

North York Hockey League Rules and Regulations 2008-2009

Founded: 1953

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ARTICLE 1

The North York Hockey League is committed to promoting and maintaining a safe, fair, responsible and inclusive amateur hockey program that offers to all of its members the opportunity to participate and compete, and to develop as responsible individuals and leaders in their respective communities.

ARTICLE 2 Definitions

“**Game Officials**” means the on-ice officials for each game, being either a referee and two linesmen or two referees, as applicable, and the off-ice officials for each game, being the timekeeper and any other official designated by the League, and “**Game Official**” means any one of them.

“**GTHL**” means the Greater Toronto Hockey League, which is the governing body of the NYHL and its Clubs

“**Hockey Canada**” means Hockey Canada, the national governing body for hockey in Canada

“**League**” or “**NYHL**” means the North York Hockey League

“**League Office**” or “**NYHL Office**” means the administrative office of the League, which is currently located at Downsview Arena, 1633 Wilson Avenue, Toronto, Ontario M3L 1A5.

“**League Officials**” means the officers and directors of the League.

“**League Official**” means any one of them.

“**League Pass**” means the card provided by the League to Team Officials, Club Officials and League Officials that entitles them to free admission to League Games.

“**Registration Certificate**” means, in the case of a player, a Hockey Canada registration certificate or card which has been adopted for use by the GTHL for the purpose of player registration and, in the case of a Team Official, a Hockey Canada registration certificate or card which has been adopted for use by the GTHL for the purpose of Team Official registration and, in the event that the GTHL adopts a form of electronic or computer-based registration for players or Team Officials, the form of registration so adopted by the GTHL.

“**Season**” means the period of time commencing on September 1 in a given calendar year and ending at the end of the weekend during which Presentation and All Star Days are held in the next following calendar year.

“**Select**” means a level or program of hockey as defined in the “House League and Select Operating Guidelines” contained in the Rules of the GTHL. (See Article 18).

“**Special Committee**” means an ad hoc committee consisting of at least three League Officials that has been appointed by the Board for a specific purpose and, for greater certainty, includes Special Committees of the Board formed from time to time for the purpose of conducting hearings regarding suspensions, appeals, protests and similar issues.

“**Team Official**” means the coach, assistant coach, manager or trainer registered on a Registration Certificate that has been accepted by the GTHL and on a Team Listing Form that has been accepted by the NYHL.

ARTICLE 3 – LEAGUE ORGANIZATION AND STRUCTURE

3.1 League Organization

The League consists of member Clubs. The Board of Directors and the Officers, elected by the member Clubs, govern the League in accordance with the League’s Constitution. Day-to-day operations of the League are administered by an office staff comprised of the Chief Operating Officer, Administrative Assistant, League Scheduler and Web Site Manager and other staff members.

3.2 Power to Amend Rules

The Board is authorized to amend these Rules from time to time as is necessary to comply with any changes deemed necessary by the Board or any changes made to the rules or regulations of Hockey Canada, the Ontario Hockey Federation or the GTHL. Such amendments shall not require ratification by the Clubs. The Board shall give Clubs prompt notice of any such amendments.

ARTICLE 4 – CLUBS ENTERING TEAMS IN THE LEAGUE

4.1 Applications for Teams to Play in the League Clubs must submit team applications for entry into the NYHL to the League Office no later than the first day of October for inclusion in the Fall schedule and no later than the first day of December for inclusion in the Winter schedule and playoffs. Late entries cannot be accepted after these dates.

4.2 Acceptance of Teams to Play in the League

The Board will consider all applications for teams. The Board's decision to accept a team for play in the League shall be final and binding. Team entries are accepted in the following age groups:

Division	Age	Division	Age
Tyke	Up to 6	Minor Bantam	No older than 13
Minor Novice	No older than 7	Bantam	No older than 14
Novice	No older than 8	Minor Midget	No older than 15
Minor Atom	No older than 9	Midget Jr.	No older than 16
Atom	No older than 10	Midget Sr.	No older than 17
Minor PeeWee	No older than 11	Juvenile	18/19 + five aged 20
PeeWee	No older than 12		

Note: Ages shown as of December 31 in the current season

4.3 Entry Fees and Fines

- (a) Team entry fees may vary from year to year. Clubs will be advised of fees for the forthcoming season in advance of when teams may be formed.
- (b) All fees, fines and/or any outstanding amounts must be paid into the League Office within 2 weeks of invoice date. Any Club/team failing to pay said amount may be removed from further competition permanently or until such time as payment is made. In the following season, no entries will be accepted until outstanding amounts are paid.

4.4 Designation of Club Signing Officers

- (a) Prior to September 1st of each season, any Club playing in the NYHL must complete a House League/Select Membership Form and register same with the League Office.
- (b) A Club's NYHL Select Liaison must be recognized as one of the main 6 Signing Officers for the purpose of correspondence and signing tournament permission forms.
- (c) After commencement of the playing season, a Club must report any change in its Signing Officers to the League Office in writing within 7 days of such changes having taken place.

4.5 Withdrawing Teams

All team withdrawal requests must be in writing. Any Club that makes entry into an NYHL program and withdraws a team after the season's schedule has been published shall be subject to a fine of \$300.

4.6 Club Schedules

All Clubs must submit their precise House League games schedule and precise House League and Select practice schedules, by age group, to the League Office not later than November 1. Precise playoff schedules for House Leagues must be submitted, by age group, immediately they become available. If not received and conflicts occur, changes cannot be made to the N.Y.H.L. schedule.

ARTICLE 5 – FORMATION OF TEAMS

5.1 Composition of Teams

The composition of all teams must comply with the "House League and Select Operating Guidelines" contained in the Rules of the GTHL. (See Article 18)

5.2 Team Listing Form

- (a) A Team Listing Form is required to be completed by each team no later than November 15 of the current season. **Forms available from the NYHL office or the NYHL website**
- (b) No permission to attend tournaments will be granted until a team's fully completed Form has been filed.
- (c) If a team's Form is not submitted by the close of business November 15th, a \$150 fine per Form will be levied against the Club and is immediately payable. **No wins will be recorded for the team until fine and form is delivered to the NYHL office and the team is subject to removal from the schedule at the League's discretion.**

(d) If new players are added to the team after the Form is submitted, the Form must be updated in the League Office within seven (7) days of the date when changes are made.

(e) Notification of Select Player(s) released from the Club, or back to the House League MUST be filed in the NYHL Office within seven (7) days of the date when changes are made.

5.3 Affiliated Teams and Players

(a) Affiliated teams and players fall into two categories:

(i) A player may be brought up from the House League operated by the team's sponsoring Club ("House League Affiliation"), or

(ii) A player may be brought up from the Club's Select team in the age group immediately below ("Chain Affiliation")

(b) A Select Player who has been released back to the House League cannot be used as a Select "AP" unless permission has been granted through the NYHL Office.

(c) Any Affiliated Player listed on the game sheet must have "AP" written after the player's name. Without the "AP" after the name, an Affiliated Player is regarded as an ineligible player.

(d) Affiliated Players may be used an unlimited number of times until January 10 of the current season. After January 10, players from "Chain Affiliation" teams may be used just five times; when used for the sixth time, they must remain with the higher category team and may not play in any exhibition, tournament or League game with the lower category team for the balance of the season. For the remainder of the season, "AP" must continue to appear after the player's name on the game sheet. Any players brought up from "House League Affiliation" to play Select hockey may be used an unlimited number of times throughout the whole season and playoffs.

(e) Tournament and/or exhibition games that are not part of League or playoff schedule are excluded from the number of games referred to in (c) above.

(f) If a goalkeeper is called up from a "Chain Affiliation" team after January 10 but does not play in the game (as witnessed on the game sheet by the Game Officials), that game will not count as one of the five games allowed.

(g) Failure to comply with the above rules will make said player ineligible to play.

(h) A maximum of five Affiliated Players may be used in any one game. If they have already played in one game that night, they must pay the gate admission fee a second time.

(i) If a Club has two teams in the same age group, one team must be much weaker than the other so they can never meet in regular play unless the League Administration deems it is in the League's best interest to have them do so. Players from the weaker or "B" team may be used as "APs" for the stronger team, but players from the stronger team can never be used as "APs" by the weaker team. The "B" team must use Affiliated Players from the Select age group below or the House League. If two teams of the same age group and from the same Club are designated to play in the same section of a Division, then both teams may only pull players from the House League or the age group below. (see also 5.3 (b))

(j) Where a Club has 2 teams each in back-to-back age groups (e.g., 2 Minor PeeWee and 2 PeeWee), the 'A' teams from the older age group may only pull from the "A" of the younger age group. The "B" team may only pull from the "B" team of the age group below. Any exceptions will be clarified by the NYHL Office. (see also 5.3 (b)). In any chain affiliation scenario the same player may only be used 5 times after January 10. (See 5.3d)

5.4 Tiering of Teams during Season

(a) Teams will be re-assessed from A/B/C/D groupings into Tiers 1/2/3 in December/January at the discretion of the League, and without recourse until the team has played at least three games in the New Year.

(b) Input from team staff as to which tier they can best compete, is welcomed by letter or email and should be sent to the Club Liaison prior to December 1st. At the discretion of the Club Liaison, the letter will then be forwarded to the Tiering Committee through the NYHL Office. The Tiering Committee will consider all such requests but are not bound abide by them.

ARTICLE 6 – REGISTRATION, ELIGIBILITY AND RELEASES

6.1 Residency

(a) It is the intent of the NYHL to provide hockey primarily for minor players who are legitimate residents of the City of Toronto.

(b) Local restrictions as to residency for players registering in House League and Select programs apply.

(c) House League players being used as Affiliated Players for competitive teams at "A/AA" levels must be a resident of the designated area from which the competitive team may draw.

6.2 Registration of Players

(a) Each player must have properly filled out and signed a GTHL Registration Certificate or be registered electronically for the Club they intend to play with. The Player's Certificate or electronic registration must be in the GTHL Office prior to the player going on the ice.

(b) Players may be signed up to and including January 15.

6.3 Proof of Birth Date

- (a) No player will be registered without acceptable proof of age.
- (b) For all players born in Canada, a Government of Canada birth certificate is required. This includes players who have previously played on GTHL competitive teams.
- (c) For players born outside Canada, passports, baptismal certificates and hospital birth registrations are acceptable as well as birth certificates.

6.4 Registration with One Club Only

Each player may sign with only one Club. If a player attempts to register with two different Clubs, either by card or electronically, the player's playing rights will belong to the Club who registered him/her in the GTHL computer first. Any other registration will be automatically rejected electronically.

