

AABHN PLAYING REGULATIONS

BOYS ICE HOCKEY

All coaches must be familiar with the content of the AABHN Constitution.

1. **Start Date** - around Nov 1st (sometimes dependent on availability of local arenas)
League start 3rd week in November

2. **Length of Season** – District Championship to be held before CWOSSA qualifier

3. **Eligibility**

All players must meet the eligibility criteria as outlined in Article 12 in the AABHN Constitution

4. **Eligibility Lists**

a) **Submission**

A completed and correct OFSAA Hub eligibility list for all AABHN inter-school competition must be submitted to the convenor by the deadline given at the pre-season meeting. The names of all potential players and coaches, and managers and/or others affiliated with a team must be included on the OFSAA Hub eligibility list. Each OFSAA Hub eligibility list is to clearly identify the head coach.

b) **Participation in Outside Hockey Organizations**

No competitor is eligible for AABHN hockey whose name has appeared on a game sheet for Junior A,B,C, Major Junior, Junior, Intermediate, Senior CMHA divisions in any national and/or International association or any league deemed to be equivalent to A,B,C. and has dressed, after the first regular season AABHN game or dressed for a game on December 1st, or later, whichever comes first. One exception to this rule:

A Junior 'B' or 'C' team is allowed to AP a high school goalie to be called up in an emergency situation and appear on a game sheet and/or play up to a maximum of two (2) exhibition/league and/or playoff games in total during the season after the AABHN first regular season game. An emergency situation would not include an on-ice All-Star or Showcase game organized by leagues/associations.

c) **Number of players**

A team may dress a maximum of eighteen (18) skaters and two (2) goalies for any single (1) game.

5. **Age Classification Eligibility**

a) Players may participate only in the age classification in which they are registered beginning of the season.

6. **Playoff Eligibility**

a) To be eligible to play in post season games, a player must have participated in at least two (2) league games if the schedule is five (5) or more games. If the schedule is less than five (5) games, the player must have participated in at least one (1) game.

b) A player is deemed to have participated if he is registered on a game sheet.

c) In the event that a serious injury prevents a player from complying with this regulation, an appeal by his coach may be made to the district executive to allow said player to be eligible for playoffs.

7. **Ineligible Player**

a) All games in which an ineligible player participates will be forfeited.

b) A player is deemed to have participated if he is registered on a game sheet.

8. League Structure

a) Scheduling

- I. The Convenor must consult with the Athletic Consultant to determine the league schedule.
- II. The number of league games needs to be determined by the Convenor and Athletic Assistant with approval from the coaches.
- III. Double Round Robin (home and away).

b) League Play

Based on Ice and Arena availability – Games will be played in one of the 3 options below:

Option 1:

- i) Games will be three (3) periods – length of periods will be 10, 15, 15 run time for all games. Last 2 minutes of regular time will be stop time within a 4 goal differential.
- ii) Games will be preceded by a three (3) minute warm-up period.
- ii) There is no overtime in league play.

Option 2:

- i) Games will be three (3) periods – length of periods will be 15, 15, 15 stop time. Flood every 2 periods.
- ii) Games will be preceded by a three (3) minute warm-up period.
- ii) There is no overtime in league play.

Option 3:

- i) Games will be three (3) periods – length of periods will be 10, 10, 10 stop time.
- ii) Games will be preceded by a three (3) minute warm-up period.
- ii) There is no overtime in league play.

c) Starting Times

Starting times for league play and play-off games will vary according to the availability of the ice.

d) Game Sheets/Score Sheets

- i) The Home team is responsible for supplying the score keeper, timekeeper, scoresheets, and game pucks.

e) Results

- i) The home team must forward an original or electronic copy of the game sheet to the Convenor no later than the day following the game.
- ii) The host school coach will provide the game results including top scorers to the media (e.g., newspaper, radio).
- iii) The Convenor will maintain and update the league standings.

9. Tie Breaking Procedure:

Where a tie exists in league standings: The tie will be broken by:

1. Record (win/loss) between/among tied teams in head-to-head competition.
2. Point differential between/among tied teams in head-to-head competition.
3. least points against involving the tied teams in the game they won.
4. the most total wins during season play.
5. least total points against (all games played).
6. Point differential (all games played)

Scored in the games played to the maximum allowed for each sport as listed below:

Maximum Points Per Sport: Baseball -7 Basketball – 20 Field Hockey – 5 Volleyball – 15 – if # of sets won does not break the tie. Lacrosse – 8 Football – 21 Hockey – 5 Rugby – 20 Softball/Slow Pitch – 7 Soccer – 3 Curling - 6 Ultimate – 6

7. Coin toss

Tie Breaking Procedure When three (3) or more teams are tied, the order of tiebreaking, as outlined above, is applied until one or more team(s) are separated from the tied group. The tie breaking process will then be repeated starting at #1 for the remaining tied teams. This process will continue until all ties are broken.

