Teams that host Spring Identification camps may choose to commit up to 6 roster positions to players for next season. There are no positional maximums – positions committed to are up to each team.
2. The Elite Committee does not have any set guidelines on Spring Camp format as it relates to camp duration, registration cost, number of ice times, number of off ice sessions, or dates the camp can be hosted. The Elite Committee does, however, encourage teams to not host camps after June 1 in order to allow athletes to pursue other sports and allow their body to take a break from the rigors of hockey.
3. Spring Camps are to be identification camps, where all players who participate must be permitted to return to tryout for the team again during the official tryout period in August prior to the season beginning.
4. AAA teams must submit the list of committed players via Hockey Alberta’s online form prior to August tryouts beginning. Once a player has earned commitment from the AAA team, the AAA team may not revoke that commitment without written approval from the Elite Male Committee. Players who earn commitment may voluntarily decommit at any time.

## CONFERENCE ALIGNMENT

<b>U18AAA</b>			
<b>U18AAA North</b>		<b>U18AAA South</b>	
<i>Edm. Jr. Oilers Blue</i>	<i>Leduc</i>	<i>Calgary Buffaloes</i>	<i>Airdrie</i>
<i>Edm. Jr. Oilers Orange</i>	<i>Lloydminster</i>	<i>Calgary Flames</i>	<i>Lethbridge</i>
<i>Fort Saskatchewan</i>	<i>Sherwood Park</i>	<i>Calgary Northstars</i>	<i>Okotoks</i>
<i>Grande Prairie</i>	<i>St. Albert</i>	<i>Calgary Royals</i>	<i>Red Deer</i>

## SEASON & GAME FORMAT

### 38 Game League Schedule

#### **South Division**

7 South teams x 4 games = 28 games

8 North teams x 1 game = 8 games

2 South teams x 1 game = 2 game

#### **North Division**

7 North teams x 4 games = 28 games

8 South teams x 1 game = 8 games

2 North teams x 1 game = 2 games

<b>ICE DURATION</b>	<b>WARMUP</b>	<b>PERIOD FORMAT</b>	<b>FLOODS</b>
<b>2.5 Hrs</b>	10 Mins	3x20 Mins, 5 Min OT	2*

\*May elect to have a third flood following warmups if time permits

## OVERTIME:

- During the Regular Season at the end of regulation, if a game is tied a 5-minute overtime will be played 3 vs. 3. If the game is still tied after the 5-minute Overtime period, then the game will remain a tie
- If a team is penalized at the end of regulation, penalties carry over to the overtime period. The teams play with the same numerical strength as they would if it wasn't 3 on 3 (ie. game stays 5 on 4) - until the 1st stoppage in play. Then format reverts to 3 on 3. Penalties incurred in overtime result in playing 4 on 3 (if they aren't coincidental) or 5 on 3 as the number of penalties dictate.
- When a player returns to the ice following the expiration of their penalty, play continues at that numerical strength until the first stoppage (4 on 4 or 5 on 5).
- Players assessed Game Misconducts cannot return for overtime.
- Players whose penalties don't end before the end of overtime (10 min misconduct) cannot return either.
- Teams will not change ends for overtime.
- There will be a one-minute break between the end of regulation and the start of overtime.

## STANDINGS

Points shall be awarded on the following basis:

- 2 points for win
- 1 point for tie
- 1 point for an overtime loss
- 0 points for a regulation loss

Procedure for determining Final Regular Season Standings in the event teams are tied following the Regular Season Schedule:

- I) If three teams are tied, final standings will be determined by the number of wins in total League Play. The team with most wins will be seeded first.  
  
If two teams are tied, the team with the Best Record in Games Played between the two tied teams will receive the higher standing.
- II) If still tied, the Best Goal Differential in total League Play will determine the standing. (Example: Team A has 123 goals for and 81 goals against, their differential is +42).
- III) If still tied, the best goal differential in games played between the tied teams will determine the standing.
- IV) If still tied, fewest cumulative penalties (misconducts count for 10 minutes)

The highest seed, according to the tie breaking formula, in the standings after the regular season will always gain home ice advantage, no exceptions. The same process will be used to determine the rest of the rankings with regards to tied teams. The highest seed will be considered the "home team", jersey color and last change will apply.

## PLAYOFF FORMAT

Teams finishing 1<sup>st</sup> to 6<sup>th</sup> in each Division, as determined by final regular season standings, qualify for the playoffs. First and second-place teams in each Division earn a bye through the Quarter finals. Overtime for all playoff games will follow Hockey Canada overtime rules, rule 10.16.

Quarter finals (Best of 3)

- Series P1N: North Division, 3rd vs 6th
- Series P2N: North Division, 4th vs 5th
- Series P1S: South Division, 3rd vs 6th
- Series P2S: South Division, 4th vs 5<sup>th</sup>

Following the Quarter finals, winning teams are seeded according to Final League standings:



Semi finals (Best of 3)

- Series A: North Division, 1st vs 4th
- Series B: North Division, 2nd vs 3rd
- Series C: South Division, 1st vs 4<sup>th</sup>
- Series D: South Division, 2nd vs 3

Division Finals (Best of 5)

- Series E: North Division, Winner Series A vs B
- Series F: South Division, Winner Series C vs D

League Championship (Best of 5)

- Series G: Winner Series E vs F

## APPENDIX II: AEHL U17 AAA

### TEAM FORMATION

5. Teams may host Spring Identification camps – in most cases this should be done in collaboration with U18 AAA teams in the Draw Zone.
6. The Elite Committee does not have any set guidelines on Spring Camp format as it relates to camp duration, registration cost, number of ice times, number of off ice sessions, or dates the camp can be hosted. The Elite Committee does, however, encourage teams to not host camps after June 1 in order to allow athletes to pursue other sports and allow their body to take a break from the rigors of hockey.
7. Spring Camps are to be identification camps, where all players who participate must be permitted to return to tryout for the team again during the official tryout period in August prior to the season beginning.

### CONFERENCE ALIGNMENT

<b>U17AAA</b>			
<b>U17AAA North</b>		<b>U17AAA South</b>	
<i>Canadian Athletic Club</i>	<i>Lloydminster</i>	<i>Calgary Buffaloes</i>	<i>Airdrie</i>
<i>Maple Leaf Athletic Club</i>	<i>Grande Prairie</i>	<i>Calgary Flames</i>	<i>Lethbridge</i>
<i>St. Albert</i>	<i>Leduc</i>	<i>Calgary Northstars</i>	<i>Medicine Hat</i>
<i>Knights of Columbus</i>	<i>Spruce Grove</i>	<i>Calgary Royals</i>	<i>Okotoks</i>
<i>Southside Athletic Club</i>	<i>Fort Saskatchewan</i>		<i>Red Deer</i>
<i>Sherwood Park</i>			

### SEASON & GAME FORMAT

#### 34 Game League Schedule

##### **South Division**

4 South teams x 4 games = 16 games

4 South teams x 3 games = 12 games

6 North teams x 1 game = 6 games

##### **North Division**

8 North teams x 3 games = 24 games

2 North teams x 2 games = 4 games

6 South teams x 1 game = 6 games

<b>ICE DURATION</b>	<b>WARMUP</b>	<b>PERIOD FORMAT</b>	<b>FLOODS</b>
<b>2.5 Hrs</b>	10 Mins	3x20 Mins, 5 Min OT	2*

\*May elect to have a third flood following warmups if time permits

### OVERTIME:

- During the Regular Season at the end of regulation, if a game is tied a 5-minute overtime will be played 3 vs. 3. If the game is still tied after the 5-minute Overtime period, then the game will remain a tie

- If a team is penalized at the end of regulation, penalties carry over to the overtime period. The teams play with the same numerical strength as they would if it wasn't 3 on 3 (ie. game stays 5 on 4) - until the 1st stoppage in play. Then format reverts to 3 on 3. Penalties incurred in overtime result in playing 4 on 3 (if they aren't coincidental) or 5 on 3 as the number of penalties dictate.
- When a player returns to the ice following the expiration of their penalty, play continues at that numerical strength until the first stoppage (4 on 4 or 5 on 5).
- Players assessed Game Misconducts cannot return for overtime.
- Players whose penalties don't end before the end of overtime (10 min misconduct) cannot return either.
- Teams will not change ends for overtime.
- There will be a one-minute break between the end of regulation and the start of overtime.

## STANDINGS

Points shall be awarded on the following basis:

- 2 points for win
- 1 point for tie
- 1 point for an overtime loss
- 0 points for a regulation loss

Procedure for determining Final Regular Season Standings in the event teams are tied following the Regular Season Schedule:

- V) If three teams are tied, final standings will be determined by the number of wins in total League Play. The team with most wins will be seeded first.

If two teams are tied, the team with the Best Record in Games Played between the two tied teams will receive the higher standing.

- VI) If still tied, the Best Goal Differential in total League Play will determine the standing. (Example: Team A has 123 goals for and 81 goals against, their differential is +42).
- VII) If still tied, the best goal differential in games played between the tied teams will determine the standing.
- VIII) If still tied, fewest cumulative penalties (misconducts count for 10 minutes)

The highest seed, according to the tie breaking formula, in the standings after the regular season will always gain home ice advantage, no exceptions. The same process will be used to determine the rest of the rankings with regards to tied teams. The highest seed will be considered the "home team", jersey color and last change will apply.