6.5 Registration of Team Officials

- (a) Each team is allowed a maximum of 4 Team Officials on the bench. Persons designated as Coach, Manager, Trainer or Assistant Coach of a team must have filled out and signed a GTHL Team Official form with their Club. This form must be submitted to or electronically registered with the GTHL. No NYHL League Pass will be issued without proof of validation from the GTHL being on file at the NYHL Office. (see Article 9.3) As per OHF Rules all Team Officials must complete a Hockey Canada "Abuse and Harassment" Program before they can be registered.
- (b) Only those persons who have provided validated GTHL information may take their place on their Club's designated team's bench when attending games (as per insurance regulations).
- (c) Except for persons who have received permission by resolution of the GTHL Board to be a Team Official for more than one team outside of their primary organization, no person may be registered as a Team Official with more than one Club.
- (d) TRAINER: Each team must have a trainer who will possess a first aid kit on the bench. (see Article 10.13) Each Trainer must possess a dated HTCP certificate (3-year validity period). Equivalency will be permitted for Level 1 status for the following groups: physicians, nurses, physical therapists, registered athletic therapists, ambulance attendants, first-aid instructors, firefighters and police persons.

6.6 Restriction on Team Officials Changing Clubs.

A person who is registered as a Team Official in one season may not, without written consent of the Club with which the person is registered as a Team Official, be registered or appear on the bench in the immediately following season as a Team Official for a Team in the immediately higher age division of another Club. A Club may withhold consent in its sole and absolute discretion. **Team Officials must present the letter of permission at the NYHL Office before participating with the new team.**

6.7 Release of Players

- (a) The final release date for all players is November 15. Players who remain signed with a Club or team after that date cannot be released.
- (b) Notification of Player(s) released from the Club or back to House League **MUST** be filed in the NYHL Office immediately. **To use a player who has been released back to the House League as a Select "AP" requires permission from the NYHL Office prior to the player's participation with the team.**

6.8 Outstanding Equipment and Registration Fees

- (a) Any player who has monies, equipment and/or property owing to a Club must turn in same upon request. Such requests must be made in writing to the player, with a copy of such letter being forwarded to the League Office. Any player failing to turn in a Club's equipment/property or pay outstanding monies upon request shall be indefinitely suspended until such time as said equipment/property or monies has been returned to the Club. Such suspensions apply in all Hockey Canada affiliated leagues and associations.
- (b) Any Team Official who accepts monies, equipment and/or property belonging to a Club must return it upon request. Notice and penalties are the same as for players above.

ARTICLE 7 – TRYOUTS AND TAMPERING

7.1 Advertising for Tryouts Prohibited (also see Article 18b)

- (a) No advertising for Select tryouts will be allowed at any time, except for mailings to a Club's own members and in-house notices within a Club. In order to avoid any possible misunderstandings, it is recommended that any such communication be clearly addressed to just the members of that Club and all such posted notices shall be removed at the end of each club's permitted ice time.
- (b) The first violation of this rule will result in a fine of \$1,000 being levied against the offending Club and a one-year suspension to the offending Team or Club Officials responsible. Further violation will result in the Club's continuing participation in the Select program being reviewed by the NYHL Board.

7.2 Tampering

(a) Any Club/team, or persons connected with a Club/team, who are found guilty of directly or indirectly trying out new player(s) or soliciting new players will lose the right to sign said player(s) for the upcoming or commencing season. The Officials of such Club/team may be further disciplined or suspended by the League Administration and fines may be levied.

(b) If a team plays protected player(s) from another Club in any game (such game or games to include exhibition and/or tournament games) or invites player(s) to its tryouts, or accepts such player(s) and allows them to participate in its tryouts without first having obtained permission in writing (in the manner set forth below) from the team with which such player is registered, the team committing such an infraction shall automatically lose the right to sign said player for the following season. Team Officials found guilty of a violation of this Tampering Rule shall automatically be suspended for fifteen League games.

(c) The permission referred to above shall be written consent from the Club Official for the team with whom the player is registered addressed to the Team Officials of the other Club. This consent authorizes such Team Official to speak with the player or his/her parents for the purpose of recruiting such player.

(d) Team officials found guilty of violating (a), (b) or (c) shall be suspended for 15 League games.

ARTICLE 8 – INSURANCE

8.1 Mandatory Insurance

For insurance purposes, it is mandatory that every NYHL player and Team Official have fully completed GTHL Registration Certificates or electronically registered in the GTHL office prior to going on ice.

8.2 Insurance Fees

Insurance fees may vary from year to year in accordance with the policies of Hockey Canada and the GTHL. Insurance fees are payable to the GTHL.

8.3 Filing of Insurance Claims

Insurance claims must be submitted on the standard claim form provided.

(See Article 10.16 Reporting Injuries. Copies of Forms supplied with Rule Book and on the NYHL website).

ARTICLE 9 – PROCEDURES FOR LEAGUE PLAY

9.1 Gate Fees

All players and spectators will pay a gate fee as determined by the League. Non-playing children 14 years old and under will be admitted free with proof of age when accompanied by an adult. Players must pay for every game, even if playing a second game in the same arena. Senior citizens will be admitted free with proof of age.

9.2 Penalty for Failure to Pay Gate Fees

(a) Any player or Team Official caught sneaking into games without paying will be suspended for three games for the first offence, five games for the second offence, and indefinitely for the third offence.

(b) Any player or Team Official caught opening an exit door to admit anyone to avoid paying at the gate will be suspended for three games for the first offence and indefinitely on a second offence. Teams who play players who have not paid their gate admissions, and cannot show the appropriate hand stamp, will have the game awarded to their opposition.

9.3 Passes for Team and Club Officials

(a) A maximum of four League Passes for the Team Officials of each team will be issued. Each Team Official from Toronto-based teams must have completely filled out a GTHL Team Official form or electronic facsimile and submitted same to the GTHL Office. Passes will be issued when a valid application together with a head-and-shoulders jpeg of each person, is submitted to the NYHL Office through the NYHL website. The applicant's name must appear on an authorized team staff list submitted to the Office from the Club Liaison. Persons whose names are not on the team staff list cannot be issued passes. Only the Club Liaison can authorize the team staff personnel list.

(b) A Team Official's Pass is a license to be on the bench – without it, any person on the bench is illegal and can be removed.

(c) The issuance of a Bench Pass to a 3rd or 4th person on the bench requires that a valid Hockey Trainer's Certificate be held by one of those 3rd or 4th persons being designated as part of the team staff.

(d) Each Club will also be issued Executive Passes for their President and/or Select Liaison, provided application is made through the NYHL website and a jpeg photo of the applicant is submitted.

- (e) After November 1, all Club and Team Officials must show their Passes to the cashier each time an arena is entered, or pay the admission fee.
- (f) No Passes will be issued after January 3rd.
- (g) Any Pass holder found guilty of allowing a League Pass to be used by another party, or abetting the illegal entry of any party into a NYHL game, shall be subject to suspension and the Pass revoked.
- (h) Suspensions earned by non-carded person(s) on bench shall be served by the senior carded team official signed on the game sheet.

9.4 Schedules for Game Times

As a general rule, the League schedule will be published to the Club Liaison and posted on the website well in advance. However, in unavoidable circumstances a minimum of 48 hours' notice for any pre-season, regular season or play-off game will be given. In playoffs, when series could be ending and others starting, teams must be prepared to play on shorter notice (20 to 24 hours).

9.5 Length of Games

- (a) Teams are to be dressed and ready to play 15 minutes prior to the scheduled game time. If the ice is ready earlier than the scheduled game time and the referee requests the teams to start when the ice is ready, the teams are to comply. Coaches refusing to start play under these circumstances are subject to disciplinary action by the League.
- (b) A two-minute penalty will be assessed a team that causes a delay to the start of a game.
- (c) Tyke, Minor Novice and Novice games may be running time in October and November at the discretion of the League.
- (d) Start of Game
 - i) For the first game of the night the clock will be set to twelve (12) minutes for a ten-minute first period. At the 10:30 mark, the official will blow the whistle and all participants should prepare to start the game on time.
 - ii) At the 10:30 minute mark the officials prepare to drop the puck, the clock keeps running.
 - iii) At 9:45, if the official cannot fairly conduct the opening face-off, the clock will be stopped and a Bench Minor penalty for Delay of Game will be imposed on the most offending team.
 - iv) For subsequent games the clock will be set to 11 minutes (for a 10-minute first period) and the same procedure will be used.
 - v) For Playoffs the clock will not run into the start of the game.
- (e) 5-Goal Spread in 3rd period
 - i) Once there is a 5-goal spread in the third period the clock will run.
 - ii) If the losing team closes the spread back to within 3 goals the clock will revert to stop time.
 - iii) If the score returns to a 5-goal spread the clock will go to running time for the remainder of the game.
- (f) In round-robin playoff games the clock will not run. (e) will not apply.
- (g) Between periods, goalies will be allowed time to change ends before the clock is restarted for the next period.

	<u>Regular Season & Quarter Finals</u>	<u>Semi Finals</u>	<u>Finals</u>
Tyke to Novice Running time Except last Minute of third period which will be stop time until December 1 st when the games will be all stop time.	12-12-15 Running All Stop	10-10-10 All Stop	10-10-12 All Stop
Minor Atom to M. Bantam	10-10-10 All Stop	10-10-10 All Stop	10-10-12 All Stop
Bantam to Juvenile	10-10-12 All Stop	10-10-12 All Stop	12-12-12 All Stop

9.6 Minimum and Maximum Number of Players

(a) In all NYHL games except those played between Thanksgiving and the Coaches and Managers Meeting, the maximum bench strength, up to and including Juvenile, shall be fifteen players, plus two goalkeepers who shall play goal only. Minimum bench strength required to play a game is six players.

(b) Failure to comply with the rule above (9.6a) at any time shall result in the suspension of the responsible Team Officials for a maximum of six games.

9.7 Uniforms

Teams with two sets of sweaters are required to carry both sets to all games.

(a) Member Clubs are entitled to wear the base sweater colour of their choice (subject to League approval). Due to the popularity of some colours, it is recommended that teams carry at least a numbered set of cover-ups if a second set of sweaters is not available.

(b) Where teams have two sets of sweaters, white is the designated "Home" colour. In cases where only one team has two sets and a conflict occurs, the team with two sets, in a spirit of sportsmanship, is required to change. If both teams have only one set and a conflict could occur, the Home Team should come up with a substitute set or cover-ups. Failing all else, the League Office has some cover-ups that can be signed out but must be returned within 48 hours. (check "NYHL Approved Sweater List" in the Rule Book)

(c) (i) All players on a team (including goalies) must wear identical sweaters and two socks which match each other. Failure to comply with this rule will result in a two-minute Minor Penalty. Continued violations could result in supplemental discipline to the responsible Team Official(s) of the offending team, at the discretion of the League.

