

ROPSSAA BOYS HOCKEY

PLAYING REGULATIONS

1. **SCHEDULE**

- (a) The season to start no earlier than the second Monday in November and end in the week prior to March Break.
- (b) Start times for games to reflect the availability of ice and no earlier than 2:30pm and no later than 4:00pm, unless mutually agreed upon by the participating schools.
- (c) The coaches of teams involved in a postponed game must, within two school days, reschedule their game and report their rescheduled date to the Convenor within that time. The penalty for not rescheduling will be a loss recorded for both teams for that game.
- (d) Should an emergency of a severe nature occur (vehicle breakdown or accident, late school emergency, etc) the team will not be otherwise penalized.
- (e) If transportation is cancelled in either Board, then all scheduled games for that day will be cancelled.

2. **LOCATION**

- (a) The location of the semi final and championship games to be approved by the ROPSSAA Executive.
- (b) The home team is responsible for booking ice time for games.

3. **ELIGIBILITY**

- (a) All competitors must meet the eligibility requirements of the ROPSSAA Constitution, Article X.
- (b) A junior player has not yet reached his 15th birthday by January 1st prior to the start of the school year in which the competition is held (January 1, 2009, born in 1994 or later). In addition they must be in their 1st or 2nd year of high school.
- (c) A senior player has not yet reached his 19th birthday by January 1st prior to the start of the school year in which the competition is held (January 1, 2009, born in 1990, or later).

- (d) If a player's name appears on a gamesheet after the first ROPSSAA league start date, for a team in 'A', 'B', 'C' or 'D' junior, intermediate or senior divisions in any national and/or international association or any league deemed equivalent to 'A', 'B', 'C', or 'D' the player is deemed ineligible for further high school competition.
- (e) An eligibility list must be received by the athletic convenor by the date announced at the pre-season meeting.
- (f) Additions to the eligibility list may be made no later than February 7th.
- (g) A team may dress a maximum of 18 skaters and two goaltenders per game. The first and last name of each participant must be provided. A minimum of 8 skaters and one goalie must be present at the start of the second period.
- (h) The final roster will consist of a maximum of 22 skaters and 3 goalies. The goaltenders specified on the team roster may play goal only. Skaters may also play goal.
- (i) Goalies must be dressed and on the game sheet for a minimum of one third of the season to be eligible for playoffs.
- (j) Injured players who will not be eligible under 3(i) may be deemed eligible provided:
 - i) their name appears on the final team roster
 - ii) they are listed and occupy one of the twenty spots on the game sheets (teams will only be allowed to dress 19 players in this case)
 - iii) 'INJ' must be written beside the name on the game sheet for any player who is injured and wishes that game to be counted toward their eligibility
 - iv) a doctor's note is provided to the convenor and any coach upon request
 - v) 'INJ' games plus games played equals 50% of regular season games
- (k) Team Eligibility
 - i) Individuals are eligible for 1 level of competition only.
 - ii) For team sports, individuals must have participated in at least 50% of their team's league games to be eligible for playoffs. Players missing games due to injury (INJ), or awaiting transfer approval (ATA), must appear so designated on a game sheet to maintain their eligibility. Games missed due to injury are subject to review of a doctor's note. Players under game or school suspension may not have their name included on a game sheet for participation percentages.

- iii) All game sheets/rosters are to include the name of all those in the bench area (players, coaches, managers). In order to be in the bench area an individuals name must appear on the eligibility sheet. Players under game or school suspension may not sit in the bench area.
- iv) Individuals are deemed to have played if their name appears on a game sheet. Individuals must be present at a game to be included on a game sheet.
- v) A staff member must be present in the bench area from the start of the warm-up until the last competitor has left the area.

4. OPERATING STRUCTURE

- (a) The senior level of competition will involve two tiers of play. Teams must declare their intention no later than the pre-season meeting.
- (b) Warm-up
 - i) For all games a three minute warmup time will be allotted. Time to start at the beginning of the ice booking.
- (c) Junior Games
 - i) Length of Regular Season Games
For all regular season games a team to book a minimum of 80 minute block of ice to accommodate three 12 minute periods.
 - ii) Length of Playoff Games
For all playoff games a team to book a minimum of 120 minute block of ice to accommodate three 12 minute periods.
 - iii) Flood
For all regular season games, preliminary and quarter final games, there will be no flood. For all semi final and final games there will be a flood between the second and third period. A flood/intermission must be a minimum of 10 minutes.
- (d) Senior Tier Two Games
 - i) Length of Regular Season Games
For all regular season games a team to book a minimum 80 minute block of ice to accommodate three 12 minute periods.
 - ii) Length of Playoff Games
For all playoff games a team to book a minimum of 150 minute block of ice to accommodate three 15 minute periods.
 - iii) Flood
For all regular season games, preliminary and quarter final games, there will be no flood. For all semi final and final games there will be a flood between the second and third period. A flood/intermission must be a minimum of 10 minutes.