## PLAYOFF FORMAT

Teams finishing 1<sup>st</sup> to 8<sup>th</sup> in each Division, as determined by final regular seasons standings, qualify for the playoffs. All series are best-of-three. Overtime for all playoff games, including play in games, will follow Hockey Canada overtime rules, rule 10.16.

### Quarter Finals (Best of 3)

- Series A: North Division, 1<sup>st</sup> vs 8<sup>th</sup>
- Series B: North Division, 2<sup>nd</sup> vs 7<sup>th</sup>
- Series C: North Division, 3<sup>rd</sup> vs 6<sup>th</sup>
- Series D: North Division, 4<sup>th</sup> vs 5<sup>th</sup>
- Series E: South Division, 1<sup>st</sup> vs 8<sup>th</sup>
- Series F: South Division, 2<sup>nd</sup> vs 7<sup>th</sup>
- Series G: South Division, 3<sup>rd</sup> vs 6<sup>th</sup>
- Series H: South Division, 4<sup>th</sup> vs 5<sup>th</sup>

Following the Quarter Finals, winning teams are seeded according to Final League Standings:

#### Semi Finals (Best of 3)

- Series I: North Division, 1<sup>st</sup> vs 4<sup>th</sup>
- Series J: North Division, 2<sup>nd</sup> vs 3<sup>rd</sup>
- Series K: South Division, 1<sup>st</sup> vs 4<sup>th</sup>
- Series L: South Division, 2<sup>nd</sup> vs 3<sup>rd</sup>

The U17 Provincial Championship will be held at a location to be determined by Hockey Alberta in consultation with the league, featuring a host team and the respective Semi Finals winners. The Provincial tournament will be a five-team event in accordance with Hockey Alberta Rules and Regulations. The format may change from time to time and will be communicated by the league prior to the season.

Note: Should the Provincial Championship Host Team qualify via the Semi Finals, the highest seeded team eliminated from that Division's Semi Final would also qualify for the Provincial Championship.

## APPENDIX III: AEHL U15 AAA

### TEAM FORMATION

1. Teams that host Spring Identification camps may choose to commit up to 6 roster positions to players for next season. There are no positional maximums – positions committed to are up to each team.
2. The Elite Committee does not have any set guidelines on Spring Camp format as it relates to camp duration, registration cost, number of ice times, number of off ice sessions, or dates the camp can be hosted. The Elite Committee does, however, encourage teams to not host camps after June 1 in order to allow athletes to pursue other sports and allow their body to take a break from the rigors of hockey.
3. Spring Camps are to be identification camps, where all players who participate must be permitted to return to tryout for the team again during the official tryout period in August prior to the season beginning.
4. AAA teams must submit the list of committed players via Hockey Alberta's online form prior to August tryouts beginning. Once a player has earned commitment from the AAA team, the AAA team may not revoke that commitment without written approval from the Elite Male Committee. Players who earn commitment may voluntarily decommit at any time.

### CONFERENCE ALIGNMENT

<b>U15AAA</b>			
<b>U15AAA North</b>		<b>U15AAA South</b>	
<i>Canadian Athletic Club</i>	<i>Lloydminster</i>	<i>Calgary Buffaloes</i>	<i>Airdrie</i>
<i>Maple Leaf Athletic Club</i>	<i>Grande Prairie</i>	<i>Calgary Flames</i>	<i>Lethbridge</i>
<i>St. Albert</i>	<i>Leduc</i>	<i>Calgary Northstars</i>	<i>Medicine Hat</i>
<i>Knights of Columbus</i>	<i>Spruce Grove</i>	<i>Calgary Royals</i>	<i>Okotoks</i>
<i>Southside Athletic Club</i>	<i>Fort Saskatchewan</i>		<i>Red Deer</i>
<i>Sherwood Park</i>			

### SEASON & GAME FORMAT

#### 34 Game League Schedule

##### **South Division**

4 South teams x 4 games = 16 games

4 South teams x 3 games = 12 games

6 North team x 1 game = 6 games

##### **North Division**

8 North teams x 3 games = 24 games

2 North teams x 2 games = 4 games

6 South teams x 1 game = 6 games

<b>ICE DURATION</b>	<b>WARMUP</b>	<b>PERIOD FORMAT</b>	<b>FLOODS</b>
<b>2.5 Hrs</b>	10 Mins	3x20 Mins, 5 Min OT	2*

\*May elect to have a third flood following warmups if time permits

OVERTIME:

- During the Regular Season at the end of regulation, if a game is tied a 5-minute overtime will be played 3 vs. 3. If the game is still tied after the 5-minute Overtime period, then the game will remain a tie
- If a team is penalized at the end of regulation, penalties carry over to the overtime period. The teams play with the same numerical strength as they would if it wasn't 3 on 3 (ie. game stays 5 on 4) - until the 1st stoppage in play. Then format reverts to 3 on 3. Penalties incurred in overtime result in playing 4 on 3 (if they aren't coincidental) or 5 on 3 as the number of penalties dictate.
- When a player returns to the ice following the expiration of their penalty, play continues at that numerical strength until the first stoppage (4 on 4 or 5 on 5).
- Players assessed Game Misconducts cannot return for overtime.
- Players whose penalties don't end before the end of overtime (10 min misconduct) cannot return either.
- Teams will not change ends for overtime.
- There will be a one-minute break between the end of regulation and the start of overtime.

## STANDINGS

Points shall be awarded on the following basis:

- 2 points for win
- 1 point for tie
- 1 point for an overtime loss
- 0 points for a regulation loss

Procedure for determining Final Regular Season Standings in the event teams are tied following the Regular Season Schedule:

- IX) If three teams are tied, final standings will be determined by the number of wins in total League Play. The team with most wins will be seeded first.

If two teams are tied, the team with the Best Record in Games Played between the two tied teams will receive the higher standing.

- X) If still tied, the Best Goal Differential in total League Play will determine the standing. (Example: Team A has 123 goals for and 81 goals against, their differential is +42).
- XI) If still tied, the best goal differential in games played between the tied teams will determine the standing.
- XII) If still tied, fewest cumulative penalties (misconducts count for 10 minutes)

The highest seed, according to the tie breaking formula, in the standings after the regular season will always gain home ice advantage, no exceptions. The same process will be used to determine the rest of the rankings with regards to tied teams. The highest seed will be considered the "home team", jersey color and last change will apply.

## PLAYOFF FORMAT

Teams finishing 1<sup>st</sup> to 8<sup>th</sup> in each Division, as determined by final regular seasons standings, qualify for the playoffs. All series are best-of-three. Overtime for all playoff games, including play in games, will follow Hockey Canada overtime rules, rule 10.16.

### Quarter Finals (Best of 3)

- Series A: North Division, 1<sup>st</sup> vs 8<sup>th</sup>
- Series B: North Division, 2<sup>nd</sup> vs 7<sup>th</sup>
- Series C: North Division, 3<sup>rd</sup> vs 6<sup>th</sup>
- Series D: North Division, 4<sup>th</sup> vs 5<sup>th</sup>
- Series E: South Division, 1<sup>st</sup> vs 8<sup>th</sup>
- Series F: South Division, 2<sup>nd</sup> vs 7<sup>th</sup>

- Series G: South Division, 3<sup>rd</sup> vs 6<sup>th</sup>
- Series H: South Division, 4<sup>th</sup> vs 5<sup>th</sup>

Following the Quarter Finals, winning teams are seeded according to Final League Standings:

Semi Finals (Best of 3)

- Series I: North Division, 1<sup>st</sup> vs 4<sup>th</sup>
- Series J: North Division, 2<sup>nd</sup> vs 3<sup>rd</sup>
- Series K: South Division, 1<sup>st</sup> vs 4<sup>th</sup>
- Series L: South Division, 2<sup>nd</sup> vs 3<sup>rd</sup>

The U15 Provincial Championship will be held at a location to be determined by Hockey Alberta in consultation with the league, featuring a host team and the respective Semi Finals winners. The Provincial tournament will be a five-team event in accordance with Hockey Alberta Rules and Regulations. The format may change from time to time and will be communicated by the league prior to the season.

Note: Should the Provincial Championship Host Team qualify via the Semi Finals, the highest seeded team eliminated from that Division's Semi Final would also qualify for the Provincial Championship.