(ii) Each of the players on a team must be assigned a specific sweater number which they will wear all season.

(d) If the sweater colour rule is being violated, a team, through its Team Captain, may, before the end of the first period, request the Referee to enter notice on the game sheet, that the game is being played under protest. The protesting team should then follow standard protest procedure (see Article 15).

(e) Any team or Club failing to adhere to the above regulations on sweater colours in any game, except pre-season (unless special permission granted by League), shall be considered to have defaulted that game and the current default fee will apply.

9.8 Completion of Game Sheets

(a) Full names (first and last) of all players taking part in a game must be printed clearly on all game sheets with their corresponding sweater numbers.

(b) Designate Captain and Assistants by noting a "C" or an "A" next to the player's name. A team may have one Captain and/or not more than 3 Assistant Captains – or they can choose to have none. However, if the choice is to have none, then the team waives all rights to communication with the Referee (e.g., if a player is sent out of the game, the Referee will choose, from those on the ice, which player will be the one to sit out the penalty in the box. Also lost is the opportunity to request an equipment measurement or rule interpretation).

(c) Game sheets go first to the Coach of the Visiting Team. However, if by the start of the third period of the prior game, the Visiting Team Staff is not present, the Home Team is to be issued the game sheet.

9.9 Adding Player's Name to Game Sheet

The only circumstance where a player's name can be added to a Game Sheet is if it has been inadvertently omitted from the Game Sheet. The Referee shall permit the name to be added before the game ends; providing such player was in uniform and on the ice or his players bench at the start of the game. (To be safe, if Team Officials think a player is coming to the game, the name should be entered on the game sheet.)

9.10 End of Games

(a) At the end of each game Team Officials MUST hold their players on the bench. At the discretion of the Referee, one team will be directed to exit to the dressing room first. (See New Rule 12.21)

(b) Team Officials must have dressing room doors open prior to the end of the game. Failure to do so will result in the suspension of the Team Officials for one game for the first offence, and three games for any subsequent infraction. Referees will record such infractions as GM 99.

(c) It is the team's responsibility to collect their copy of the game sheet from the Timekeeper. A player from the last shift (usually the Captain or Assistant Captain) should be designated to pick up the game sheet from the time box before leaving the ice.

(d) Water Bottles are not to be emptied over the boards at the Bench as this causes dangerous ice build up along the Boards. Take them to the Dressing Room and use the sink or shower to empty them.

9.11 No Show Policy

(a) If one team does not show up for their game, the team that is present goes on the ice as soon as it is available. The clock is set to 10 minutes – when this runs out, the game is officially declared as a "No Show". The clock is then set to 30 minutes – when this runs out, the next game or flood will start.

(b) If a team has been delayed due to going to a wrong arena or being held up because of weather or travel delays, and the cashier is notified, the game can be held up a maximum of 15 minutes (as time allows). The late team is responsible for getting six players dressed and on the ice as soon as possible or suffer delay of game penalties.

9.12 Defaulted Games

(a) Any team that defaults a scheduled League game will be subject to a default fee of \$250 payable immediately. Any team defaulting a scheduled game on Oct 31 shall be subject to a \$500 fine and suspension of team staff until the fine is paid.

(b) Any team/Club failing to pay said fine may be removed from further competition permanently or until the fine is paid, at the discretion of the President.

(c) Upon deliberately failing to play a scheduled game, the team staff shall be suspended pending a disciplinary hearing before a Special Committee.

(d) A team defaulting any game in a playoff series may be barred from further play in the series. All previously scheduled games played by said team will be recorded as wins for the opposition team in that round only.

ARTICLE 10 – RULES OF PLAY

10.1 Hockey Canada Rules to Apply

The Rules of Hockey Canada shall apply except as varied from time to time by the NYHL. It is the responsibility of each coach, manager and Club Official to have knowledge of the NYHL Rules.

10.2 Referee's Authority

(a) In a game situation, the Referee shall have full authority and the final decision in all matters under dispute

(b) The Referee's decision shall be final on all questions of fact and not subject to appeal.

(c) Referees and Game Officials must be treated with courtesy at all times by all players and officials of all Clubs. A "Mutual Respect" policy is in effect.

(d) No Club Officials, Team Officials, players or spectators are permitted to enter the Game Officials' dressing room at any time. Suspensions will be levied for infractions of this rule.

10.3 Entering the Ice Surface

(a) Any team guilty of going on the ice surface before the Zamboni has left the ice and gates are fully closed will receive a Bench Minor penalty. Repeated offences may result in more severe penalties, at the discretion of the League Administration.

(b) Team Officials are prohibited from walking across the ice to get to or from the benches. This is a City by-law and also falls under the NYHL policy of risk management. Hockey Canada's insurance does not cover Team Officials injured in such circumstances. All such incidents will be reported by the Referee to the League Administration action.

(c) Team Officials may not step on the ice surface after the start of the game without the permission of the Referee. Failure to comply may result in a Game Misconduct penalty being assessed the offending Team Official(s).

10.4 Protective Equipment

(a) All protective equipment must be CSA approved.

(b) All protective equipment must be maintained in a safe condition. It will be at the discretion of the game Referee to decide if this protective equipment is in a safe condition and, if not, he/she may rule such equipment unfit for use in the game.

(c) Any player who is considered to be wearing excessive tape on their hands, or is found to be carrying dangerous equipment concealed therein or in their gloves, shall be assessed a Match penalty. The coach of said player(s) shall be suspended five games.

(d) All protective equipment except gloves, headgear or goaltenders' leg pads, must be worn entirely under the uniform. Leather elbow patches on the outside of the sweater and palmless gloves are prohibited. After one warning by the Referee, a Minor penalty shall be imposed on the offending player for the violation of this rule.

(e) Each time any player or goalkeeper enters an NYHL game with non-CSA certified equipment an automatic two-minute Minor Penalty will be assessed for use of illegal equipment.

(f) All protective equipment is to be worn in a manner to maintain its effectiveness. Neck guards must be positioned to protect the vulnerable neck area. Ear pieces must not be removed from the helmet, Facial protectors must be properly fastened to the helmet.

(g) The use of supplemental oxygen is prohibited.

10.5 Goalkeeper's Helmets, Masks and Throat Protectors

(a) Goaltenders in all divisions shall be required to wear a CSA approved hockey helmet to which a CSA approved facial protector has been securely attached by a qualified person and not altered in any way. Any alteration to either helmet or facial protector automatically destroys certification. Any goalkeeper using illegal headgear in a game will not be allowed to continue in the game unless approved equipment is substituted.

(b) When a goaltender loses their helmet, play shall be stopped immediately. Any such deliberate action by the goaltender shall result in a Minor Penalty for "Delay of Game". If this deliberate action occurs when an opponent is on a breakaway over the centre red line, or occurs during the last two minutes of regular playing time, a Penalty Shot shall be awarded to the non-offending team.

(c) All goalies must wear CSA approved helmets and masks at all times. This applies when on the ice, on the players' bench, in the penalty box and while leaving the ice.

(d) Cooper Protector GTP affixed to the Cooper helmet is acceptable. Throat protectors must be BNQ approved. Any deviation must be approved through the NYHL Office.

10.6 Goalkeeper's Pads

(a) New pads shall not exceed 12 inches (30.48 cm) in width as measured on the goaltender and shall not be altered in any way.

(b) Puck foil (a piece attached to the bottom of the goaltender's pads designed to stop the puck) is considered illegal equipment.

10.7 Goalkeeper's Gloves

Any pocket or pouch or contrivance added to the goalkeeper's glove by the manufacturer or otherwise is not acceptable and makes the glove illegal.

10.8 Player's Helmets and Masks

(a) To maintain valid insurance coverage during every game and practice, all players must wear CSA approved helmets and CSA approved shields or full masks at all times. This applies when on the ice, sitting on the bench, in the penalty box and while leaving the ice. For the first violation of this rule, a warning shall be issued to the team. The second violation will result in a Bench Minor Penalty being assessed against the offending team. The wearing of said helmets and shields is mandatory for all age groups.

(b) The CSA approved hockey helmet for players and goalies must have the facial protector securely attached and neither can be altered in any way. Any alteration to either automatically destroys certification and will cause the helmet to be deemed uncertified illegal equipment and will be treated accordingly by the Referee.

(c) Chinstraps of the helmet must be worn and securely fastened immediately under the chin. The strap of the facial protector shall also be securely fastened to the hockey helmet. Failure to do so will result in the player being charged with a two-minute penalty for playing with improper protective equipment.

(d) All helmets are required to have ear guards. If they are missing, the helmet will be deemed uncertified illegal equipment and will be treated accordingly by the Referee.

(e) Players shall remove helmets during the playing of national anthems.

10.9 Loss of Helmet During Play

(a) When a player loses their helmet while on the ice, they must go immediately to the player's bench. Failure to do so will result in the player being charged with a two-minute penalty for playing without proper protective equipment.

(b) If a player deliberately removes their helmet to fight or to challenge an opponent to fight, they will be assessed a Gross Misconduct.

(c) Where a player wears a helmet and/or facial protector in an offset position during play, play shall be stopped and a Misconduct Penalty will be assessed to the player.

(d) If the Referee's attention is drawn to the possibility that a facial protector or helmet may not be certified (CSA approved), or if the Referee observes that a facial protector or helmet may not be certified, and should that piece of equipment in effect turn out not to be certified, the Referee shall assess a Minor Penalty and at the same time order that illegal piece of equipment removed from the game.

(e) The Referee is empowered to make such calls through the Captain, without their attention being drawn by an opposing player or Team Official.

10.10 Player's Throat Protectors

All players must wear BNQ approved throat protectors. The BNQ certification label must appear on the piece of equipment. A two-minute Minor Penalty will be assessed for infractions.

10.11 No Jewellery

Players are prohibited from wearing personal jewellery of any kind during a game in which they are participants. Violations will result in the offending team being assessed Bench Minor(s) and the offending player(s) being prevented from participation until such time as the jewellery is removed. If the offending player(s) attempt(s) to re-enter the game without removing said jewellery, they will be assessed a Gross Misconduct.

10.12 Injured Players

When the clock has been stopped due to an apparent injury to any player (other than the goalkeeper), said player must sit out at least one stoppage of play before returning to the ice. Failure to leave the ice will result in a two-minute Bench Minor Penalty for delay of game.