(e) Senior Tier One Games

i) Length of Regular Season Games

For all regular season games a team is to book a minimum 120 minute block of ice to accommodate three 15 minutes periods.

ii) Length of Playoff Games

For all playoff games a team to book a minimum of 150 minute block of ice to accommodate three 15 minute periods.

iii) Flood

There will be a flood between the second and third period of all games. A flood/intermission must be a minimum of 10 minutes.

(f) Procedure for arena time expiration

- i) If the home team coach recognizes that arena time may expire before game time expires, he should notify the referees, scorekeeper, and arena icemaker that stop time will continue and that it will be the ice maker horn which will end the game.

(g) Time Clock

- i) The time clock will be run down for a goal differential of 5 or more during the third period only for regular season and playoff games. If the goal differential drops below 5, then stop time will be implemented again.
- ii) In the event of a late start, the time clock shall begin to run within 5 minutes of the scheduled ice time block, whether or not both teams are prepared. Any offending team will start the game with a 2 minute delay of game penalty. Stop time will resume after the first stoppage of play.

(h) Ties in League Standings

Ties in league standings will be broken by:

- i) Result of game between the two teams
- ii) Most favourable goals for - against differential between the tied teams (to a maximum of 5 per game)
- iii) Most wins
- iv) Most favourable goals for - against differential for the season for all games played (to a maximum of 5 per game).
- v) Coin toss

note: If teams are tied in the standings and one of the teams involved in the tie has defaulted a game during the regular season, then the team that defaulted will automatically be placed lower among the tied teams before applying #4.

If teams are tied in the standings and one of them has won a game by default over another which is not involved in the tie, then all scoring (goals for and against) involving all tied teams in all their games with the defaulting team must be subtracted from all of the tied teams statistics before implementation of #4.

(i) Playoffs

- i) The playoff structure will be announced at the pre-season meeting. Where possible in leagues with more than 10 teams a minimum of 8 teams or 50% of the participating teams (whichever is greater) to qualify for playoffs. In leagues of 10 or less teams a minimum of 6 teams qualify for playoffs.

Playoff match-ups following the first and/or subsequent rounds of the playoffs will have teams reseeded based on finish position (lower seed to play higher seed, seed refers to finish position).

In instances where teams with the same seed remain, positions will be determined

2 divisions

1. Head to Head result
2. Total Points when games played are equal
3. Winning percentage when games played are not equal
4. Coin Toss

3 or more divisions

1. A draw for seed order to occur at the preseason meeting.

- ii) In the event of a tie game at the end of regulation time in playoffs, the following will apply:
 - a) if ice is available one ten-minute sudden - victory overtime period shall be played
 - b) if still tied at the end of the 10 minute overtime a penalty shot system using a total goals of a five player pool from each team to determine a winner
 - c) if still tied the remaining players shall take penalty shots, one from each team alternately, the winner being that team which is ahead after any pair of penalty shots

note: the visiting team shall have the first shot.

- iii) Teams involved in playoffs must participate on the designated date and/or forfeit.

(g) Rules

i) Penalties

- a) The accumulation of any 4 penalties by a single player, or any 3 stick penalties in one game will result in the expulsion of the player from the game. The player will remain in the dressing room for the duration of the game. There will be no further suspensions.

ii) Fighting

- a) A fighting major will result in an automatic 3 game suspension as well as expulsion from the remainder of the game in which it occurs. The penalized player is to remain in the dressing room for the remainder of the game.
- b) A players' second fighting major will automatically result in a full season suspension.
- c) Upon a players' second fighting major, that player's team will have 2 points deducted from their team standings.
- d) Upon accumulation of 3 separate fighting incidents, the offending team will have 2 points deducted from their team standings.
- e) Team fighting, in the form of off the bench fighting and brawling, will result in both teams having 2 points deducted from their standings.
- f) The maximum amount of points a team may lose at one time will be 2 points if c + d are recorded as simultaneous on the game sheet.
- g) More than 2 points may be lost by a team in a game if c, d, or e are recorded as separate incidents on the game sheet.
- h) A player's second fight will contribute toward the teams' accumulation of three separate fighting incidents.
- i) Once a team has had 2 points deducted from their standings for any combination of c or d their fight incident total will return to zero, but they will now have a maximum of 2 fight incidents for that season before the point deduction is repeated. This will not carryover into the following season.
- j) Team fighting will not contribute towards the accumulation of 3 separate fight incidents, as the teams will be penalized at the time. However, individual players who are given fighting majors during team fighting will face the individual player suspensions.
- k) If a player fights in the last game of the season for his team, whether regular season or playoffs, and the player plays for the team the following season, the player will begin serving the suspension the following season and will start the next season with a fight incident total of 1. His team will start that season with a fighting incident total of zero.