## APPENDIX IV: AEHL U13 AAA

### CONFERENCE ALIGNMENT

<b>AEHL U13 AAA</b>
<i>St. Albert</i>
<i>Sherwood Park</i>
<i>Lloydminster</i>
<i>Bonnyville</i>
<i>Fort McMurray</i>
<i>Grande Prairie</i>
<i>Edmonton (1)</i>
<i>Edmonton (2)</i>
<i>Edmonton (3)</i>
<i>Edmonton (4)</i>
<i>Beaumont</i>

### SEASON & GAME FORMAT

30 Game League Schedule

10 teams x 3 games = 30 games

<b>ICE DURATION</b>	<b>WARMUP</b>	<b>PERIOD FORMAT</b>	<b>FLOODS</b>
<b>2.0 Hrs*</b>	5 Mins	3x20 Mins	2

\*Edmonton teams may only be able to provide 1.75 hour ice slots

### STANDINGS

Points shall be awarded on the following basis:

- 2 points for win
- 1 point for tie
- 0 points for a loss

### PLAYOFF FORMAT

To be announced in collaboration with membership during the season



# APPENDIX V: AEHL U18 AA

## CONFERENCE ALIGNMENT

<b>U18AA</b>			
<b>U18AA North Metro</b>		<b>U18AA North Rural</b>	
CAC	Fort Saskatchewan	Beaumont	Bonnyville
KC	Leduc	Camrose	Fort McMurray
MLAC	Sherwood Park	Grande Prairie	Lloydminster
SSAC	Spruce Grove	Peace River	Strathcona
St Albert 1	<del>St Albert 2</del>	Wainwright	Whitcourt
Sturgeon		Fort St. John	
<b>U18 AA South</b>		<b>U18 AA Calgary</b>	
Airdrie	Cochrane	CBHA 1	CBHA 2
Foothills	Lethbridge	CNHA 1	CNHA 2
Lacombe	Medicine Hat	CRAA 1	CRAA 2
Olds	Okotoks	NWCAA 1	NWCAA 2
Red Deer	Strathmore		
Sylvan Lake	Taber		
Cranbrook			

~~Strikethrough~~ teams have been granted a leave of absence for the 2024-25 season

## SEASON & GAME FORMAT

South Conference:

### 34 Game League Schedule

#### CENTRAL DIVISION

- 4 Central teams x 4 games = 16 games
- 1 Central team 3 games = 3 games
- 7 Central teams x 1 game = 7 games
- 8 Calgary teams x 1 game = 8 games

#### SOUTH DIVISION

- 4 South teams x 3 games = 12 games
- 2 South teams x 4 games = 8 games
- 6 Central teams x 1 game = 6 games
- 8 Calgary teams x 1 game = 8 games

North Metro Conference

### 32 Game League Schedule

#### CAPITAL DIVISION

- 3 Capital teams x 5 games = 15 games
- 6 Regional teams x 1 game = 6 games
- 6 East teams x 1 game = 6 games
- 5 North teams x 1 game = 5 games

#### REGIONAL DIVISION

- 3 Edmonton teams x 3 games = 9 games
- 6 Regional teams x 1 game = 6 games
- 6 East teams x 1 game = 6 games
- 5 North teams x 1 game = 5 games

## North Rural Conference

### 32 Game League Schedule

#### EAST DIVISION

- 3 East teams x 3 games = 9 games
- 2 East teams x 4 games = 8 games
- 4 Capital teams x 1 game = 4 games
- 6 Regional teams x 1 game = 6 games
- 5 North teams x 1 game = 5 games

#### NORTH DIVISION

- 4 North teams x 4 game = 16 games
- 4 Capital teams x 1 game = 4 games
- 6 Regional teams x 1 game = 6 games
- 6 East teams x 1 game = 6 games

Calgary Conference will be scheduled by the Hockey Calgary Scheduler according to their parameters.

ICE DURATION	WARMUP	PERIOD FORMAT	FLOODS
2.25 Hrs	5 Mins	3x20 Mins	2

## STANDINGS

Points shall be awarded on the following basis:

- 2 points for win
- 1 point for tie
- 0 points for a loss

## PLAYOFF FORMAT

### NORTH METRO, NORTH RURAL & SOUTH DIVISIONS

Eight Team Divisions:

- #1,3,6,8 Teams in one pool
- #2,4,5,7 Teams in one pool
- 3 game round robin (12 total games for round robin)
- Top 2 teams from each pool play in crossover single game semi-finals (1Av2B, 1Bv2A)
- Winners of semi-finals play single game final for division championship
- 15 total games for division playoff

7 Team Divisions

- Each team plays 4 round robin games to determine semi-final qualification and seeding
- Teams ranked 1,2,3 play teams ranked 4,5,6,7 (14 total games in round robin)
  - Team 4 plays team 7, team 5 plays team 6 to reach 4 games for bottom four teams
- Top 4 teams in round robin play in semi-final (1v4, 2v3) – single game elimination
- Semi final winners play single game final for division championship
- 17 total games for division playoff

6 Team Divisions

- Each team plays 3 round robin games to determine semi-final qualification and seeding
- Teams 1,2,3 play teams 4,5,6 (9 total games in round robin)
- Top 4 teams in round robin play in semi-final (1v4, 2v3) – single game elimination

- Semi final winners play single game final for division championship
- 12 total games for division playoff

#### 5 Team Divisions

- Each team plays 4 round robin games (1 game vs all opponents in division – 10 total games)
- Top team in standings after round robin receives bye to final
- 2<sup>nd</sup> and 3<sup>rd</sup> team in after round robin play in single game semi final
- Winner of semi final plays top team in round robin for division championship in single game final.
- 12 total games for division playoff

#### 4 Team Divisions

- Each team plays 3 round robin games (1 game vs all opponents in division – 6 total games)
- Top team in standings after round robin receives bye to final
- 2<sup>nd</sup> and 3<sup>rd</sup> ranked teams after round robin play in single game semi final
- Winner of semi final plays top team from round robin in single game division final
- 8 total games for division playoff

#### Conference Finals

- In any conference with two divisions, the division playoff tournament champions will meet in a best of three series to determine the conference champion and provincial representative for the conference.
- The team with the better regular season win percentage will receive home ice advantage and will host game 1 and game 3 if necessary.
- Teams will compete to be the first to four points based on:
  - 2 points for a win
  - 1 point for a tie
  - 0 points for a loss
- Games 1 & 2 will be played only until the end of regulation time.
- If at the end of regulation time in game 3, both teams would have 3 points, a ten minute 3v3 continuous overtime will be played until a series winner can be determined.

#### CALGARY DIVISIONS

- Playoff formats in Calgary AA Conferences shall be determined by Hockey Calgary in partnership with Hockey Alberta and communicated to the impacted teams.

# APPENDIX VI: AEHL U16 AA

## CONFERENCE ALIGNMENT

<b>U16 AA</b>			
<b>U16AA North Metro</b>		<b>U16 AA North Rural</b>	
<i>CAC</i>	<i>KC</i>	<i>Bonnyville</i>	<i>Camrose</i>
<i>MLAC</i>	<i>SSAC</i>	<i>Fort McMurray</i>	<i>Fort Saskatchewan</i>
<i>Beaumont</i>	<i>Sherwood Park</i>	<i>Grande Prairie</i>	<i>Lloydminster</i>
<i>Spruce Grove</i>	<i>St Albert</i>	<i>Strathcona</i>	<i>Whitcourt</i>
<b>U16 AA South</b>		<b>U16 AA Calgary</b>	
<i>Airdrie</i>	<i>Cochrane</i>	<i>CBHA</i>	
<i>Medicine Hat</i>	<del><i>Lothbridge</i></del>	<i>CNHA</i>	
<i>Okotoks</i>	<i>Red Deer</i>	<i>CRAA</i>	
<i>Strathmore</i>	<i>Sylvan Lake</i>	<i>NWCAA</i>	

~~Strikethrough~~ teams have been granted a leave of absence for the 2024-25 season

### SEASON & GAME FORMAT

South Conference:

32 Game League Schedule

- 6 South teams x 4 games = 24 games
- 4 Calgary teams x 2 games = 8 games

North Metro Conference

32 Game League Schedule

CAPITAL DIVISION

- 3 Capital teams x 4 games = 12 games
- 4 Regional teams x 3 games = 12 games
- 4 East teams x 1 game = 4 games
- 4 North teams x 1 game = 4 games

REGIONAL DIVISION

- 3 Regional teams x 4 games = 12 games
- 4 Capital teams x 3 games = 12 games
- 4 East teams x 1 game = 4 games
- 4 North teams x 1 game = 4 games

North Rural Conference

32 Game League Schedule

EAST DIVISION

- 3 East teams x 4 games = 12 games
- 4 Capital teams x 1 game = 4 games
- 4 Regional teams x 1 game = 4 games
- 4 North teams x 3 games = 12 games

NORTH DIVISION

- 3 North teams x 4 games = 12 games
- 4 Capital teams x 1 game = 4 games
- 4 Regional teams x 1 game = 4 games
- 4 East teams x 3 games = 12 games

Calgary Conference will be scheduled by the Hockey Calgary Scheduler according to their parameters.