10.13 First Aid Kits

All teams must carry with them, and have on the bench, an adequately equipped first aid kit with a minimum of antiseptic, scissors, band aids and gauze as well as pressure, triangular, 1" and 2" bandages. Failure to carry a first aid kit will result in a Bench Minor Penalty and a \$25 fine.

10.14 AIDS Awareness

(a) The risk of contacting human immunodeficiency virus (HIV), which causes Acquired Immune Deficiency Syndrome (AIDS), is a risk in our society. While the risk of transmitting HIV during a sporting activity such as hockey is minimal, everyone must take appropriate precautions to reduce this risk.

(b) When attending to an injured player with an open wound, avoid direct contact with blood products and bodily fluids. It is strongly recommended that anyone attending to an injured player should wear waterproof gloves. Any player with a bloody wound should be removed from further participation until the bleeding is stopped and the wound is covered with a dressing. All equipment with blood on it must be removed and either rinsed off or replaced.

10.15 GREATER TORONTO HOCKEY LEAGUE POLICY – CONCUSSIONS

Background (as defined by the Brain association of America and the Canadian Academy of Sport Medicine.) See also pages 38-39 in the Rule Book and the Trainers section on the NYHL website. A concussion may be sustained through a variety of mechanisms. A direct blow to the head, blow to the jaw, sudden twisting or shearing force, and a sudden deceleration of the head (similar to a "whiplash" – type injury) can all produce concussive signs and symptoms. Both closed and open head injuries can produce a concussion. A concussion is the most common type of traumatic brain injury. A concussion is caused when the brain receives trauma from an impact or a sudden momentum or movement change. The blood vessels in the brain may stretch and cranial nerves may be damaged. A person may or may not experience a brief loss of consciousness (not exceeding 20 minutes). A person may remain conscious, but feel "dazed" or "punch drunk" A concussion may or may not show up on a diagnostic imaging test, such as X-rays, CAT Scans and MRI's. Skull fracture, brain bleeding, or swelling may or may not be present. Therefore, concussion is sometimes defined by exclusion and is considered a complex neurobehavioral syndrome. A concussion can cause diffuse axonal type injury resulting in permanent or temporary damage. A blood clot in the brain can occur occasionally and be fatal. It may take a few months to a few years to heal. The NYHL and GTHL believe that the participants' safety and health is paramount and should be first and foremost in determining the most appropriate time in which a player may return to play once that individual has suffered a suspected or identified head injury.

NYHL/GTHL POLICY:

(1) Any player who suffers a SUSPECTED Concussion must stop participation in the hockey activity immediately. If there is doubt as to whether a concussion has occurred, it is to be assumed that it has and that the player's parent/guardian be encouraged to have the injury properly diagnosed at a hospital asap. A hockey activity is defined as any on-ice or off-ice team function involving physical activity. AND...

(1) Any player who is diagnosed by a Medical Doctor with any grade of concussion must stop participation in all hockey activities immediately. A hockey activity is defined as any on-ice or off-ice team function involving physical activity.

(2) Team Officials are responsible to recommend to the individual's parent or guardian that they seek medical attention immediately, especially if the injury was incurred in any form of hockey participation.

(3) The participant is not permitted to return to any hockey activity until written permission is given by a medical Doctor.

(4) Copies of such documentation MUST be submitted to the League Office prior to the participant's return to any hockey activity.

See Concussion Signs, Symptoms, Awareness Page 38-39 and on the NYHL Website.

10.16 Reporting of Injuries

(a) In the case of an injury, Coaches/Managers should obtain a Hockey Canada Injury Report Form from their NYHL Rule Book, their Club Contact or the League Office.

(b) Ensure the Team Official(s), player, parent, physician and others complete the Form where indicated.

(c) The Form must be submitted within 90 days of the accident (to the address at the bottom of the back page of the report). Attach a copy of the game sheet and any bills that are to be claimed. If bills are not yet available, submit the Form and game sheet anyway.

(d) If no Injury Report Form is filed within 90 days of the incident, Hockey Canada will not have any record of the accident ever having taken place, nor will a claim file have been opened to receive any subsequent bill claims. This could invalidate the chances of claiming at a future date.

ARTICLE 11 – BEHAVIOUR

11.1 Standard of Behaviour

(a) The cooperation between our League and the arenas in which our teams play is, to a great extent, determined by the deportment of our fans, players and Officials. Therefore, a high standard of behaviour is expected of all spectators, players, team, game and league officials.

(b) Team Officials and players should show respect for arena staff, and never use abusive language to these personnel.

(c) Spectators, Team, Club, League, Game Officials, and Players are expected to behave in a sportsmanlike manner at all games, whether regular season, exhibition, playoff or tournament. Spectators, Team, Club, League, and Game Officials, plus Players shall NOT use abusive, profane or discriminatory language directed at any other person. Any act of physical violence or threatened physical violence by any Spectator, Team, Club, League or Game Official or Player against any other person will NOT be tolerated. No Team, Club, League or Game Official or Player shall engage in conduct, whether on or off the ice, that brings the League, any Club or Team into disrepute.

(d) Ejection from Game.

Any Spectator, Team, Club, League Official or Player who behaves in a manner that does not meet the standard set out in Rule 11.1(c) may, at the Game Official's discretion, be ejected from the game or the playing area of any game. In the case of any Team or Club Official or Player participating in the game, any such ejection may be in addition to any penalty that may be imposed by the Game Official under the rules of hockey. In the case of ejection of a Spectator, the onus of ensuring that the Spectator obeys the ejection falls upon the team to which the Spectator is related. The Game Official may delay any game until any ejected person complies with the ejection.

(e) Banishment of Spectator.

Any Spectator whose conduct in an arena is found by the Board, or any Special Committee of the Board, to be disruptive and not conducive to the well being of the game may be banned from such arenas as determined by the League Administration, the Board, or a Special Committee of the Board for a specified period of time. The onus of enforcing such a ban falls upon the Club to which the Spectator is related.

(f) OHF Code of Conduct

This Code of Conduct identifies the standard of behaviour that is expected of all Ontario Hockey Federation (OHF) Members including athletes, coaches, parents, directors, volunteers, staff, chaperones and others. OHF, Member Partners, and League Associations are committed to providing a sport environment in which all individuals are treated with respect. Members of the OHF shall conduct themselves at all times in a fair and responsible manner. Members shall refrain from comments or behaviours which are disrespectful, abusive, racist or sexist. In Particular, behaviour which constitutes harassment or abuse will not be tolerated by the OHF, Member Partners, and League Associations. During the course of all OHF, Member Partners, and League Associations' activities and events, members shall avoid behaviour which brings OHF, Member Partners, and Local Associations or the sport of hockey into disrepute, including but not limited to abusive use of alcohol, and non-medical use of drugs. Members shall not use unlawful or unauthorized drugs/narcotics or performance enhancing drugs or methods. OHF members shall at all times adhere to OHF, Member Partners, and Local Associations operational policies and procedures, to rules governing the OHF, Member Partners, and League Associations events and activities and to rules governing any competition in which the member participates on behalf of the OHF, Member Partners, and League Associations. Members of the OHF, Member Partners, and Local Associations shall not engage in any activity or behaviour which endangers the safety of others. Failure to comply with this Code of Conduct may result in disciplinary action, suspension or release from membership. Such action may result in the member losing privileges that come with membership in the OHF, Member Partners, and Local Associations, including the opportunity to participate in OHF, Member Partners, and Local Associations' activities. (Harassment or abuse will not be tolerated by the OHF, Member Partners, and League Associations.)

(g) Fair Play Code for Coaches,

FAIR PLAY CODE ... FOR COACHES

1. I will be reasonable when scheduling games and practices, remembering players have other interests and obligations.
2. I will teach my players to play fairly and to respect the rules, officials and opponents.
3. I will ensure that all players get equal instruction, support and playing time.
4. I will not ridicule or yell at my players for making mistakes or for performing poorly. I will remember that players play to have fun and must be encouraged to have confidence in themselves.
5. I will make sure that facilities and equipment are safe and match the players' age and abilities.
6. I will remember that participants need a coach they can respect. I will be generous with praise and set a good example.
7. I will obtain proper training and continue to upgrade my coaching skills.
8. I will work in cooperation with officials for the benefit of the game.

11.2 Damage to Arenas

(a) Before allowing players to enter a dressing room, a Team Official should check the assigned dressing room, with specific attention being given to the washroom and shower facilities. In the event that any damage is noticed, it should be brought to the attention of the Cashier (a member of the NYHL staff) and the arena management immediately, or the team runs the risk of having the damage attributed to the team and the cost of repairs charged to the team and its Club.

(b) Dressing rooms must be left as clean as possible. Trashcans placed in these rooms must be used for all litter, especially for used tape. Clean-up costs for any dressing room left in an excessively untidy state will be charged to the team and the Club that used the room last.

(c) A check should be made by a Team Official following the players' departure from any dressing room after a game or practice. This means that a Team Official should be the last one out of the dressing room. This also acts as a safeguard for any equipment or belongings that could accidentally be left behind and eliminates the risk of potential loss.

(d) Some players' emotions following a lost game or ejection from a game may result in an exhibition of temperament and sometimes intentional and/or unintentional vandalism. Team Officials should make every effort to ensure that this does not happen. Be aware that bills to repair any damage will be forwarded to the team and the Club.

(e) Any defects to bench and penalty box areas (e.g., door shutting mechanisms, mats, benches, etc.) or within the ice area itself (e.g., boards, railings, etc.) should be reported to the arena management, Referee and/or Cashier immediately in order to avoid potential injury. Referees are to see that these defects are noted on the back of the white portion of the game sheet by themselves or the Timekeeper.

11.3 No Smoking

All arenas are "Smoke Free" facilities. A two minute Bench penalty will be assessed for smoking on or near any player bench.

ARTICLE 12–SUSPENSIONS AND PENALTIES

–See Also Article 11 Behaviour

12.1 Jurisdiction of the League

All players and Team Officials are subject to NYHL discipline while any NYHL activity is in progress, from the time they enter the parking lot until they leave it, whether participating in a game or not.

12.2 General Provision for Suspensions

(a) Any violation of the Constitution, By-laws, Rules or Regulations of the NYHL or decision of the Board of Directors by any individual member of the League (Club Official, Team Official or player) shall render such member liable to suspension by the President or a Special Committee.

(b) Any suspension by the NYHL President of six games or less for any single infraction shall be without right of appeal.

(c) All automatic suspensions shall be without right of appeal, except as noted in (d) and (e) below.