How to determine the 2 AABHN Play-in representatives FOR CWOSSA

The 2 teams in the league that go furthest in the playoffs.

To determine the second team, if two teams finish in the same position in the playoffs (ie: lose in the semifinal), seeding will be determined by placing at the end of the regular season.

10. Play-off Structure

- a) The league Convenor and Athletic Assistant must consult with the coaches to determine the play-off structure.
 - i. The home team for all play-off games shall be the team with the highest standing following regular season play.
 - ii. Playoffs will consist of Quarter Finals, Semi Finals and Finals. Playoff format will be determined based on the number of schools participating in each league. Refer to Constitution for formats regarding an even and odd number of teams in a league.
 - iii. All play-off games will be a one (1) game sudden victory format.

The home team for all play-off games shall be the team with the highest standing following regular season play.

b) All play-off games will be a one (1) game sudden victory format.

c) Overtime will only be played in Final.

d) In the event of a tie at the end of regulation time in quarter-final and semi-final play-off games the following will apply:

i) A shoot-out using total goals by three (3) players from each team

ii) If still tied a sudden victory shoot-out by the remaining players, the winners are the team which is ahead after any pair of shooters.

e) In the event of a tie at the end of regulation time in the final, a ten (10) minute running time overtime period will be played , four (4) on four (4) for the first five (5) minutes, and three (3) on three (3) for the remaining time. If a winner has not been determined then the teams go to a shoot-out as outlined above.

11. Rules of the Game

- a) All games will be played under the auspices of the CMHA. with the following exceptions:
- All suspensions are one (1) game above and over the CMHA rule.
- b) An OCT member employed by the board must be on the bench throughout the duration of all games where a community coach/non teacher is involved as the head coach.
- c) In order to focus all players on playing well and within the rules, coaches are encouraged to discuss the behaviour, rules, and expectations of all team members.
- d) The Red Line will be eliminated with respect to offsides and therefore, the following special rule applies:
The legal number of players must be on the ice for each face off.
- e) No-touch icing

12. Penalties Suspensions and Special Rules

- a.) Minor penalties shall be two (2) minutes stop time and three (3) minutes running time
- b.) Major penalties shall be five (5) minutes stop time and seven (7) minutes running time
- c.) The time for misconducts shall be ten (10) minutes stop time and thirteen (13) minutes running time.
- d.) If a player receives a gross misconduct penalty, he shall automatically receive a game misconduct and will be suspended for the remainder of the season. An automatic Board of Reference will be held.
- e.) No Board of Reference will be held for a player who has been assessed 3 minor penalties of any type in a game and has as a result been disqualified from the game.
- **If a player receives a disqualification for acquiring three (3) minor penalties in a second game he will also be assessed a further one (1) game suspension.
- **A player committing a third offence for three (3) minor penalties in a game must appear before a Board of Reference.
- f.) A double minor penalty is deemed to be two (2) penalties.
- g.) No suspension or Board of Reference will be applied against a player who receives a misconduct penalty or who is ejected from a game as a result of a misconduct penalty.
- h.) Any player who receives a second misconduct penalty during the season shall receive an additional one (1) game suspension. The league, coaches, Board of Reference, executive of AABHN, and players should know the penalty for any infractions.

13. Home Team Responsibilities

- a) Coaches are reminded that they are expected to supervise all players from the time of their arrival to the time of their departure from the playing site.
- b) Provide score keeper and time keeper

14. Finances

- a) Those schools having entries in the regular season will split costs evenly. Fees will be paid by the Association.
- b) All schools making playoffs will pay bases on a per game cost basis.
- c) Costs for finals will be split evenly among all league participating teams if gate is collected.

15. Awards

a) Team trophy for the league champions.

16. Equipment

a) All players including goalies must wear the full CSA facial protector as per OMHA guidelines

b) Players are required to wear mouth guards,

c) All players including goalies are required to wear a certified neck protector or they will not be allowed on the ice

d) Home teams wear dark jerseys, away teams wear light jerseys where possible.