ICE DURATION	WARMUP	PERIOD FORMAT	FLOODS
2.25 Hrs	5 Mins	3x20 Mins	2

## STANDINGS

Points shall be awarded on the following basis:

- 2 points for win
- 1 point for tie
- 0 points for a loss

## PLAYOFF FORMAT

### NORTH METRO, NORTH RURAL & SOUTH DIVISIONS

Eight Team Divisions:

- #1,3,6,8 Teams in one pool
- #2,4,5,7 Teams in one pool
- 3 game round robin (12 total games for round robin)
- Top 2 teams from each pool play in crossover single game semi-finals (1Av2B, 1Bv2A)
- Winners of semi-finals play single game final for division championship
- 15 total games for division playoff

7 Team Divisions

- Each team plays 4 round robin games to determine semi-final qualification and seeding
- Teams ranked 1,2,3 play teams ranked 4,5,6,7 (14 total games in round robin)
  - Team 4 plays team 7, team 5 plays team 6 to reach 4 games for bottom four teams
- Top 4 teams in round robin play in semi-final (1v4, 2v3) – single game elimination
- Semi final winners play single game final for division championship
- 17 total games for division playoff

6 Team Divisions

- Each team plays 3 round robin games to determine semi-final qualification and seeding
- Teams 1,2,3 play teams 4,5,6 (9 total games in round robin)
- Top 4 teams in round robin play in semi-final (1v4, 2v3) – single game elimination
- Semi final winners play single game final for division championship
- 12 total games for division playoff

5 Team Divisions

- Each team plays 4 round robin games (1 game vs all opponents in division – 10 total games)
- Top team in standings after round robin receives bye to final
- 2<sup>nd</sup> and 3<sup>rd</sup> team in after round robin play in single game semi final
- Winner of semi final plays top team in round robin for division championship in single game final.
- 12 total games for division playoff

4 Team Divisions

- Each team plays 3 round robin games (1 game vs all opponents in division – 6 total games)
- Top team in standings after round robin receives bye to final
- 2<sup>nd</sup> and 3<sup>rd</sup> ranked teams after round robin play in single game semi final
- Winner of semi final plays top team from round robin in single game division final

- 8 total games for division playoff

#### Conference Finals

- In any conference with two divisions, the division playoff tournament champions will meet in a best of three series to determine the conference champion and provincial representative for the conference.
- The team with the better regular season win percentage will receive home ice advantage and will host game 1 and game 3 if necessary.
- Teams will compete to be the first to four points based on:
  - 2 points for a win
  - 1 point for a tie
  - 0 points for a loss
- Games 1 & 2 will be played only until the end of regulation time.
- If at the end of regulation time in game 3, both teams would have 3 points, a ten minute 3v3 continuous overtime will be played until a series winner can be determined.

#### CALGARY DIVISIONS

- Playoff formats in Calgary AA Conferences shall be determined by Hockey Calgary in partnership with Hockey Alberta and communicated to the impacted teams.

## APPENDIX VII: AEHL U15 AA

### CONFERENCE ALIGNMENT

<b>U15AA</b>			
<b>U15AA North Metro</b>		<b>U15AA North Rural</b>	
<i>CAC 1</i>	<i>CAC 2</i>	<i>Beaumont</i>	<i>Bonnyville</i>
<i>KC 1</i>	<i>KC 2</i>	<i>Camrose</i>	<i>Fort McMurray</i>
<i>MLAC 1</i>	<i>MLAC 2</i>	<i>Fort Saskatchewan</i>	<i>Grande Prairie 1</i>
<i>SSAC 1</i>	<i>SSAC 2</i>	<i>Grande Prairie 2</i>	<i>Lloydminster</i>
<i>Leduc 1</i>	<i>Sherwood Park 1</i>	<i>Peace River</i>	<i>Strathcona</i>
<i>Sherwood Park 2</i>	<i>Spruce Grove 1</i>	<i>Sturgeon</i>	<i>Wainwright</i>
<i>Spruce Grove 2</i>	<i>St Albert 1</i>	<i>Whitecourt</i>	<i>Fort St. John</i>
<i>St Albert 2</i>	<i>St Albert 3</i>		
<b>U15AA South</b>		<b>U15AA Calgary</b>	
<i>Airdrie</i>	<i>Cochrane</i>	<i>CBHA 1</i>	<i>CBHA 2</i>
<i>Foothills</i>	<i>Lethbridge</i>	<i>CBHA 3</i>	<i>CNHA 1</i>
<i>Lacombe</i>	<i>Medicine Hat</i>	<i>CNHA 2</i>	<i>CNHA 3</i>
<i>Olds</i>	<i>Okotoks</i>	<i>CRAA 1</i>	<i>CRAA 2</i>
<i>Red Deer</i>	<i>Strathmore</i>	<i>CRAA 3</i>	<i>NWCAA 1</i>
<i>Sylvan Lake</i>	<i>Taber</i>	<i>NWCAA 2</i>	<i>NWCAA 3</i>
<i>Cranbrook</i>			

### SEASON & GAME FORMAT

South Conference:

34 Game League Schedule

CENTRAL DIVISION:

- 5 Central teams x 4 games = 20 games
- 7 South teams x 2 games = 14 games

SOUTH DIVISION

- 4 South teams x 4 games = 16 games
- 2 South teams x 3 games = 6 games
- 6 Central teams x 2 games = 12 games

North Metro Conference

32 Game League Schedule

CAPITAL DIVISION

- 5 Capital teams x 2 games = 10 games
- 2 Capital teams x 3 games = 6 games
- 8 Regional teams x 1 game = 8 games
- 8 East teams x 1 game = 8 games

REGIONAL DIVISION

- 6 Regional teams x 2 games = 12 games
- 1 Regional team x 1 game = 1 game
- 8 Capital teams x 1 game = 8 games
- 8 East teams x 1 game = 8 games
- 3 North teams x 1 game = 3 games

North Rural Conference

## 32 Game League Schedule

### EAST DIVISION

- 3 East teams x 2 games = 6 games
- 4 East teams x 1 game = 4 games
- 8 Capital teams x 1 game – 8 games
- 6 North teams x 1 game = 6 games

### NORTH DIVISION

- 5 North teams x 4 games = 20 games
- 8 East teams x 1 game = 8 games
- 4 Regional teams x 1 game = 4 games

Calgary Conference will be scheduled by the Hockey Calgary Scheduler according to their parameters.

ICE DURATION	WARMUP	PERIOD FORMAT	FLOODS
2.25 Hrs	5 Mins	3x20 Mins	2

## PLAYOFF FORMAT

### NORTH METRO, NORTH RURAL & SOUTH DIVISIONS

Eight Team Divisions:

- #1,3,6,8 Teams in one pool
- #2,4,5,7 Teams in one pool
- 3 game round robin (12 total games for round robin)
- Top 2 teams from each pool play in crossover single game semi-finals (1Av2B, 1Bv2A)
- Winners of semi-finals play single game final for division championship
- 15 total games for division playoff

### 7 Team Divisions

- Each team plays 4 round robin games to determine semi-final qualification and seeding
- Teams ranked 1,2,3 play teams ranked 4,5,6,7 (14 total games in round robin)
  - Team 4 plays team 7, team 5 plays team 6 to reach 4 games for bottom four teams
- Top 4 teams in round robin play in semi-final (1v4, 2v3) – single game elimination
- Semi final winners play single game final for division championship
- 17 total games for division playoff

### 6 Team Divisions

- Each team plays 3 round robin games to determine semi-final qualification and seeding
- Teams 1,2,3 play teams 4,5,6 (9 total games in round robin)
- Top 4 teams in round robin play in semi-final (1v4, 2v3) – single game elimination
- Semi final winners play single game final for division championship
- 12 total games for division playoff

### 5 Team Divisions

- Each team plays 4 round robin games (1 game vs all opponents in division – 10 total games)
- Top team in standings after round robin receives bye to final
- 2<sup>nd</sup> and 3<sup>rd</sup> team in after round robin play in single game semi final
- Winner of semi final plays top team in round robin for division championship in single game final.
- 12 total games for division playoff

### 4 Team Divisions



- Each team plays 3 round robin games (1 game vs all opponents in division – 6 total games)
- Top team in standings after round robin receives bye to final
- 2<sup>nd</sup> and 3<sup>rd</sup> ranked teams after round robin play in single game semi final
- Winner of semi final plays top team from round robin in single game division final
- 8 total games for division playoff

#### Conference Finals

- In any conference with two divisions, the division playoff tournament champions will meet in a best of three series to determine the conference champion and provincial representative for the conference.
- The team with the better regular season win percentage will receive home ice advantage and will host game 1 and game 3 if necessary.
- Teams will compete to be the first to four points based on:
  - 2 points for a win
  - 1 point for a tie
  - 0 points for a loss
- Games 1 & 2 will be played only until the end of regulation time.
- If at the end of regulation time in game 3, both teams would have 3 points, a ten minute 3v3 continuous overtime will be played until a series winner can be determined.

#### CALGARY DIVISIONS

- Playoff formats in Calgary AA Conferences shall be determined by Hockey Calgary in partnership with Hockey Alberta and communicated to the impacted teams.