(d) Any player or Team Official who verbally threatens physical abuse to any Game Official shall be assessed a Match penalty and shall automatically be suspended for their next seven games as a minimum, with the right to appeal within seven days.

(e) Any player or Team Official who physically abuses, strikes or attempts to strike any Game Official in any way shall be assessed a Match penalty and shall automatically be suspended for a minimum of seven games from the date of the infraction, with the right to appeal within seven days.

(f) Should the President see fit to assess a longer suspension, teams will be advised through their Club Liaison.

12.3 Team Officials Responsible for Enforcing Suspensions

Team Officials are responsible to see that any penalized player and/or Team Official sits out all suspend able penalties as noted on the game sheet.

12.4 Conduct When Suspended

(a) A player or Team Official, when assessed a Game Misconduct, Gross Misconduct or Match penalty, shall go immediately to the team dressing room and remain there for the balance of the game or go home.

(b) At no time are any ejected players or Team Officials allowed to return to the bench or spectator areas.

(c) While under suspension, a player or Team Official may not enter the dressing room before or during or after games, or be in the vicinity of their team's or the opposing team's bench or dressing room.

(d) Team Officials, while under suspension, may not conduct coaching activities from anywhere in or around the arena. Use of electronic equipment is prohibited.

- (e) Violation of these rules shall be reported to the President and additional disciplinary action may result.
- (f) If a player or Team Official under suspension of any kind participates in any NYHL game(s), whether it is with their own team or an affiliated team, the said game(s) will be recorded win(s) for the opposing team(s). The offending player may receive an additional minimum two game suspension and the Team Officials of the offending team may receive minimum suspensions of six games each.
- (g) (i) Any player or Team Official suspended for more than three games is prohibited from participation in any exhibition or tournament game until the suspension has been served in League game(s). Suspensions totaling three games or less MUST be served out in Select League play only, thereby allowing the perpetrator the opportunity to attend tournaments. Should any of them receive a suspension that is not fully served by the completion of the League season and playoffs, the remainder of that suspension may carry over to the next season, regardless of whether they register with the same or a different Club in the next season.
- (g) (ii) When playing in a tournament, suspensions earned there must be served in the tournament as much as possible. When the tournament play is over, any portion of the suspension not yet completed, must be served in N.Y.H.L. Select play. (See 13.3 (j) (iv)). Suspensions earned in exhibition games must be served in N.Y.H.L. Select play. (See 13.1 (d)).
- (h) Players, Team Staff or Referees receiving suspensions while playing as "APs" may not play, be on a team bench or referee anywhere until the suspension has been served in the age group where it was earned. Team Staff receiving a suspension while playing or coaching, may not play, be on a bench or referee anywhere until the suspension has been served.
- (i) Suspensions earned in tournaments and not completely served during the tournament must be completed in regular Select League games.
- (j) Team Officials found guilty of knowingly using an overage player or any ineligible player, including affiliate players where the "AP" is not shown on the game sheet, may be suspended a minimum of six games and/or the score of the game may be reversed, at the discretion of the League Administration.
- (k) Any Team Official or player found guilty of allowing false information to appear on a player's Registration Certificate or Team Listing Form, or who knowingly makes a false representation to the NYHL, shall be suspended for a period to be determined by the President or a Special Committee.
- (l) Clubs/teams which knowingly play against ineligible players/Team Officials and who willfully conceal the knowledge from the NYHL shall be considered equally as guilty as the offending Club/team and shall be judged accordingly by the President or a Special Committee.
- (m) Any Team Official or Game Official who knowingly participates in a game with a suspended Team Official or player is automatically suspended.

Please refer to the **OHF Minimum Suspensions Chart** on The NYHL Website

12.5 Body Checking Begins

Body checking begins at the Minor PeeWee level.

12.6 OHF Minimum Suspension List (See Pages 22 and 23 and the NYHL website)

Penalized Team Staff may receive an extra game for each infraction incurred.

NEW 12.7 Hockey Canada Standard of Play Initiative

At the A.G.M., May, 2006, Hockey Canada elected to adopt very strict penalty standards for hooking, holding, interference, tripping, cross checking, and slashing. visit <http://www.nyhl.on.ca> to access document).

The basic tenets of these standards are:

- (a) Use of the stick is limited to playing the puck.
- (b) Restraining or interfering with an opponent in any fashion is not permissible.

12.8 Game Misconducts

A five minute Major penalty now carries an automatic Game Misconduct. Persons receiving such a penalty shall not participate in at least their next scheduled League game. In some instances Team Staff may receive an additional Game Misconduct (*Refer to OHF Suspension List in the Rule Book and on the NYHL website*)

12.9 Checking from Behind

- (a) A Minor Penalty plus Game Misconduct or a Major penalty plus Game Misconduct, at the discretion of the Referee, based on the degree of violence of the impact, shall be assessed any player who intentionally pushes, body checks or hits an opposing player from behind, anywhere on the ice.
- (b) If either call is made at any time in the game, the player is suspended. A player assessed a Minor Penalty plus Game Misconduct must sit out the next game. A player assessed a Major penalty plus Game Misconduct must sit out the next three games.

(c) If a player is injured, a Major penalty plus Game Misconduct must be assessed. A Match penalty could also be assessed under this rule.

(d) Where a player is high sticked, cross-checked, body checked, pushed, hit or propelled in any manner from behind into the boards or goal net, in such a way that the player is unable to protect or defend themselves, a Match penalty shall be assessed.

(e) Referees are instructed not to substitute other penalties when a player is checked from behind in any manner. This rule must be strictly enforced.

12.10 Checking to the Head

(a) A Minor and a Misconduct Penalty, or a Major and Game Misconduct Penalty, at the discretion of the Referee, based on the degree of violence of impact, shall be assessed to any player who checks an opponent to the head area in any manner.

(b) Major and Game Misconduct Penalty, or a Match Penalty shall be assessed any player who injures an opponent by checking to the head.

(c) A Match Penalty shall be assessed any player who deliberately attempts to injure or deliberately injures an opponent by checking them to the head.

(d) Referees are instructed not to substitute other penalties when a player is checked to the head with significant impact.

12.11 Cross-Checking and Slashing

(a) A Major Penalty plus Game Misconduct shall be assessed any player who strikes an opponent above the normal height of his shoulders with a cross-check, whether or not injury results.

(b) A Major Penalty plus Game Misconduct shall be assessed any player who cross-checks a goaltender while in the goaltender's crease.

(c) A Major Penalty plus Game Misconduct shall be assessed any player who injures an opponent as a result of a cross-check.

(d) A Minor or, at discretion of Referee, a Major Penalty plus Game Misconduct shall be assessed any player who impedes or seeks to impede the progress of an opponent by slashing with their stick.

(e) A Major Penalty plus Game Misconduct will be assessed any player who injures an opponent with a slash.

12.12 Fighting

(a) Any player charged with fighting will be removed from the game and will receive a five minute Major Penalty plus a Game Misconduct, which carries an automatic suspension from the next scheduled game.

(b) When a fight occurs, all other players except the goaltender shall immediately retire to the front of their respective benches or (should the fight occur in front of a players' bench) to a neutral zone designated by the Referee, and remain there until the Referee calls them back to resume play. The goaltenders must stay in their goal creases or proceed to a neutral zone as designated by the Referee. Any player(s) refusing to do so after being instructed by the Referee shall be assessed a Misconduct Penalty plus any other penalty they may incur.

(c) The penalty box shall be considered as part of the playing surface, as shall the area leading to the dressing rooms. A player or Team Official who is involved in a fight in the penalty box or in the area leading to the dressing rooms and/or is designated by the Referee as being the instigator of said fight shall be suspended for four games minimum in addition to other penalties incurred, and shall be reported to the President.

(d) A Minor Penalty, or at the discretion of the Referee, a Major Penalty and a Game Misconduct Penalty shall be assessed to any player who is guilty of unnecessary rough play.

12.13 High Sticking

(a) The carrying of sticks above the normal height of the shoulder of the opponent is prohibited.

(b) A player who contacts an opponent above the normal height of their shoulders with a high stick, or who checks or intimidates an opponent while carrying their stick above the normal height of the shoulder of their opponent, shall be assessed a Minor or Major Penalty plus Game Misconduct, at the discretion of the Referee. If injury results, a Major penalty plus Game Misconduct shall be assessed.

(c) A Match penalty shall be assessed any player who deliberately attempts to injure or deliberately injures an opponent with a high stick.

(d) Contacting the puck above the normal height of the shoulder with the stick is prohibited, and when it occurs, play shall be stopped and the ensuing face-off shall be at the spot where the offence occurred unless:

(i) A player on the non-offending team obtains possession and control of the puck, in which case the play shall continue.

(ii) A player on the non-offending team shall bat the puck into his own goal, in which case the goal shall be allowed.

(iii) The offending team gains a territorial advantage, in which case the face-off shall be where the stoppage of play occurred, unless otherwise stated in the rules.

(e) A goal scored from a high stick shall not be allowed, except when such goal is scored by a player of the defending team into his own goal.

12.14 Throwing Stick

(a) A Minor Penalty shall be assessed any player who deliberately throws their stick, or any part of it, or any other object at the puck or puck carrier in any zone, except when such act has been penalized by awarding a Penalty Shot or a goal.

(b) A Minor Penalty shall be assessed any player who deliberately throws their stick, or any part of it, in any zone, but not at the puck or puck carrier.

12.15 Bench Clearing Altercations

(a) Any team(s) guilty of clearing players' bench(es), for whatever reason, as a result of an altercation during the course of a game will automatically default that game.

(b) Such defaulted games will be subject to the default fee, which must be paid prior to participation in further league play.

(c) No points or scoring records will be awarded to the offending team(s).

(d) Subsequent bench clearing incidents by the same team(s) during the same playing season will result in a double default fee being assessed, in addition to the other conditions already described.

(e) Any disputes regarding bench clearing incidents will be decided by the President or a Special Committee without recourse.

(f) A suspended player or Team Official is prohibited from participation in any exhibition game and, if the suspension is over three games, is prohibited from participation in any tournament games, until the suspension has been served in League games.

12.16 Zero Tolerance towards Discrimination and Unsportsmanlike Behaviour

(a) Any player or Team Official who engages in verbal taunts, insults or intimidation based on discriminatory grounds (race, ethnicity, religion, gender, sexual orientation or language) shall be assessed a Game Misconduct Penalty.

(b) Notwithstanding the above, at the discretion of the Referee, a Gross Misconduct penalty may be assessed for any infraction to any player or team official.

