



OPERATIONAL Regulations
August 2019
Rockies Hockey League
(RHL)

1. EXPECTATIONS OF ASSOCIATIONS

- a. All LMHA members a responsible to read and abide by the regulations here in as per section 102 (g) of the RHL Bylaws.
- b. Upon review of each LMHA's declaration of teams as per section 104(a) of the RHL Bylaws, the league will determine the number of categories that will exist in each age division. When an LMHA is placing more than one team into an age division or category of an age division, it is expected that those teams will be equally balanced in age and skill or "parity". In the event that it is determined by the League that an LMHA has not achieved parity with their teams in an age division or category of an age division, that LMHA will be notified in writing by the League, and the LMHA will have two weeks to balance their teams.
- c. The league will be a "Fair Play" league. Fair ice time for all players.
- d. Each LMHA member shall provide a delegate to represent them as per Section 102(d) of the RHL Bylaws.
- e. The LMHA delegate should attend all league meetings. If this is not possible the LMHA also has the option to email vote by proxy. Failure to do so will result in \$50.00 fine.
- f. Each LMHA member shall provide 1 or more divisional governors as required by the league.
- g. LMHA's must submit contact information for all team officials along with player rosters to the League Administrator 72 hours prior the team playing its first regular season game. The team officials contact information and team rosters must be submitted using the GOALINE template and accompanied by the HCR for each team. LMHA's that are linked into GOALINE will not need to submit team rosters via supplied template however they must ensure player numbers are updated and must also submit the HCR for each team registered. ***Important - No team will be eligible to play prior to the above having occurred.***
- h. LMHA's must submit a revised HCR for any player changes (additions/deletions) to the league prior to those players appearing on a team's game roster. ***Important – no player will be eligible to play prior to the above having occurred.***
- i. Each LMHA shall provide game ice as follows:
 - i. Atom/Peewee/Bantam – 90 minutes
 - ii. Midget – 120 minutes
- j. Unless otherwise approved by the league, all league games must be played within the RHL draw zone boundaries – see Appendix 'A' in RHL Bylaws.

2. SCHEDULING AND LEAGUE GAMES

- a. For ALL League games, the HOME TEAM shall be responsible to provide pucks for the pregame warm up skate.
- b. Stop time is to be used in all periods of all games. When five (5) minutes remains on the ice permit and after the first stoppage of play thereafter, the time clock will be set to two (2) minutes and the remainder of the game will be played stop time.
- c. During regular season league play, if, after three (3) periods of play, the score is tied, NO OVERTIME shall be played.

- d. All regular season and playoff games shall be scheduled by an appointed League Scheduler. Requirements for submission of ice slots for scheduling availability and other scheduling protocols shall be determined at the leagues preseason meeting.
- e. The number of regular league games that each division will play will be determined before the 2nd part of the schedule is released with reasonable consideration given to appropriate number of games.
- f. League play will start on or before the last weekend in October.
- g. Consideration for travel and schooling will be made when scheduling all games, including league, play-offs, and any rescheduled games. The President shall arbitrate disputes over appropriateness of available ice times.
- h. Blackout Dates: Teams are allowed 2 blackout weekends per season. Tournament dates that are in November or December must be submitted no later than November 1, and Tournament dates that are in January or February must be submitted no later than December 1. ***Important - All submissions to the league must be made by the LMHA Representative – no exceptions.***
- i. To initiate a game change, a notice of game change form must be signed by both teams and the Governor prior to submitting to the League. This can be initiated by home or visitor team. The initiating team pays for the cost of the ice for game change, and officials if applicable. Subject to league approval. All game changes must be completed prior to the end of regular season.
- j. Games changes must be initiated 72 hours prior to the scheduled start of the game.
- k. If a team fails to show at a game on the scheduled date, time or location, without valid reason as determined by the League, that team will take a forfeit loss and be assessed a \$250.00 fine and may also incur the cost of the ice and referees for that game.
- l. In the event of an unexpected emergency that prevents a game from being completed the following shall occur:
 - i. If 45 minutes or more has been played (Score Board Clock Time) the game will be considered complete.
 - ii. If less than 45 minutes of the game has been played (Score Board Clock Time) the game will be rescheduled.
- m. All game ejections / Write Ups will be sent to Division Governor for discipline.
- n. As per Hockey Alberta rules all affiliates and over age players must be identified on the game sheet prior to the start of the game.