# APPENDIX VIII: AEHL U13 AA

## CONFERENCE ALIGNMENT

<b>U13AA</b>			
<b>U13AA North Metro</b>		<b>U13AA North Rural</b>	
CAC 1	<del>GAG-2</del>	Bonnyville	Camrose
KC 1	<del>KC-2</del>	Fort McMurray	Fort Saskatchewan
MLAC 1	<del>MLAC-2</del>	Grande Prairie 1	<del>Grande Prairie-2</del>
SSAC 1	<del>SSAC-2</del>	Leduc	Lloydminster
Beaumont	Sherwood Park	Peace River	Strathcona
Spruce Grove	St Albert 1	Sturgeon	Wainwright
<del>St Albert-2</del>		Whitecourt	<del>Dawson-Creek</del>
		Fort St John	
<b>U13AA South</b>		<b>U13AA Calgary</b>	
Airdrie	Cochrane	CBHA 1	CBHA 2
Foothills	Lethbridge	CBHA 3	CNHA 1
Lacombe	Medicine Hat	CNHA 2	CNHA 3
Olds	Okotoks	CRAA 1	CRAA 2
Red Deer	Strathmore	CRAA 3	NWCAA 1
Sylvan Lake	Taber	NWCAA 2	NWCAA 3
Cranbrook			

~~Strikethrough~~ teams have been granted a leave of absence for the 2024-25 season

## SEASON & GAME FORMAT

South Conference:

34 Game League Schedule

CENTRAL DIVISION:

- 5 Central teams x 4 games = 20 games
  - 7 South teams x 2 games = 14 games
- SOUTH DIVISION
- 4 South teams x 4 games = 16 games
  - 2 South teams x 3 games = 6 games
  - 6 Central teams x 2 games = 12 games

North Metro Conference:

32 Game League Schedule

CAPITAL DIVISION

- 3 Capital teams x 4 games = 12 games
- 4 Regional teams x 3 games = 12 games
- 8 East Teams x 1 game = 8 games

REGIONAL DIVISION

- 2 Regional teams x 2 games = 4 games
- 1 Regional team x 3 games = 3 games
- 4 Capital teams x 3 games = 12 games
- 8 East teams x 1 game = 8 games
- 5 North teams x 1 game = 5 games

North Rural Conference

## 32 Game League Schedule

### EAST DIVISION

- 2 East teams x 4 games = 8 games
- 1 East team x 3 games = 3 games
- 4 East – White teams x 2 games = 8 games
- 4 Capital teams x 1 game = 4 games
- 4 Regional teams x 1 game = 4 games
- 5 North teams x 1 game = 5 games

### EAST – WHITE DIVISION

- 3 East – White teams x 2 games = 6 games
- 4 East teams x 2 games = 8 games
- 4 Capital teams x 1 game = 4 games
- 4 Regional teams x 1 game = 4 games
- 5 North teams x 1 game = 5 games

### NORTH DIVISION

- 4 North teams x 4 games = 16 games
- 4 East – White teams x 2 games = 8 games
- 4 East teams x 1 game = 4 games
- 4 Regional teams x 1 game = 4 games

Calgary Conference will be scheduled by the Hockey Calgary Scheduler according to their parameters.

Ice availability may vary across the province. The minimum ice duration and warmup length Some may choose to have a warmup followed by a flood, prior to the game, some teams may not have this option. The recommended duration

ICE DURATION	WARMUP	PERIOD FORMAT	FLOODS
2.25 Hrs	5 Mins	3x20 Mins	2

## CALGARY ONLY

ICE DURATION	WARMUP	PERIOD FORMAT	FLOODS
1.5 Hrs	5 Mins	15-20-20 Mins	0

## STANDINGS

Points shall be awarded on the following basis:

- 2 points for win
- 1 point for tie
- 0 points for a loss

## PLAYOFF FORMAT

### NORTH METRO, NORTH RURAL & SOUTH DIVISIONS

Eight Team Divisions:

- #1,3,6,8 Teams in one pool
- #2,4,5,7 Teams in one pool
- 3 game round robin (12 total games for round robin)
- Top 2 teams from each pool play in crossover single game semi-finals (1Av2B, 1Bv2A)
- Winners of semi-finals play single game final for division championship
- 15 total games for division playoff

## 7 Team Divisions

- Each team plays 4 round robin games to determine semi-final qualification and seeding
- Teams ranked 1,2,3 play teams ranked 4,5,6,7 (14 total games in round robin)
  - Team 4 plays team 7, team 5 plays team 6 to reach 4 games for bottom four teams
- Top 4 teams in round robin play in semi-final (1v4, 2v3) – single game elimination
- Semi final winners play single game final for division championship
- 17 total games for division playoff

## 6 Team Divisions

- Each team plays 3 round robin games to determine semi-final qualification and seeding
- Teams 1,2,3 play teams 4,5,6 (9 total games in round robin)
- Top 4 teams in round robin play in semi-final (1v4, 2v3) – single game elimination
- Semi final winners play single game final for division championship
- 12 total games for division playoff

## 5 Team Divisions

- Each team plays 4 round robin games (1 game vs all opponents in division – 10 total games)
- Top team in standings after round robin receives bye to final
- 2<sup>nd</sup> and 3<sup>rd</sup> team in after round robin play in single game semi final
- Winner of semi final plays top team in round robin for division championship in single game final.
- 12 total games for division playoff

## 4 Team Divisions

- Each team plays 3 round robin games (1 game vs all opponents in division – 6 total games)
- Top team in standings after round robin receives bye to final
- 2<sup>nd</sup> and 3<sup>rd</sup> ranked teams after round robin play in single game semi final
- Winner of semi final plays top team from round robin in single game division final
- 8 total games for division playoff

## Conference Finals

- In any conference with two divisions, the division playoff tournament champions will meet in a best of three series to determine the conference champion and provincial representative for the conference.
- The team with the better regular season win percentage will receive home ice advantage and will host game 1 and game 3 if necessary.
- Teams will compete to be the first to four points based on:
  - 2 points for a win
  - 1 point for a tie
  - 0 points for a loss
- Games 1 & 2 will be played only until the end of regulation time.
- If at the end of regulation time in game 3, both teams would have 3 points, a ten minute 3v3 continuous overtime will be played until a series winner can be determined.
  - 2 points for a win
  - 1 point for a tie
  - 0 points for a loss
- Games 1 & 2 will be played only until the end of regulation time.
- If at the end of regulation time in game 3, both teams would have 3 points, a ten minute 3v3 continuous overtime will be played until a series winner can be determined.

## CALGARY DIVISIONS

- Playoff formats in Calgary AA Conferences shall be determined by Hockey Calgary in partnership with Hockey Alberta and communicated to the impacted teams.

# APPENDIX IX: AFHL U18 AAA

## TEAM FORMATION

Players who have completed one year or more U18 Female AAA must declare by May 30 that they wish to return to their current team for the next season. Associations are responsible for the formal commitment process. After May 30, players who have not formally recommitted to the team, will be considered eligible to move to another U18 AAA team.

Identification Camps may only occur after the conclusion of the hockey season and prior to August 15. Identification Camps can be used to by U18 AAA to identify players that they wish to invite to attend Fall Tryouts. The Elite Female Committee does not have any set guidelines on ID Camp format as it related to camp duration, registration cost, number of ice times, number of off ice sessions or dates the camp can be hosted.

Prior to August 15, each U18 AAA team has the ability to formally commit to a maximum of six (6) athletes. All commitments must be made formally by using the "Player Agreement" form.

U18 AAA must invite a minimum of 25 athletes (no maximum) to Fall Tryouts. Any athlete who receives a U18 AAA Fall Camp Tryout has seven days within receipt of the invitation to inform the team of their intention to attend (or not attend) the tryout. Associations are responsible for management and acceptance of invitations. Teams are permitted to add players to the invitation/tryout list at any point during the tryout process, this includes second tryout skates.

Each U18 AAA Team will be permitted to register a maximum of 18 skaters and 2 goaltenders at any one time during the season. Of their 20 player allotments, the team can only register a maximum of seven (7) first year U18 players (15 year olds).

## CONFERENCE ALIGNMENT

<b>AFHL U18 AAA</b>
<i>St. Albert</i>
<i>Edmonton</i>
<i>Lloydminster</i>
<i>Sherwood Park</i>
<i>Red Deer</i>
<i>Calgary (1)</i>
<i>Calgary (2)</i>
<i>Okotoks</i>

## SEASON & GAME FORMAT

28 Game Regular Season

- Play each U18 AAA team four times = 28 games

<b>ICE DURATION</b>	<b>WARMUP</b>	<b>PERIOD FORMAT</b>	<b>FLOODS</b>
<b>2.5 Hrs</b>	10 Mins	3x20 Mins, 5 Min OT, 3v3 Player SO	2

## OVERTIME

- During the Regular Season at the end of regulation, if a game is tied a 5-minute overtime will be played 3 vs. 3.
- If a team is penalized at the end of regulation, penalties carry over to the overtime period. The teams play with the same numerical strength as they would if it wasn't 3 on 3 (ie. game stays 5 on 4) - until the 1st stoppage in play. Then format reverts to 3 on 3. Penalties incurred in overtime result in playing 4 on 3 (if they aren't coincidental) or 5 on 3 as the number of penalties dictate.
- When a player returns to the ice following the expiration of their penalty, play continues at that numerical strength until the first stoppage (4 on 4 or 5 on 5).
- Players assessed Game Misconducts cannot return for overtime.
- Players whose penalties don't end before the end of overtime (10 min misconduct) cannot return either.
- Teams will not change ends for overtime.
- There will be a one-minute break between the end of regulation and the start of overtime.
- If the game is still tied after the 5-minute Overtime period, then the game will proceed to a 3 versus 3 player shootout conducted in penalty shot format.
- The home team will determine which team shoots first. If still tied after three players from each team have shot, the shoot out will continue until an advantage is determined. One opportunity per player, until all players have been used.
- IF time does not permit a sudden death overtime period, teams may advance directly to the shoot out

## STANDINGS

Points shall be awarded on the following basis:

- 3 points for a regulation win
- 2 points for an overtime/shootout win
- 1 point for an overtime/shootout loss

Procedure for determining Final Regular Season Standings in the event teams are tied following the Regular Season Schedule:

- I)
  - (a) If three teams are tied, final standings will be determined by the number of wins in total League Play. The team with most wins will be seeded first.
  - (b) If two teams are tied, the team with the Best Record in Games Played between the two tied teams will receive the higher standing.
- II) If still tied, the Best Goal Differential in total League Play will determine the standing. (Example: Team A has 123 goals for and 81 goals against, their differential is +42).
- III) If still tied, the best goal differential in games played between the tied teams will determine the standing.
- IV) If still tied, fewest cumulative penalties (misconducts count for 10 minutes)

The highest seed, according to the tie breaking formula, in the standings after the regular season will always gain home ice advantage, no exceptions. The same process will be used to determine the rest of the rankings with regards to tied teams. The highest seed will be considered the "home team", jersey color and last change will apply.