(c) A Minor Penalty shall be assessed to any player or Team Official who challenges or disputes the rulings of any Game Official during a game or who displays unsportsmanlike conduct. If a player or goaltender persists, they shall immediately be assessed a Misconduct Penalty and any further disputes will result in a Game Misconduct penalty being assessed to the offending player or goaltender. If a Team official persists, he/she shall immediately be assessed a Game Misconduct penalty. A Referee is not required to assess a Minor Penalty under this rule before assessing the Misconduct or Game Misconduct, but may assess either of these penalties initially.

(d) A Bench Minor Penalty shall be assessed a team where any player or Team Official on the bench who bangs the boards or ice surface with a stick or any other object in protest of a ruling.

12.17 Ejection from Game for Four Penalties

(a) Any player receiving a combination of four penalties of any kind in a League game will be automatically removed for the balance of the game upon the assessment of the fourth penalty. The player must leave the ice and proceed immediately to the dressing room, remaining there for the balance of the game.

(b) The fourth penalty assessed to any player will require the team to play one person short and have a player in the penalty box to serve the assessed penalty, such player having to be one of the participants on the ice at the time of the assessment of the fourth penalty.

(c) The player who has been removed from the game for four penalties may play in the team's next regularly scheduled game, provided that none of the penalties were Major or Match penalties involving suspensions.

12.18 Ejection from Game for Three Stick Infractions

(a) Any player receiving a combination of three stick penalties of any kind in a League game will be automatically removed for the balance of the game upon the assessment of the third stick penalty. The player must leave the ice and proceed immediately to the dressing room, remaining there for the balance of the game.

(b) The third stick penalty assessed to any player will require the team to play one person short and have a player in the penalty box to serve the assessed penalty, such player having to be one of the participants on the ice at the time of the assessment of the third stick penalty.

(c) The player who has been removed from the game for three stick penalties may play in the team's next regularly scheduled game, provided that none of the penalties were Major or Match Penalties involving suspensions.

12.19 Suspension for Three Match Penalties in a Game

Any player incurring any combination of three Match penalties in one game may be suspended for the balance of the season.

12.20 Excessive Penalties

An excessive number of penalties in a game or series of games by any one team will be subject to review by the President or a Special Committee. This may result in severe disciplinary action being taken by the League toward the team's players and/or Team Officials.

12.21 Assault Charges

The Crown Attorney of the Province of Ontario has advised that criminal charges may be laid against hockey players, Team Officials or Game Officials who become involved in using physical force with other players, officials or spectators, either on or off the ice.

12.22 Holding Players At the Bench

A Game Misconduct Penalty shall be assessed to the Coach of any team that fails to hold his players at their bench at the end of the game if an altercation that results in penalties of any kind is either in progress as the game ends or begins after the game has ended. (This also applies to players in the penalty box. They must remain there until told to leave.)

12.23 Refusing To Leave Bench or Playing Surface

A Player or Team Official refuses to leave the bench or playing surface after he has been assessed a Game Misconduct, Gross Misconduct, or Match Penalty – this shall be considered a “refusing To start Play” foul.

(a) If the offending Player or Team Staff subsequently leaves the bench within two minutes of being ordered to do so by the Referee, then a Major Penalty + a Game Misconduct Penalty shall be assessed to the Coach for “Delay of Game”. If this infraction occurs within the last two minutes of regular playing time or anytime in overtime, then a Penalty Shot (in addition to the Major + the Game Misconduct) shall be awarded to the non-offending team.

(b) If the offending Player or Team Staff does not leave the bench within two minutes of being ordered to do so by the Referee then the Referee shall immediately suspend the game and report the matter to the League Administration.

12.24 Change of Players

During a line change in a stoppage of play, if there is a scrum or gathering, the players coming on the ice must remain at their respective benches until the gathering is dispersed and the Referee has indicated for the line change to take place. Failure to remain at the team bench may result in a Bench Minor Penalty being assessed.

12.25 Face-offs

When a team commits a face-off infraction (late arrival, not immediately taking a proper position, early movement), the Referee or Linesman shall require, where possible for this faceoff, that the replacement for the player ejected from the faceoff, shall be any other player on the ice that has not committed a faceoff infraction during this same stoppage of play.

12.26 Kick Shot

A Minor Penalty shall be assessed any player except the Goaltender, who uses a kick shot during the game. If an injury results, A Major Penalty and a Game Misconduct Penalty shall be assessed.

ARTICLE 13 – EXHIBITION GAMES AND TOURNAMENTS

13.1 Exhibition Games

(a) Permission for all exhibition games with teams outside of Toronto must be made on a proper form through the NYHL Office and be accompanied by a cash fee of \$10 per team per game. A duly stamped copy of same will be forwarded to the Club/team; this stamped copy keeps players’ and Team Officials’ insurance valid. For games inside Toronto, a fax to the office from Club Liaison with all pertinent information will suffice.

(b) Any team failing to obtain permission from the NYHL for an exhibition game shall result in the Coach and/or Manager being indefinitely suspended until the case is reviewed by the President.

(c) HCOP-certified officials must be used for all exhibition games.

(d) Any suspension incurred in exhibition games must be completed in Select League play.

(e) A copy of all exhibition game sheets must be submitted to the NYHL Office within 48 hours after a game is played. Failure to comply will result in the team staff being suspended and/or a \$150 fine.

(f) Teams should not make arrangements for exhibition games until they have received their regular NYHL schedule. League will not work around exhibition games.

13.2 League Games

Select Teams may be formed by September 1st. League Games will begin October 14th. To aid in team selection teams will be allowed a maximum of 3 goalies and 20 skaters until the October 27th. All players must be registered.

13.3 Tournament Sanctions

(a) All tournaments must be sanctioned by Hockey Canada. The House League teams of NYHL Member Clubs, as well as the Club’s Select teams, must comply with sections (b) through (g) below.

(b) Any team wishing to enter a tournament must first make application to the NYHL Office in writing via a “Permission to Attend Tournament and Insurance Validation Form” accompanied by \$10 cash permission fee. Forms cannot be accepted unless accompanied by the fee. Insurance coverage is invalid unless the sanction has been given. **Important: Do not book travel plans/hotel rooms or pay fees until the validated permission form has been returned to the team.**

- (c) Playing in a tournament without permission invalidates a team's insurance plus that of all other teams, and can cost the host club the right to operate a tournament in the future. Team Officials could also become liable for any injuries incurred. Team Officials will be indefinitely suspended by the League, as will the players. Any team entering a tournament without a properly signed and stamped form will be fined \$500.
- (d) A copy of all tournament game sheets must be submitted to the NYHL Office within 48 hours after the tournament ends. Failure to comply will result in the team staff being suspended and/or a \$150 fine.
- (e) Tournament permissions need to be in the League Office five (5) weeks prior to the tournament. (see (b) above). The League cannot work around tournament permissions received after the League schedule has been issued.
- (f) Applications must list dates of any NYHL games scheduled during the dates of the tournament. For local tournaments, actual dates and times are to be listed; if unknown at the time of application, the League Office must be notified as soon as known.
- (g) Permission is required whether or not a team is still competing in either House League or Select games.
- (h) Applications must be signed by the Club Liaison only.
- (i) Tournament Permission Applications or requests for exemption from the League schedule for any other special events must be in the office by the close of business 5 weeks prior to the Tournament or event.
- (j)(i) For tournaments taking place during the last two weeks of the regular schedule, teams will be granted conditional permission only. In March and April, will not be given for out-of-town tournaments unless the team is out of playoffs. For Toronto-based tournaments during March and April, conditional permission will only be granted if the NYHL receives assurances in writing, on letterhead from the Club running the tournament, that they will work around NYHL scheduled games. The League will not work around tournament games at playoff time. During this period, League games will take precedence if a conflict occurs. Copies of local tournament schedules are required.
- (ii) Teams whose Clubs host Tournaments during NYHL Playoffs may not enter any other Tournament until they are out of Select League Playoffs.
- (k) Teams are not allowed exemptions for tournaments, exhibition games or banquets during the final weekend of the season. These are Presentation Day and All Star Day, the League's two days to showcase its Member Clubs and players.
- (l) During the season, no team may enter more than three tournaments whether they have to be scheduled around or not. During N.Y.H.L. playoffs, if a team has not already attended three Tournaments it may only enter local tournaments while still contending, with the proviso that the tournaments agree to work around NYHL scheduled games. Permission may be granted for teams to enter tournaments provided the following requirements are adhered to without exception:
- (m) Permission may be granted to enter more than three tournaments provided the tournament is during Christmas week or Easter weekend.
- (n) A team may never enter two tournaments running at the same time.
- (o) Any suspensions incurred in a tournament and not completed there must be completed in Select League play.

13.4 Changes to Scheduled Games

- (a) Teams or Clubs that cause changes to be made to the formulated NYHL schedule due to lack of properly submitted information will be subject to a fine of \$150 per change, to be paid prior to the next League game.
- (b) Teams will not be allowed permission to enter tournaments and/or exhibition games during the final weekend of the season when Presentation and All Star Days are held.
- (c) Conditional clearance only will be given for any team during playoffs. Club and Select Playoff games take precedence.
- (d) The League cannot work around or change schedules for tryouts or exhibition games.

13.5 Club Special Events

For dances, banquets, parties, fund raisers or any other such special events, a request for exemption from the League schedule must be in the N.Y.H.L. office by 5pm on the Friday 5 weeks prior to the event.

ARTICLE 14 – PLAYOFFS, PRESENTATION AND ALL STAR DAYS

14.1 Breaking Ties to Determine Playoff Positions

- (a) In all series and divisions, a sudden victory game shall decide position only for first playoff position. Alignment of all other tie positions will be decided according to the following:
 - (i) Single Series: Utilizing all games of the regular season, add the goals for and against together and divide the total into the "goals for". The team with the highest percentage will be awarded the highest position.
 - (ii) Split Series: Utilizing all games played after December 31 only, use the formula for a Single Series above.
- (b) Overtime or situations requiring special decisions in playoffs will be determined by the President and/or League Executive. Teams will be advised before the start of any game affected by any decisions.

14.2 Round-Robin Series in Playoffs (re 5-Goal Spread)

- (a) In round-robin playoff games only, the clock will not run in the 3rd period even if there is a 5-goal spread.
- (b) In playoffs, the clock will not run into the start of the game

14.3 Teams Participating in Playoffs

All teams make the playoffs.