- l) If a player fights in the last game of the season for his team, whether regular season or playoffs, and the player does not return to play for his team the next year, the team will start the new season with a fighting incident total of 1.
- m) Any changes to an original call and/or penalty a referee assigns during a game cannot be made.
- n) All suspensions must be served in ROPSSAA league or playoff games only (unless the team advances to Ofsaa).

iii) Scoring

- a) It is the responsibility of the HOME team to supply a TIMER and SCOREKEEPER. The visiting team has the option of placing someone to assist in timing and scoring. These three people must be located at the scorers table, and be the only three persons there. It is the responsibility of the home coach to ensure that these minor officials are properly trained.

Note, the home team may have no more than 2 assigned individuals in the box.

iv) Officials

- a) During the regular season the home team is responsible for paying both referees. However, if the teams meet an odd number of times during the season, each team will pay one referee at the last game of the season between the two.
- b) During the play-offs the cost of officials and the ice will be equally split between the participating teams.
- c) The Convenor will inform coaches of the current year's fees at the pre-season meeting.
- d) If only one referee shows up to a game, he is to receive 1.5 times that fee scale.
- e) If neither referee shows up for a game, the game cannot be played.
- f) The two coaches must reschedule the game, and the home team coach must notify the Convenor of this by the next school day.
- g) Two officials to be assigned to each league game.
- h) Three officials to be assigned to each playoff game.

v) Reporting Game Results

a) It is the responsibility of both teams to:

- i) check the "Goals Scored" column and the "Final Score" section after the game to assure its correctness and legibility.
- ii) check the "Penalties" column to assure that the first and last names appear as well as the type of infraction and minutes assigned. It is important also that the period and time of assessment be correctly noted

b) The winning team is responsible for reporting the score immediately after the game.

vi) Bench Personnel

a) A maximum of five bench personnel are allowed. Each person behind the bench must be identified on the score sheet. Players or managers dressed or not dressed in the bench area, must wear a approved hockey helmet with a face mask.

vii) Team Sheet

a) Once the second period starts players may not be added to a game sheet. Players who are added after the game starts but before the second period starts must report to the official.

(k) Scheduled Games

- i) Coaches are responsible for reviewing final league game schedules and playoff schedules as to locations, dates, and times to ensure their attendance.
- ii) Failure to attend at the scheduled time will result in forfeiture of the game and/or loss of opportunity to compete. A default fee of \$100.00 will be assessed each time a school fails to attend at the scheduled time.

Appeals may be made for the forfeiture occurring and must be submitted to ROPSSAA Council with a fee of \$25.00.

- iii) Failure to fulfill game requirements leading to the abandonment of a game will result in a loss for that team. An abandonment fee of \$100.00 will be assessed each time (does not apply to coach ejection). Appeals may be made for the forfeiture or abandonment of a game and must be submitted to ROPSSAA Council with a fee of \$25.00.
- iv) a) Schools must bring their own warm-up equipment and first aid kit

- b)i) Schools must endeavor to arrive no earlier than 60 minutes before game time. Teams arriving earlier than this must be supervised by the head coach in an area where students from the home school do not congregate. Schools with team members who do not travel with the head coach (in taxis, cars, on foot, etc.) must inform players that they must wait for their head coach and should ensure that the head coach is the first to arrive at the host school.
- ii) Schools arriving for an away game between 30 and 60 minutes before game time must accompany the head coach to the competition area and liaise with the host school. The visiting team will be provided a safe waiting area and change room during this time and the visiting head coach must provide supervision of his/her players. Visiting athletes must bring all belongings with them to the competition area.
- iii) Visiting schools are entitled access to the competition area at the same time as the host school, and no later than 30 minutes before the game time (pertains to the first game).
- iv) Visiting schools are entitled access to a safe waiting area and change room at the completion of the competition.

5. DEPORTMENT

- (a) Competitors and coaches are expected to behave in a sportsmanlike manner as per Article XVI, Section II of the ROPSSAA Constitution.
- (b) A coach ejection from the game will result in forfeiture of the game.
- (c) A coach ejected from the game will result in applicable further game suspension(s).
- (d) A coach or player under suspension must not be in the vicinity of the dressing room or player's bench before, during or after any game in which the suspension is being served.