## PLAYOFF FORMAT

All eight teams qualify for the playoff round by completing all regular season games. At the conclusion of the regular season, the eight Member Clubs will be ranked using their standings after all games have been played. Series play will be utilized to determine a Provincial Champion.

Series play will be a best two out of three game series in which one team must win two games in order to move forward. All games must result in a winner.

Highest seeded teams will host games 1 and 3 (if necessary). Lowest seeded team will host game 2. Series play will have 6 calendar days to be completed.

Each game must result in a winner and in the case of a tie, the following overtime format will be played:

- 1) Ten-minute sudden-death overtime, 3 versus 3 players, plus goalies. If still tied:
- 2) 3 players versus 3 players SHOOT OUT conducted in PENALTY SHOT FORMAT. The home team will determine which team shoots first. If still tied after three players from each team have shot, the shoot out will continue until an advantage is determined. One opportunity per player, until all players have been used.

Quarterfinals (March 3 – 9, 2024)

- Series A: 1<sup>st</sup> place team vs 8<sup>th</sup> place team
- Series B: 2<sup>nd</sup> place team vs 7<sup>th</sup> place team
- Series C: 3<sup>rd</sup> place team vs 6<sup>th</sup> place team
- Series D: 4<sup>th</sup> place team vs 5<sup>th</sup> place team

Semifinals (March 10 – 16, 2024):

Following the conclusion of the quarterfinal series, teams will be reseeded as such the highest remaining seed will play the lowest remaining seed, etc.

- Series E: Highest remaining seed vs lowest remaining seed
- Series F: 2<sup>nd</sup> highest remaining seed vs 2<sup>nd</sup> lowest remaining seed.

Finals (March 17 – 23, 2024):

- Winner of Series E vs F

U18AAA Playoffs must conclude by March 23, 2024 to allow a week in between the Alberta Provincial Championship and the Pacific Regional Championship. It is important to note that any Interbranch Transfer Players are not Eligible for Provincial or National Tournament competition. The winner of the U18 Female AAA Provincial Tournament will be the Alberta representative that competes in the Pacific Regional for the opportunity to compete in the Esso Cup National Championship. If they winner if unable to attend, the second-place finisher in the Provincial Championship Series will take their place.

Pacific Regional Championship: April 4 - 6, 2024 (BC Champion Hosts)

Esso Cup Championships: April 20 – 26, 2024 (Lloydminster, AB)



## APPENDIX X: AFHL U18 AA

### TEAM FORMATION

The Elite Committee and the Member MHA's have instated tryout cut down dates (and correlating numbers) in order to keep players moving through the tryout process. These dates ensure that the players who are cut may have the best possible chance of making another team. Coaches need to adhere to these timelines in the best interest of the athlete.

A player must try out for the team in the Recruitment Area where the player resides (unless previous approval has been obtained through the Elite Player Movement process). If the player does not make their Resident Recruitment Area team they have the following options:

- request that the AFHL Committee direct them to move onto a second "AA" try out by attaching an Elite Waiver form to their original NTO;
- return to their Resident LMHA to access other minor hockey programs.

Players will not be afforded the opportunity to access more than two (2) try outs within a specific category of hockey. A player making any designated "AAA" or "AA" Team will receive permission to play for the season and will be returned to her Resident LMHA at the end of the season.

Players are afforded the opportunity to try out for two programs at each Level within the AFHL, however AA Players need to apply to the AFHL Committee in order to be placed for a second tryout. A number of factors are considered when placing second tryouts (residence, need of a certain position, strength of players trying out, etc).

### CONFERENCE ALIGNMENT

<b>AFHL U18 AA</b>	
<b>North</b>	<b>South</b>
<i>Grande Prairie</i>	<i>Red Deer</i>
<i>St Albert</i>	<i>Airdrie</i>
<i>Edmonton</i>	<i>Calgary (1)</i>
<i>Sherwood Park</i>	<i>Calgary (2)</i>
<i>Leduc</i>	<i>Okotoks</i>
<i>Lloydminster</i>	<i>Lethbridge</i>

### SEASON & GAME FORMAT

31 Game League Schedule

#### **North Division**

5 South teams x 5 games = 25 games

6 North teams x 1 game = 6 games

#### **South Division**

5 North teams x 5 games = 25 games

6 South teams x 1 game = 6 games

<b>ICE DURATION</b>	<b>WARMUP</b>	<b>PERIOD FORMAT</b>	<b>FLOODS</b>
<b>2.25 Hrs</b>	5 Mins	3x20 Mins, 5 Min OT, 3v3 Player SO	2

### OVERTIME

- During the Regular Season at the end of regulation, if a game is tied a 5-minute overtime will be played 3 vs. 3.
- If a team is penalized at the end of regulation, penalties carry over to the overtime period. The teams play with the same numerical strength as they would if it wasn't 3 on 3 (ie. game stays 5 on 4) - until the 1st stoppage in play. Then format reverts to 3 on 3. Penalties incurred in overtime result in playing 4 on 3 (if they aren't coincidental) or 5 on 3 as the number of penalties dictate.
- When a player returns to the ice following the expiration of their penalty, play continues at that numerical strength until the first stoppage (4 on 4 or 5 on 5).
- Players assessed Game Misconducts cannot return for overtime.
- Players whose penalties don't end before the end of overtime (10 min misconduct) cannot return either.
- Teams will not change ends for overtime.
- There will be a one-minute break between the end of regulation and the start of overtime.
- If the game is still tied after the 5-minute Overtime period, then the game will proceed to a 3 versus 3 player shootout conducted in penalty shot format.
- The home team will determine which team shoots first. If still tied after three players from each team have shot, the shoot out will continue until an advantage is determined. One opportunity per player, until all players have been used.
- IF time does not permit a sudden death overtime period, teams may advance directly to the shoot out

## STANDINGS

Points shall be awarded on the following basis:

- 3 points for a regulation win
- 2 points for an overtime/shootout win
- 1 point for an overtime/shootout loss

Procedure for determining Final Regular Season Standings in the event teams are tied following the Regular Season Schedule:

- V) (a) If three teams are tied, final standings will be determined by the number of wins in total League Play. The team with most wins will be seeded first.
- (b) If two teams are tied, the team with the Best Record in Games Played between the two tied teams will receive the higher standing.
- VI) If still tied, the Best Goal Differential in total League Play will determine the standing. (Example: Team A has 123 goals for and 81 goals against, their differential is +42).
- VII) If still tied, the best goal differential in games played between the tied teams will determine the standing.
- VIII) If still tied, fewest cumulative penalties (misconducts count for 10 minutes)

The highest seed, according to the tie breaking formula, in the standings after the regular season will always gain home ice advantage, no exceptions. The same process will be used to determine the rest of the rankings with regards to tied teams. The highest seed will be considered the "home team", jersey color and last change will apply.

## PLAYOFF FORMAT

All twelve teams in both Elite Divisions will make the playoffs. The First round will consist of two tournaments; one with the six northern teams and one with the six southern teams. Rankings will be determined by their standings at the conclusion of the regular season. The first round would consist of the 1st place team and 2nd placed team getting a bye round. 3rd place will play 6th and 4th will play 5th, in a best of three game series. Once a winner is determined from those rounds, the lowest remaining seed will

play 1st place seed, with the higher seed round one winner playing the 2<sup>nd</sup> place seed in another best of three game series. The winner of the second round series will advance to the Final Provincial Weekend.

Playoff series:

The Game Procedures and standards of play will remain the same for the Provincial Tournament with the following exceptions:

- Preliminary Playoff Games to qualify for Provincials will be best of three game series. All games must result in a winner; normal AFHL overtime and shootout procedures will apply.
  - o In instances where a playoff match up involves two Associations whose Home Arenas are 150 kilometers or less (by government road ways), teams will follow the following format; Game 1 – Highest Seed Hosts, Game 2 – Lowest Seed Hosts, Game 3 \*if necessary\* – Highest Seed Hosts.
  - o In instances where a playoff match up involves two Associations whose Home Arenas are further than 150 kilometers, the Highest Seeded Team will host ALL GAMES; they will be considered “home” for the first game and “away” for the second game (for the purpose of jerseys and last change).