14.4 Presentation and All Star Days

(a) The last weekend of every season (late April/early May) is given over to showcasing the League's champion teams and All Star players in exhibition games. The final Saturday, typically, will feature the Champions of Tier 1 vs. Tier 1 All Stars, and the Champions of Tier 2 vs. Champions of Tier 3. The final Sunday, in most cases, is given over to Tier 2 All Stars vs. Tier 3 All Stars, the remaining Tier 1 Champions vs. Tier 1 All Stars, and single division Champions vs. All Stars.

(b) It is the obligation of Championship teams, where applicable, to participate against the appropriate All Star team.

(c) Each All Star team shall be composed of at least 15 skaters and 2 goalies.

(d) All Star team staff shall be from the playoff runner-up team.

(e) The method of selecting All Star teams and team staffs will be as follows:

(i) For single divisions, the team staffs will be those from the playoff finalist teams. Split divisions will have an All Star team from Tier 1, one from Tier 2 and one from Tier 3 (where applicable). The team staffs will be those from the playoff finalist teams in each Tier. Pertinent Clubs must see that All Star teams are properly staffed.

(ii) For single divisions, two goalkeepers shall be from the team having the lowest goals against (other than the Championship team) over the complete regular schedule. Where only one goalkeeper is registered, the goalie(s) from the team with the next lowest goals against will participate.

(iii) For re-tiered divisions, with only one side, two goalkeepers shall be from the team having the lowest goals against in games played after December 31. Where only one goalkeeper is registered on said team, the goalie(s) from the team with the next lowest goals against will participate.

(iv) For re-tiered divisions with two sides, the two goalkeepers shall represent the team from the A side, with the fewest goals against plus the team from the B side with the fewest goals against, in games played after December 31. If one or both these teams have two goalies then the team staffs of the affected side(s) will be asked to designate which of their two goalkeepers is to play.

(v) The remaining players will be nominated, one from each team in either the single division or the Tier concerned, until all teams are represented, starting with the team having the highest point standing at the end of the schedule. Then the next player on each ballot will be chosen from each team in order, etc. until the full complement of players has been nominated. Players will be listed according to the order of the nominations on the ballot provided by each team.

(vi) The All Star team staff will be provided with a list of the All Star nominees as prepared by the League Office. Players will be notified by the League Office only.

(vii) Single division All Stars will play the Championship teams, whose players will be automatically excluded from the make-up of the All Star team but who will receive any recognition due them as All Stars.

(viii) No team/player shall enter into tournaments, exhibition games, banquets or tryouts during this final weekend. First consideration must be to attend this final weekend's events.

(ix) All teams must be represented in the All Star Day line-up.

(x) All Star Day ballots are provided to each team and must be returned to the League Office as soon as possible. Teams whose ballots are not in by February 1 of the current season will have their candidates chosen by an NYHL Special Committee.

ARTICLE 15 – PROTESTS AND APPEALS

15.1 Procedures for Protests

(a) Protests regarding games played must be in writing, and such protests, together with a summary of any evidence to be submitted, shall be prepared in triplicate: one copy for the League Office, one copy for the protesting Club/team, and one copy for the Club/team protested against. The following procedure shall be followed:

(i) Timing: Protests, in writing and supported by evidence, shall be delivered by the protesting Club into the hands of the opposing Club and the League Office within 48 hours of the incident under protest. In the event that such protest cannot be delivered within normal business hours to the League Office, the protesting Club shall advise the League by e-mail or fax that the protest will be delivered within the 48 hour period to the League Office and the opposing Club. In all protest situations, time shall be of the essence.

(ii) Form of Protest: The protest shall be in writing and shall stipulate the rule/regulation under which the protest is laid, and shall be counter-signed by the Club President or NYHL Liaison of the protesting Club. Accompanying the copies to the League Office and the protested Club shall be a summary of the evidence to be submitted. The copy to the League Office must also be accompanied by a \$100 fee, which sum may be forfeited to the League should the protest be disallowed. Both teams will be notified of the date, time and place of the hearing, and both must be represented at the said hearing. All protests will be heard by a Special Committee. If a protest is withdrawn by the sender, the fee is forfeited.

15.2 Protesting Sweater Colours and Ineligible Players

Teams wishing to protest sweater colours or ineligible players must notify Referees and have it noted on the back of the game sheet prior to the end of the game. Alleged ineligible player(s) are to have their Team name and name(s) and number(s) printed on the back of the white copy of the game sheet before the end of the game, with said player(s) (a maximum of two) signing below their name(s).

15.3 Referees' Judgments Not Grounds For Protest

Referees' judgments are not grounds for protest unless there has been a breach of actual playing rules.

15.4 Procedures for Appeals

Appeals of suspensions or other decisions must be filed in writing at the League Office within seven days and be accompanied by a fee of \$100 for each incident. The fee shall be returned to the appellate if a decision is rendered their favour.

15.5 Querying Player Eligibility

Eligibility of player(s), who have played during the regular season, may not be questioned after February 1 unless said player is thought to be playing while suspended.

ARTICLE 16 – CHAMPIONS, AWARDS AND RECOGNITION

16.1 Return of Trophies

All Annual Trophies will be retained by the League following presentation, and a memento trophy will be provided to each championship team. Any team removing an Annual trophy from the arena will be fined \$500.

ARTICLE 17 – HOSTING TOURNAMENTS

17.1 Hosting Tournaments

(a) GTHL approval must be obtained in order for any Club, or group of Clubs, to host a tournament. A Club wishing to host a tournament that will begin at any time between pre-season and December 31, inclusive, must submit its "Tournament Hosting Application" form no later than January 31 of the calendar year in which the tournament is to be hosted. A club wishing to host a tournament that will begin between January 1 and April 15, inclusive, must submit a "Tournament Hosting Application" form to the League no later than the May 31 preceding the tournament date. Each Tournament Hosting Application shall be accompanied by the applicable tournament sanction fee.

(b) For each O.H.F. Branch Tournament (G.T.H.L., O.M.H.A., Alliance Hockey, and N.O.H.A.) the applicable tournament sanction fee shall not be less than the amount that is equal to \$10 times the number of Teams that will, as set forth

in the Tournament Hosting Application, be participating in the Tournament and an additional \$10 for each Team from outside Canada.

(c) The Tournament sanction fee shall also include a payment to the League of \$20 for donation to the Doctor Pashby Sports Safety Fund. Such amount shall be included with the initial payment accompanying each Tournament Hosting Application.

(d) All Tournaments sanctioned by the League must designate a Discipline Committee, the Chairperson of which shall be approved by the League.

(e) No Tournament sanctioned by the League shall include the involvement or participation of any unrecognized (non-Hockey Canada) hockey organization unless approved by the Board. Non-compliance will automatically terminate the application, the Hockey Canada tournament permit and all rights conferred thereby.

(f) No tournament sanctioned by the League shall offer a cash prize to be paid to a Team or Club or a cash sponsorship donation to be made to a Team or Club based, in either case, on the Team's results or placing in the tournament. This Rule shall not prohibit gift certificates or merchandise being awarded to a single member of a Team who is selected as the "player of the game" (or equivalent) or the giving of gift certificates or merchandise donated by sponsors for distribution to all players or Team Officials participating in the tournament.

(i) The Tournament Chairperson must send written confirmation of acceptance or non acceptance to the tournament to all applicant teams at least six (6) weeks in advance of the tournament. Failure to comply may result in a fine of up to \$500. If the hosting organization decides to cancel a category for any reason, it must offer a full refund to any team that did not cause the cancellation. Full refunds must also be given to teams which decline to play up a category.

(g) Full schedules must be submitted to the League Referee Co-ordinator four weeks prior to the start of the tournament. Failure to comply will result in an administrative fee of \$500. No changes will be permitted within one week of the start of the Tournament.

(h) For each international tournament, there shall be a minimum sanction fee of \$100 plus \$50 for each Team from outside of Canada.

(i) For each inter-branch tournament there shall be a minimum sanction fee of \$50 plus a fee of \$10 for each Team from outside the Hosting Branch.

(j) All League Executive Passes must be honoured as a paid admission to all tournaments sanctioned by the League. The penalty for failing to comply with this requirement will be a forfeit of all tournament sanctions for the following season.

(k) All Clubs that have hosted tournaments are required to submit a financial statement of income and disbursements jointly signed by the Tournament Chairperson and President(s) of the Hosting Club(s), to the League within 60 days following the tournament.

(l) Failure to comply with (k) above, shall result in a fine of \$200 and shall also result in the refusal to sanction any further tournaments until the fine has been paid.

(m) During the league schedule, there will be no more than one tournament on any given weekend for a specific age division and category.

(n) Clubs must apply for a specific number of Teams. If the tournament falls short of the specific number of teams requested, the tournament request for the following season may possibly only be approved for the number of Teams that participated the previous season.

(o) Clubs which host tournaments and exceed the number of Teams sanctioned without permission from the Executive Director or, in the absence of the Executive Director, the Executive Committee, will lose their hosting privileges for the following season, without exception. It is recognized that in some cases the number of tournament participation applications exceeds the approved number of Teams and that it is to the Tournament's benefit to consider increasing participation based on the applications. Any approved Tournament can arbitrarily increase the number of approved Team entries by applying the following formula:

(i) For tournaments with 6 to 39 Teams, up to 2 extra Teams.

(ii) For tournaments with 40 to 60 Teams, up to 4 extra Teams.

(iii) For tournaments with 61 to 80 Teams, up to 6 extra Teams.

(iv) For tournaments with 81 to 120 Teams, up to 8 extra Teams.

(v) For tournaments with more than 120 Teams, up to 10 extra Teams.

However, any such an increase must be reported to the League four weeks prior to the commencement of the tournament. Should the Tournament wish to increase by more than the optional limit, then the approval of the Board is required and must be applied for at least eight weeks prior to commencement of the tournament.

(p) No tournament will be allowed to accept applications from Teams of divisions and/or categories other than the tournament divisions/categories approved by the League without permission from the Executive Director or, in the absence of the Executive Director, the Executive Committee.

(q) No Club/association/group may host a tournament division and/or category in which it does not have an identical division/category Team(s) participating in the same season. The Don Mills Flyers Minor Peewee, Mississauga Reps Novice, North York Hockey League Minor Midget & Novice and the Timmy Tyke are all excepted.

(r) Permission to fill a vacancy in any tournament by a lower category Team will be based on that Team's standing at the time the request is made. It is recognized that in some instances tournaments may be in need of a limited number of non-category aligned Teams to "round-out" scheduling for the sake of economy and efficiency. Therefore,

(i) In the case of an "A" Team participating in a "AA" tournament, the "A" Team must be within the top four Teams in the standings in its own category at the time of its application to the tournament. In the case of earlybird tournaments, the "A" Team must have been one of the top four teams at the completion of the previous season.