3. FAIR PLAY

a. Fair Play Points

- i. League play standings will be calculated as follows:
 1. Win.....2 pts
 2. Loss.....0 pts
 3. Tie.....1 pt
 4. Fair Play.....1 pt
- ii. During league play each team shall earn 1 Fair Play point per completed game providing they do not exceed the penalty threshold for said game.
- iii. If a referee incident report is written for member of a team's admin (Head Coach/Assistant Coach/Trainer/Manager etc) or a spectator for said team, that team will forfeit their Fair Play point regardless of their penalty minutes in that game.

b. Team Penalty Minute Thresholds

- i. Atom.....12 mins
- ii. Peewee/Bantam.....14 mins
- iii. Midget.....16 mins

c. Individual Player Penalty Thresholds

- i. Penalty minutes for all players will be monitored and the league will issue suspensions to those players who accumulate excessive penalty minutes during

league play. When a player reaches or exceeds their penalty threshold, suspensions will apply as follows:

Atom - 25 mins = 1 Game	Peewee/Bantam - 30 mins = 1 Game	Midget - 50 mins = 1 Game
Atom - 45 mins = 2 Games	Peewee/Bantam - 50 mins = 2 Games	Midget - 70 mins = 2 Games
Atom - 65 mins = 4 Games	Peewee/Bantam - 70 mins = 4 Games	Midget - 90 mins = 4 Games
Atom - 85 mins = Indefinite	Peewee/Bantam - 90 mins = Indefinite	Midget - 110 mins = Indefinite

- ii. League issued suspensions for accumulative penalty minutes can only be served during league play and do not extend outside of league games.

d. Accumulative Penalty Minute Calculation

- i. The league will use Hockey Canada guidelines when calculating the accumulative penalty minutes for teams and individual player penalty thresholds. The minutes associated to each classification of penalty are as follows:
 1. Minor/Bench Minor.....2 mins
 2. Double Minor.....4 mins
 3. Major.....5 mins
 4. Match.....5 mins
 5. Misconduct.....10 mins
 6. Game Misconduct.....10 mins
 7. Gross Misconduct.....10 mins
 8. Penalty Shot.....Equivalent minutes to penalty assessed

4. EXPECTATIONS OF TEAMS

- a. All teams participating in league play are responsible to read and abide by the regulations here in.
- b. Coach, manager or team designate must attend any mandatory RHL meeting or the team will be fined \$50.00.
- c. Prior to the 1st league game being played, each team shall provide to their Governor the contact information in the way of a valid email and telephone number for the following team officials:
 - i. Head Coach
 - ii. Manager
 - iii. Data Entry Person
- d. The HOME TEAM is responsible to ensure the game sheet is filled in correctly, with all required fields completed and legible. In the event that information is missing, incomplete or illegible; the HOME TEAM will be assessed a \$25.00 fine for each occurrence.
- e. The HOME TEAM and AWAY TEAM are responsible to show their team roster on all league game sheets as follows:
 - i. Team Name as designated by the League
 - ii. Players listed in numerical order starting with goalies in the top 2 lines
 - iii. Players name listed beside their numbers formatted - Last Name, First Name
 - iv. Team Staff listed below players formatted – Last Name, First Name

Any team that fails to list their roster correctly will be assessed a \$25.00 fine for each occurrence.
- f. The HOME TEAM is responsible for electronic delivery of the game sheet to their respective Governor within 72 hours following the scheduled game. If a team fails to submit their game sheet within 72 hours following the scheduled game, that team will be assessed a \$50.00 fine for each occurrence.
- g. The HOME TEAM is responsible for electronic delivery of the Referee Write-Up Report (only if one was used) along with game sheet to their respective Governor no later than 9:00 A.M. of the day following the scheduled game. If a team fails to submit the Referee Write-Up Report along with the game sheet by 9:00 A.M. of the day following the scheduled game, that team will be assessed a \$100.00 fine for each occurrence.
- h. The HOME TEAM is responsible to input game sheets into GOALLINE within 72 hours following the scheduled game. If the HOME TEAM fails to input the game results into

GOALLINE within 72 hours following the scheduled game, the Governor will enter the results and the HOME TEAM will be assessed a \$50.00 fine for each occurrence.

- i. The VISITOR TEAM is responsible to review the data entry on GOALLINE and report any discrepancies between the data entry and the game sheet to their respective Governor as soon as possible.
- j. Teams are expected to file the Original White Copy of the game sheet and Referee Write-Up Report for the duration of the season as the League may request these copies at any time.
- k. Teams will be notified of the timeframe for reporting and posting game results for playoffs prior to playoffs commencing.

5. AFFILIATION

- a. The league will follow the Hockey Alberta guidelines concerning Affiliate players. All players must meet these guidelines and must have approval granted by Hockey Alberta.
- b. Affiliation will only be allowed with teams that play in the RHL.
- c. Affiliate players must be listed on the online roster prior to being played in a game. Due to the fact that teams may have up to 19 affiliate players on their HCR, affiliate players will only be added to the online rosters upon request. Teams must notify their Governor and the LMHA Administrator (When the LMHA is “Linked In” to GOALLINE) when they intend to use an affiliate player(s) prior to the game being played. This only needs to be done one time per affiliate – once an A/P has been listed online they will remain listed for the season. ***Important – any players not listed on the online roster will be considered “Ineligible” and team officials will be subject to discipline.***
- d. Teams with affiliate player(s) must properly identify the player(s) as A/P on ALL game sheets. ***Failure to correctly identify the affiliate player(s) will result in the team being assessed a \$25.00 fine per occurrence.***