The Final Five Showdown will consist of a round robin format, with each team playing four round robin games, the highest seeded team from the regular season will be considered the “Home” team during the Round Robin. Following the completion of the Round Robin, the standings from the round robin play will determine their rankings for the finals. The 5th place team in the tournament will be eliminated after the round robin with the 1st place team playing the 2nd place team in the Gold Medal Game and the 3rd place team will play the 4th place team in the Bronze Medal Game.

The AFHL Final Five will utilize the same AFHL points systems for standings and in the case of ties in the standings, the Provincial Breakers will be used. In the case of a tied game at the end of regulation, the following overtime procedures will be used as all games must result in a winner.

Final Five Round Robin Overtime

- 1) Ten-minute sudden-death overtime, 3 versus 3 players, plus goalies. If still tied:
- 2) 3 players versus 3 players SHOOT OUT conducted in PENALTY SHOT FORMAT. The home team will determine which team shoots first. If still tied after three players from each team have shot, the shoot out will continue until an advantage is determined. One opportunity per player, until all players have been used.

IF time does not permit a sudden death overtime period, teams may advance directly to the shootout.

In the case of Semi-Final, Bronze or Gold Medal games during the AFHL Final Four, the following Overtime format will be used:

- 1) Ice will be resurfaced prior to over time play
- 2) Twenty-minute sudden-death overtime, 3 versus 3 players, plus goalies. If still tied:
- 3) 3 players versus 3 players SHOOT OUT conducted in PENALTY SHOT FORMAT. The first shooter will be determined by a coin toss called by the home team. The winner of the coin toss will select whether they shoot first or second. If still tied, the shoot out will continue until an advantage is determined. One opportunity per player, until all players have been used.



# APPENDIX XI: AFHL U15 AA

## TEAM FORMATION

The Elite Committee and the Member MHA's have instated tryout cut down dates (and correlating numbers) in order to keep players moving through the tryout process. These dates ensure that the players who are cut may have the best possible chance of making another team. Coaches need to adhere to these timelines in the best interest of the athlete.

A player must try out for the team in the Recruitment Area where the player resides (unless previous approval has been obtained through the Elite Player Movement process). If the player does not make their Resident Recruitment Area team they have the following options:

- request that the AFHL Committee direct them to move onto a second "AA" try out by attaching an Elite Waiver form to their original NTO;
- return to their Resident LMHA to access other minor hockey programs.

Players will not be afforded the opportunity to access more than two (2) try outs within a specific category of hockey. A player making any designated "AA" Team will receive permission to play for the season and will be returned to her Resident LMHA at the end of the season.

Players are afforded the opportunity to try out for two programs at each Level within the AFHL, however AA Players need to apply to the AFHL Committee in order to be placed for a second tryout. A number of factors are considered when placing second tryouts (residence, need of a certain position, strength of players trying out, etc).

## CONFERENCE ALIGNMENT

<b>AFHL U15 AA</b>	
<b>North</b>	<b>South</b>
<i>Grande Prairie</i>	<i>Red Deer</i>
<i>St Albert</i>	<i>Airdrie</i>
<i>Edmonton (1)</i>	<i>Calgary (1)</i>
<i>Edmonton (2)</i>	<i>Calgary (2)</i>
<i>Sherwood Park</i>	<i>Calgary (3)</i>
<i>Leduc</i>	<i>Okotoks</i>
<i>Lloydminster</i>	<i>Lethbridge</i>

## SEASON & GAME FORMAT

31 Game League Schedule

### **South Division**

6 South teams x 4 games = 24 games

7 North teams x 1 game = 7 games

### **North Division**

6 North teams x 4 games = 24 games

7 South teams x 1 game = 7 games.

<b>ICE DURATION</b>	<b>WARMUP</b>	<b>PERIOD FORMAT</b>	<b>FLOODS</b>
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2.25 Hrs	5 Mins	3x20 Mins, 5 Min OT, 3v3 Player SO	2
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## OVERTIME

- During the Regular Season at the end of regulation, if a game is tied a 5-minute overtime will be played 3 vs. 3.
- If a team is penalized at the end of regulation, penalties carry over to the overtime period. The teams play with the same numerical strength as they would if it wasn't 3 on 3 (ie. game stays 5 on 4) - until the 1st stoppage in play. Then format reverts to 3 on 3. Penalties incurred in overtime result in playing 4 on 3 (if they aren't coincidental) or 5 on 3 as the number of penalties dictate.
- When a player returns to the ice following the expiration of their penalty, play continues at that numerical strength until the first stoppage (4 on 4 or 5 on 5).
- Players assessed Game Misconducts cannot return for overtime.
- Players whose penalties don't end before the end of overtime (10 min misconduct) cannot return either.
- Teams will not change ends for overtime.
- There will be a one-minute break between the end of regulation and the start of overtime.
- If the game is still tied after the 5-minute Overtime period, then the game will proceed to a 3 versus 3 player shootout conducted in penalty shot format.
- The home team will determine which team shoots first. If still tied after three players from each team have shot, the shoot out will continue until an advantage is determined. One opportunity per player, until all players have been used.
- IF time does not permit a sudden death overtime period, teams may advance directly to the shoot out

## STANDINGS

Points shall be awarded on the following basis:

- 3 points for a regulation win
- 2 points for an overtime/shootout win
- 1 point for an overtime/shootout loss

Procedure for determining Final Regular Season Standings in the event teams are tied following the Regular Season Schedule:

- I)
  - (a) If three teams are tied, final standings will be determined by the number of wins in total League Play. The team with most wins will be seeded first.
  - (b) If two teams are tied, the team with the Best Record in Games Played between the two tied teams will receive the higher standing.
- II) If still tied, the Best Goal Differential in total League Play will determine the standing. (Example: Team A has 123 goals for and 81 goals against, their differential is +42).
- III) If still tied, the best goal differential in games played between the tied teams will determine the standing.
- IV) If still tied, fewest cumulative penalties (misconducts count for 10 minutes)

The highest seed, according to the tie breaking formula, in the standings after the regular season will always gain home ice advantage, no exceptions. The same process will be used to determine the rest of the rankings with regards to tied teams. The highest seed will be considered the "home team", jersey color and last change will apply.

## PLAYOFF FORMAT

All fourteen teams in both Elite Divisions will make the playoffs. The First round will consist of two tournaments; one with the seven northern teams and one with the seven southern teams. Rankings will be determined by their standings at the conclusion of the regular season.

The first round would consist of the 1st place team getting bye. 2nd place will play 7th, 3rd will play 6th, and 4th will play 5th in a best of three game series. Of the winning teams from the first playoff round, the highest-ranked (1st overall) team will play lowest-ranked team and second seed will play the third seed. The same format, a best of three game series, is used for this second round. The winners of the final two series will advance to the Final Five Provincial Weekend.

Playoff series:

The Game Procedures and standards of play will remain the same for the Playoffs with the following exceptions:

- Preliminary Playoff Games to qualify for Provincials will be best of three game series. All games must result in a winner; normal AFHL overtime and shootout procedures will apply.
  - o In instances where a playoff match up involves two Associations whose Home Arenas are 150 kilometers or less (by government road ways), teams will follow the following format; Game 1 – Highest Seed Hosts, Game 2 – Lowest Seed Hosts, Game 3 \*if necessary\* – Highest Seed Hosts.
  - o In instances where a playoff match up involves two Associations whose Home Arenas are further than 150 kilometers, the Highest Seeded Team will host ALL GAMES; they will be considered “home” for the first game and “away” for the second game (for the purpose of jerseys and last change).

The Provincial Tournament will include the top four teams from the playoffs and the host association for a Final Five Showdown. In the case of the Host Association winning their respective way into the Provincial Tournament, a wildcard will be selected from the remaining teams within that Division. If a selection needs to be made, the highest ranked team (from the regular season) that advances to the second round of playoffs will be selected. The Wildcard will come from the same Conference as the host team.

The Final Five Showdown will consist of a round robin format, with each team playing four round robin games, the highest seeded team from the regular season will be considered the “Home” team during the Round Robin. Following the completion of the Round Robin, the standings from the round robin play will determine their rankings for the finals. The 5th place team in the tournament will be eliminated after the round robin with the 1st place team playing the 2nd place team in the Gold Medal Game and the 3rd place team will play the 4th place team in the Bronze Medal Game.

The AFHL Final Five will utilize the same AFHL points systems for standings and in the case of ties in the standings, the Provincial Breakers will be used. In the case of a tied game at the end of regulation, the following overtime procedures will be used as all games must result in a winner.

### Final Five Round Robin Overtime

- 1) Ten-minute sudden-death overtime, 3 versus 3 players, plus goalies. If still tied:
- 2) 3 players versus 3 players SHOOT OUT conducted in PENALTY SHOT FORMAT. The first shooter will be determined by a coin toss called by the home team. The winner of the coin toss will select whether they shoot first or second. If still tied, the shoot out will continue until an advantage is determined. One opportunity per player, until all players have been used.