(ii) In the case of an "AA" Team participating in a "AAA" tournament, the "AA" Team must be within the top four Teams in the standings in its own category at the time of its application to the tournament. In the case of earlybird tournaments, the "AA" Team must have been one of the top four teams at the completion of the previous season.

(iii) In the case of an "AAA" Team participating in a "AA" tournament, the "AAA" team can only be from the age group immediately below the tournament category within which it is seeking participation.

- (s) The host organization(s) may include such non-aligned category Teams in their Tournaments at their own discretion based on the following formula:
- (i) For tournaments with 6 to 39 Teams, up to 2 such Teams
 - (ii) For tournaments with 40 to 60 Teams, up to 3 such Teams
 - (iii) For tournaments with 61 to 80 Teams, up to 4 such Teams
 - (iv) For tournaments with 81 to 120 Teams, up to 5 such Teams
 - (v) For tournaments with more than 120 Teams, a maximum of 8 such Teams.
- (t) Tournaments are to be hosted only by and for the benefit of G.T.H.L. Member Clubs or Divisions and not for the benefit of private enterprise or nonrelated organizations. The Timmy Tyke and Bell Challenge Cup Tournaments are excepted.
- (u) Tournament hosting applications will be approved on the basis of longevity of the tournament. If a tournament does not operate in any given year or loses its sanction, it loses its seniority.
- (v) No approval will be given to any new hosting Club(s) for a tournament which will compete/conflict with The Paul Coffey, Don Mills Flyers, NYHL novice & minor midget, or the Bell Challenge Cup Tournaments during the Christmas break, unless any of the tournaments mentioned above have reached capacity or do not operate in a particular year.
- (w) No Team or Player may compete in more than three tournament games in one day.
- (x) The Executive Director, or in the absence of the Executive Director, the Executive Committee will convey to each pertinent member Club within seven calendar days a written decision as to its tournament application.

ARTICLE 18 – HOUSE LEAGUE AND SELECT OPERATING GUIDELINES

- (a) All Toronto based Member Clubs of the NYHL and their teams must comply with these “Guidelines”.
- (b) Vaughan (CVHA) falls outside some of these parameters due to a negotiated pact between the NYHL, and CVHA. The full NYHL Membership agreed to abide by the terms of this pact.

18.1 House League Guidelines.

The purpose of this Article is to establish operating guidelines for House League Organizations in order to ensure the integrity and success of their house league and house league select programs. These guidelines are intended to provide general principles that House League Organizations should apply in a manner appropriate to their community, size and the best interests of their members. By complying with these guidelines, House League Organizations can ensure that their house league programs and house league select programs are legitimate and meet the required standards of their governing bodies. Nothing in this Article shall be construed as preventing a House League Organization, with respect to either its house league or house league select programs, or an affiliated division, operating a tournament or house league select league, from imposing stricter standards than as set out in this Article.

18.2 Compliance with House League Guidelines. No House League

Organization, nor house league select program, may operate under any guideline less strict than as set out in this Article unless it has obtained the prior written approval of the League.

18.3 Definitions for House League Guidelines.

Hockey Canada defines a “House League” as “a community oriented minor hockey program structured to provide development and competition at the recreational level”. For the purposes of this Article, “House League Organization” means an organization that operates a House League as defined by Hockey Canada.

For the purposes of this Article, a “House League Select Program” is a program where in order to be eligible to play select hockey a player must be registered with a recognized (sanctioned) House League Organization and accordingly be an active participant in a recognized (sanctioned) schedule of House League games. For the purposes of this Article, a “Minor Development Program” is a program that is not a House League Select Program and is not competitive (i.e. AAA, AA, A, B, C, D etc.). The guidelines in this Article fit these definitions and recognize both the community-oriented and recreational nature of House League programs and House League Select Programs. These guidelines also reflect the distinction made by the League between House League Select Programs and competitive programs.

18.4 Philosophy Related to House League Select Programs.

The House League Select Program is a hockey program that is based in the House League and should be an extension of that program. Players and their families that choose to participate in a House League Select Program do so because it reflects the attitudes and community affiliation of the House League to which they belong and in which

they participate. Therefore, the focus of a House League Select Program should not be to emulate higher levels of competitive hockey (A and above), but to offer the values of House League programs to a group of House League players participating in an advanced program.

18.5 Registration of House League Players.

House Leagues must submit a standard player's registration form as issued by the League for all their players. All coaches, managers and trainers of all House League and House League Select Program teams affiliated with the League must be carded on the House League registration forms and be registered with the League Office prior to the commencement of the regular House League season. Additional players may be registered up to January 15 in any Season.

18.6 Penalty for Failure to Register and Pay Insurance.

House Leagues who have not submitted registration forms and insurance premiums for players and Team Officials prior to commencement of regular House League season games may forfeit their membership in the League and shall be assessed a fine of \$100 for late payment.

18.7 Operating Guidelines for House Leagues.

(a) Residency. A House League is a community-oriented program and therefore the residency of its membership should reflect the geographic area surrounding its home arena or organizational base.

(b) Solicitation. A House League may solicit new registrants by way of general advertising. While players registered with other House League Organizations in the previous season are not prohibited from choosing to move to a different House League Organization for the next season, such players should not be specifically and individually solicited by a House League Organization or any of its officials or representatives, including select coaches, officials or representatives.

(c) Acceptance of Players. All applicants should be accepted to play in a House League, subject to any significant physical limitation and ice availability.

(d) Player Registration. All players must be registered on a recognized House League Registration Certificate. A player may play in one House League and may sign only one House League Registration Certificate in a Season (subject to release provisions).

(e) Team Membership. House League players should play on the same team all Season, subject to transfers within the House League Organization for team balancing purposes which should be completed by a date set by each individual House League Organization. This date should be as early as possible and in any event no later than January 1.

(f) Team/Division Organization. House League divisions should be organized based upon the age of the players. It is recognized that some large House League Organizations (i.e. Mississauga Hockey League) group players of various divisions into separate subdivisions based upon skill levels. This format is acceptable provided it complies with these guidelines.

(g) Ice Time. All players should receive equitable ice time during games.

(h) Skill Development. Younger players should be offered the Hockey Canada Initiation Program or other skill development program.

(i) Number of Teams. A House League division or a subdivision/tier must consist of a minimum of three teams, whose players may be of more than one birth year.

(j) Team Sweaters. House League teams should each have their own distinctive numbered sweaters, and these should be distinct from the House League Organization's select team sweaters.

(k) Game Schedule. The posted schedule should consist of a minimum of 16 regular season games plus playoffs. All teams should play at least once each week, if ice availability permits. If there is a bye team, it should not go more than one week without a game.

(l) Playoffs. All teams should qualify for playoffs in order to reflect a House League's spirit of inclusiveness and equal play.

(m) officials. All games should be refereed by a minimum of two HCOP-certified officials.

(n) Game Sheets. All games should be properly recorded on legitimate game sheets that are retained by the House League Organization's convenor for each division or subdivision.

(o) Membership fees. There should be a fixed fee for House League membership that is separate and apart from any fee related to participation in the House League Select Program.

18.8 Operating Guidelines for House League Select Programs.

(a) Intent of House League Select Hockey. Teams participating in House League Select Programs, while considered more competitive than House League teams, are an extension of the House League and are intended to reflect the same spirit of community-oriented recreational hockey. Therefore, they should seek to be inclusive and provide as much opportunity as possible for House League players to participate.

(b) House League Membership. All House League Select players must be registered and active participants in a legitimate House League that is sanctioned by the League. The prime and important considerations are that:

(i) Each player in a House League Select Program is playing on a legitimate House League team whose membership is substantially different from the membership of the House League Select team.

(ii) Each player in a House League Select Program is playing in a bona fide and posted schedule of a minimum of 16 regular-season House League games plus playoffs that are separate and distinct from the House League Select program games, practices and skill sessions.

(c) Tryouts. All House League players should be invited to try out for their own House League Select Program. A player must be registered in the House League before participating in any of the tryouts for that House League organization's Select program. In accordance with Articles 7 & 18.7 (b) a House League Select program and its coaches, officials and representatives should not solicit players who were registered with another House League Organization in the previous season, whether or not such players also played in a House League Select Program. A House League Select Program shall not conduct tryouts, nor finalize team selection before September 1, Failure to comply with any of these provisions will nullify the eligibility of the offending team to participate in any aspect of a House League Select Program.

(d) Number and Membership of Select Teams. The ideal norm is viewed as one select team coming out of a single-age House League division of at least four House League teams. In these circumstances, the select players would constitute approximately 25% (less if more than four teams) of the total number of House League players in the House League division. While this is regarded as the ideal norm, it is recognized that access to participation in the House League Select Program should not be unduly restricted in a situation where a House League Organization has a lesser number of House League players in certain birth years. Further, it is recognized that there are situations where it may be appropriate for a second select team to be formed out of the same birth year. In order to accommodate these situations, the following variations from the ideal norm will be acceptable provided that the House League Program and the House League Select Program are fully in compliance with both the letter and the spirit of these guidelines.

(i) In accordance with Rule 16.7(i) the minimum number of House League teams in a House League is three. In this situation, one select team is permitted to be formed from the House League players in that division and the select players may not constitute more than 40% of the total number of House league players in the three-team House League division

(ii) In a situation where there are four House League teams in a combined-age division, there may be a maximum of two select teams from that division, usually with one select team being for the older age group and the other select team being for the younger age group.

(iii) In circumstances involving a House League division of four or more House League teams, the select players in the House League may not constitute more than 50% of the total number of House League players in the House League division.

(e) Size of Teams. Select teams must carry a minimum of 13 players (including goalies) and should try to carry as full a roster as possible (consistent with the number and skill level of applicants) in order to reflect the inclusive nature of House League Select Programs.

(f) Ice Time. All players should receive equitable ice time during games.

(g) Attendance at House League Games. A House League Select Program player is expected to attend all House League games unless for reasons of illness or injury. A House League Select Program player should miss no more than three regular season House League games because of attendance at tournaments and should not miss any House League playoff games because of tournaments. A House League Select Program player who attends less than two-thirds of his or her House League games will be considered ineligible for further participation in the House League Select Program. House League Organizations may apply to the Board of the applicable Affiliated Division that is operating the House League Select Program's league for relief from this provision due to illness or injury of the player.

18.9 Affiliation.

Applications by a House League Organization for affiliation with the League must be submitted by September 1. Each application must be accompanied by the applicable affiliation fee and insurance premium as outlined in the application form.

18.10 Volunteers.

All affiliated house Leagues must register all other associated volunteers on special forms provided by the League.