6. OVERAGE PLAYERS

- a. The league will follow the Hockey Alberta guidelines concerning Overage players. All players must meet these guidelines and must have approval granted by Hockey Alberta.
- b. Individual application must be made in writing with the proper Hockey Alberta Overage Application form to the league executive and must be approved by the league President or any committee he may have set up to deal with the applications. Any application denied by the President or committee may be taken to a vote of the membership at the next regular meeting by requesting so in writing if such meeting is before the application deadline. All applications must meet the deadline of December 1st of the current hockey season.
- c. The RHL executive can revoke the overage status if the player fails to continue to meet Hockey Alberta overage guidelines.
- d. The league reserves the right to revoke the overage status of any player if the player is in the top scoring or penalty minutes or is incurring major penalties. This would be handled on a complaint basis in writing and would be decided on by the league president. The deadline for complaints would be Dec.31 and any player movements would have to be done by Jan 7.
- e. Teams with Overage player(s) must properly identify the player(s) as O/A on ALL game sheets. ***Failure to correctly identify the overage player(s) will result in the team being assessed a \$25.00 fine per occurrence. Repeat offenses may result in overage status being revoked.***

7. GOVERNORS

- a. Be responsible to ensure the online rosters for each team they govern is consistent with the HCR’s submitted. The Governor will report to the Governor in Chief any discrepancies that exist.
- b. Be responsible to monitor and validate game sheets/results and data entry for all the teams in the Division under the Governors jurisdiction as outlined in Section 4. The Governor will report to

the Governor in Chief any teams that are in violation of any regulation(s) in Section 4, and what fines are to be assessed.

- c. Be responsible to report all games with referee incident reports to the Governor in Chief for discipline/suspension ruling, and notify the team(s) of the suspension ruling(s). The Governor will also monitor and track the suspensions of all players/coaches to ensure they have been served.
- d. Be responsible to monitor individual player penalty minutes of all players within their jurisdiction (as outlined in Section 3(d)), and report to the Governor in Chief any player(s) in their jurisdiction that have exceeded the penalty threshold for discipline, and notify the team(s) of the suspension ruling.
- e. May not hold the position of Coach or Team Manager for any team that plays in the Division under the Governors jurisdiction.
- f. May not hold the position if his/her child is a registered player for any team that participates in that division, unless approved by the League.

8. SUSPENSIONS

- a. All suspensions will follow the current Hockey Alberta Regulations. Any further disciplinary actions in addition to the Hockey Alberta regulations prescribed by the offending team/player's minor hockey association will be administered by the league as prescribed and presented to the league along with that LMHA. Suspension guidelines to be continually updated to match those of Hockey Alberta.
- b. HA guidelines for minimum suspensions will be adhered to, however, the League may impose additional suspensions if they reasonably deem appropriate.
- c. A copy of all suspension letters past the RHL season must go to applicable zone disciplinarian as well as the Hockey Alberta league representative.
- d. Any suspended players/coaches/managers must be listed on game sheet as suspended in order to be considered game served for suspension. This includes tournament games when suspensions carry over outside league play. ***Failure to correctly show suspended player/coach will result in the player/coach being required to sit another game, and may also result in further discipline.***
- e. The League expects the coach of each team to be entirely responsible for the discipline of their team. Coaches must be directly responsible for the actions of his/her players, and where problems do exist, appropriate action will be taken against the coach in question, if deemed necessary.
- f. Suspended players are not allowed on the bench, in the timekeeper's box, in the penalty box, or within 50 feet of the player's bench during the game. Also, suspended players are not allowed in the dressing room one-hour before the game and up to one hour after the game. The League encourages suspended players to attend all games they have been suspended from.

9. FINES

- a. All fines outlined in these regulations are to be mandated immediately. RHL executive reserves the right to amend fine amounts mid season should infractions increase.
- b. Any fines not paid by teams or LMHA's within 30 calendar days of the fine being issued will be funded by that LMHA's League Bond and that LMHA will not have voting rights until their League Bond has been replenished.
- c. All NSF payments will be subject to a \$25.00 fee.

10. PLAYOFFS

- a. Playoff dates and formats will be determined by the League and communicated by Jan 1st of the current season.
- b. Tie Breaking Formula to determine league standing for position in playoffs:
 - i. The team with the best record between the tied teams including Fair Play points.
 - ii. The team with more wins.
 - iii. The team with the least losses.
 - iv. The team with the most Fair Play points earned in league play
 - v. The team with the best goals for minus goals against.
 - vi. The team with the most goals for.
 - vii. The team with the least goals against.
 - viii. Coin toss.

11. COMMUNICATION PROTOCOL

- a. Prior to reporting and or filing a complaint all members must wait 24 hours before submitting their concern. This will be strictly enforced.
- b. RHL Communication Flow Chart:
 - i. Player/Parent >> Coach/Manager >> Divisional Director >> Governor >> Governor in Chief >> Vice President >> President >> Hockey Alberta
- c. Any deviation from the communication flow chart will result in a written warning to the LMHA, President of that Association and the Executive.
- d. A second infraction will result in a possible \$250.00 fine, pending review by the executive and LMHA.