IF time does not permit a sudden death overtime period, teams may advance directly to the shootout. In the case of Semi-Final, Bronze or Gold Medal games during the AFHL Final Four, the following Overtime format will be used:

- 1) Ice will be resurfaced prior to over time play
- 2) Twenty-minute sudden-death overtime, 3 versus 3 players, plus goalies. If still tied:
- 3) 3 players versus 3 players SHOOT OUT conducted in PENALTY SHOT FORMAT. The home team will determine which team shoots first. If still tied after three players from each team have shot, the shoot out will continue until an advantage is determined. One opportunity per player, until all players have been used.

## APPENDIX XII: AFHL U13 AA

### TEAM FORMATION

The Elite Committee and the Member MHA's have instated tryout cut down dates (and correlating numbers) in order to keep players moving through the tryout process. These dates ensure that the players who are cut may have the best possible chance of making another team. Coaches need to adhere to these timelines in the best interest of the athlete.

A player must try out for the team in the Recruitment Area where the player resides (unless previous approval has been obtained through the Elite Player Movement process). If the player does not make their Resident Recruitment Area team they have the following options:

- request that the AFHL Committee direct them to move onto a second "AA" try out by attaching an Elite Waiver form to their original NTO;
- return to their Resident LMHA to access other minor hockey programs.

Players are afforded the opportunity to try out for two programs at each Level within the AFHL, however AA Players need to apply to the AFHL Committee in order to be placed for a second tryout. A number of factors are considered when placing second tryouts (residence, need of a certain position, strength of players trying out, etc).

### CONFERENCE ALIGNMENT

<b>AFHL U13 AA</b>	
<b>North</b>	<b>South</b>
<i>Grande Prairie</i>	<i>Red Deer</i>
<i>St Albert</i>	<i>Airdrie</i>
<i>Edmonton (1)</i>	<i>Calgary (1)</i>
<i>Edmonton (2)</i>	<i>Calgary (2)</i>
<i>Sherwood Park</i>	<i>Calgary (3)</i>
<i>Leduc</i>	<i>Okotoks</i>
<i>Lloydminster</i>	<i>Lethbridge</i>
<i>Camrose</i>	
<i>Bonnyville</i>	

### SEASON & GAME FORMAT

#### 24 Game League Schedule

South Division

6 South teams x 4 games = 24 games

North Division

8 North teams x 3 games = 24 games

<b>ICE DURATION</b>	<b>WARMUP</b>	<b>PERIOD FORMAT</b>	<b>FLOODS</b>
<b>2.00 Hrs</b>	5 Mins	3x20 Mins	1
<b>2.25 Hrs</b>	5 Mins	3x20 Mins	2

### CALGARY ONLY

<b>ICE DURATION</b>	<b>WARMUP</b>	<b>PERIOD FORMAT</b>	<b>FLOODS</b>
<b>1.5 Hrs</b>	5 Mins	15-20-20 Mins	0



## STANDINGS

Points shall be awarded on the following basis:

- 2 points for win
- 1 point for tie
- 1 point for an overtime loss

Procedure for determining Final Regular Season Standings in the event teams are tied following the Regular Season Schedule:

- I) (a) If three teams are tied, final standings will be determined by the number of wins in total League Play. The team with most wins will be seeded first.  
  
(b) If two teams are tied, the team with the Best Record in Games Played between the two tied teams will receive the higher standing.
- II) If still tied, the Best Goal Differential in total League Play will determine the standing. (Example: Team A has 123 goals for and 81 goals against, their differential is +42).
- III) If still tied, the best goal differential in games played between the tied teams will determine the standing.
- IV) If still tied, fewest cumulative penalties (misconducts count for 10 minutes)

The highest seed, according to the tie breaking formula, in the standings after the regular season will always gain home ice advantage, no exceptions. The same process will be used to determine the rest of the rankings with regards to tied teams. The highest seed will be considered the "home team", jersey color and last change will apply.

## PLAYOFF FORMAT

The AFHL will host Two Playoff Tournaments that will identify the Divisional Winners and Provincial Tournament Representatives.

- One North Championship Tournament
- One South Championship Tournament

Both Tournaments will be seeded based on regular season standings.

The First weekend will consist of three game series to determine who will compete in the Divisional Playoff Tournaments. Rankings for the series (and Divisional Tournaments) will be determined by their standings at the conclusion of the regular season. Host team will get a bye into the Divisional Tournament and all remaining teams will be seeded for the three game series.

If the host is the first seed overall, the seeding would look like:

For the South: 2<sup>nd</sup> place will play 7<sup>th</sup>, 3<sup>rd</sup> will play 6<sup>th</sup>, and 4<sup>th</sup> will play 5<sup>th</sup> in a best of three game series. Winning teams will advance to the South Divisional Tournament.

For the North: 2<sup>nd</sup> place will play 9<sup>th</sup>, 3<sup>rd</sup> will play 8<sup>th</sup>, and 4<sup>th</sup> will play 7<sup>th</sup>, 5<sup>th</sup> will play 6<sup>th</sup>, in a best of three game series. Winning teams will advance to the North Divisional Tournament.

### ***\*Seedings will be adjusted according to Host Team's final standings\****

- Preliminary Playoff Games to qualify for Provincials will be best of three game series. All games must result in a winner; normal AFHL overtime and shootout procedures will apply.
  - Ice Slots will be standard length provided by home team all season. Please reference game format in the AFHL Policies & Procedures Document.
    - If ice times are 90 minutes in length, please ensure:
      - They are ready to go on ice immediately after Zamboni finishes and door is closed.

- **5 min.** warm-up clock **must** start when Zamboni door closes. (No exemption)
  - **No Anthem** to be played prior to games, game must start as soon as warm-up is complete.
  - **1 min.** breaks between periods
- All playoff games must result in a winner. The following overtime format will be:
    - Five minute sudden death overtime, 3 versus 3 players (plus goalies). If still tied:
    - 3 players versus 3 players SHOOTOUT conducted in PENALTY SHOT FORMAT. The home team will select whether they shoot first or second. If still tied, the shoot out will continue until an advantage is determined. One opportunity per player, until all players have been used.
  - In instances where a playoff match up involves two Associations whose Home Arenas are 150 kilometers or less (by government road ways), teams will follow the following format; Game 1 – Highest Seed Hosts, Game 2 – Lowest Seed Hosts, Game 3 \*if necessary\* – Highest Seed Hosts.
  - In instances where a playoff match up involves two Associations whose Home Arenas are further than 150 kilometers, the **Highest Seeded Team will host ALL GAMES**; they will be considered “home” for the first game and “away” for the second game (for the purpose of jerseys and last change).

For the **North Divisional Tournament**, it will include the top four teams from the playoffs and the host association. The Tournament will consist of a round robin format, with each team playing four round robin games, the highest seeded team from the regular season will be considered the “Home” team during the Round Robin. Following the completion of the Round Robin, the standings from the round robin play will determine their rankings for the Gold Medal Game. Only the first and second place teams from the Tournament Round Robin will compete in the Gold Medal Final.

For the **South Divisional Tournament**, it will include the top three teams from the playoffs and the host association. The Tournament will consist of a round robin format, with each team playing three round robin games. The highest seeded team from the regular season will be considered the “Home” team during the Round Robin. Following the completion of the Round Robin, the standings from the round robin play will determine their rankings for the Gold Medal Game. Only the first and second place teams from the Tournament Round Robin will compete in the Gold Medal Final.

The **Provincial Tournament** will include the top two teams (those that advance to the Gold Medal Games) from each Divisional Tournament and the host association for a Final Five Showdown. In the case of the Host Association winning their respective way into the Provincial Tournament, a wildcard will be selected from the remaining teams within that Division. If a selection needs to be made, the highest ranked team (from the regular season) that advances to the Divisional Tournament will be selected. The Wildcard will come from the same Conference as the host team.

## PROVINCIAL TOURNAMENT TIE BREAKERS

The AFHL U13 AA Divisional & Provincial Tournaments - Points for wins and losses in the Round Robin will be awarded on the following basis:

- 2 points for a regulation win
- 1 points for a tie
- 0 point for a loss

\*Overtime will not be played in the Round Robin of Divisional or Provincial Tournaments\*

In the case of Ties in the Standings, the following Tiebreakers will be used:

1. Team with the greatest number of wins (overall record)

2. Head-to-Head Series (overall game record between the two teams during the playdown)
3. Basic Goal Differential (GF-GA)
4. Total Goal Differential (GF-GA/GF)
5. Fewest cumulative penalties (misconducts count for 10 minutes and GM count for 20)
6. Coin Toss

The highest seed, according to the tie breaking formula, in the standings after the regular season will always gain home ice advantage, no exceptions (including seeding for the Divisional Tournament). The same process will be used to determine the rest of the rankings with regards to tied teams. The highest seed will be considered the "home team", jersey color and last change will apply.

Round Robin Divisional & Provincial Tournament games that are tied at the end of regulation, will remain ties. Overtime will only be played in Medal Games (in the Divisional and Provincial Tournament) and the following Overtime format will be used:

- 2) Ten-minute sudden-death overtime, 3 versus 3 players, plus goalies. If still tied:
- 3) 3 players versus 3 players SHOOTOUT conducted in PENALTY SHOT FORMAT. The home team will select whether they shoot first or second. If still tied, the shoot out will continue until an advantage is determined. One opportunity per player, until all players have been used.

IF time does not permit a sudden death overtime period, teams may advance directly to the shootout.