6. JURY OF APPEAL

- (a) A Jury of Appeal will rule on all disputes which do not fall under the jurisdiction of the officials. This Jury, constructed at the pre-season coaches meeting, will consist of the Convenor and four coaches from participating schools.

7. AWARDS

- (a) The Championship trophy is to be presented to the winning team at the junior and senior level at the conclusion of the championship game.
- (b) ROPSSAA gold medallions, up to a total of 30, are to be presented to the members of the winning team at the junior and senior level at the conclusion of the championship game.

- (c) ROPSSAA silver medallions, up to a total of 30, are to be presented to the second place team at the junior and senior level at the conclusion of the championship game.

8. UNIFORMS

- (a) Team members to be dressed in identical uniform shirts. Home teams to wear white and visiting teams to wear dark shirts.
- (b) Athletes may not change their clothing in the competition area. For all outdoor sports athletes must arrive dressed to compete. Visiting teams requiring the use of washroom facilities must send a staff member into the school with the team member(s). For all indoor sports, athletes must move to the designated locker room or change area to change their clothing.

9. EQUIPMENT

- (a) Approved and properly fitting goalie equipment must be worn by goaltenders. Goaltenders must wear a neck guard.
- (b) Approved and properly fitting hockey helmets (CHA approved) with ear guards and full face mask, throat protector, gloves, elbow pads, shoulder pads, pants, shin pads and cups must be worn.
- (c) Mouth guards must be worn by all skaters.
- (d) Mouth guards are strongly recommended but optional for goalkeepers.

10. OFSAA

- (a) The team winning the Senior Tier 1 championship will represent ROPSSAA at the AAA/AAAA Ofsaa Championship unless already declaring their intention to participate in A/AA playdowns.
- (b) The senior team winning the A/AA qualifying playdowns will represent ROPSSAA for A/AA Ofsaa competition.

ROPSSAA PENALTY SUSPENSION LIST

CODE	INFRACTION	Suspension more than 5 min left in 3 rd	Suspension 5 min. or less left in 3 rd (including overtime)
Misconducts (M)			
M10	Throwing stick over boards	0 games	1 game
M11	Refusing to surrender stick for measurement	0 games	1 game
M12	Player Interference/distraction during penalty shot	0 games	1 game
M13	Goalkeeper violation/infraction during penalty shot	0 games	1 game
M14	Equipment/Facemask worn Incorrectly	0 games	1 game
M20	Disputing Call of Official	0 games	1 game
M21	Harrassment of Official/Unsportsmanlike Conduct	0 games	1 game
M22	Inciting	0 games	1 game
M34	Failure to go to Players' Bench or Neutral Area	0 games	1 game
M35	Failure to go directly to Penalty Bench	0 games	1 game
M71	Checking to the Head (Minor + 10 Minutes)	0 games	1 game
Game Misconducts (GM)			
GM20	Disputing Call of Official	ROG	0 games
GM21	Disputing Call with Official: Verbal Abuse of a Game Official	2 games	3 games
GM26	Second Misconduct - Same Game	2 games	3 games
GM28	Interference From the Bench	2 games	3 games
GM30	Fighting	3 games	4 games
GM31	2 nd Fight same stoppage of play (3 rd , 4 th , etc.)	5 games	6 games
GM32	Player(s) 3 rd , 4 th , 5 th Man into Fight	2 games	3 games
GM33*	Leaving the Player's Bench or Penalty Bench	2 games	3 games
GM33*	Coach identified as having the 1 st Player leave the Players' Bench or Penalty Bench	2 games	3 games
INS36	Instigator	2 games	3 games
AGG3	Aggressor	2 games	3 games
7			
GM39	Hairpulling/Grab Face Mask/Helmet/Chin Strap (Major + Game)	2 games	3 game
GM50	Checking from Behind (Minor)	ROG	1 game
GM51	Checking from Behind (Major + Game)	2 games	3 games
GM53	High Sticking (Major + Game)	2 games	3 games
GM54	Cross Checking (Major + Game)	2 games	3 games
GM55	Slashing (Major + Game)	2 games	3 games
GE56	Game Ejection (REST OF GAME)	ROG	0 games
GM57	Boarding/Body Checking (Major + Game)	2 games	3 games
GM58	Elbowing/Kneeing (Major + Game)	2 games	3 games
GM59	Charging (Major + Game)	2 games	3 games
GM63	Discriminatory Slur	2 games	3 games
GM64	Trash Talking	2 games	3 games
GM71	Checking to the Head (Major + Game)	2 games	3 games
GM73	Tripping (Major + Game)	2 games	3 games
GM74	Interference (Major + Game)	2 games	3 games
GM75	Holding (Major + Game)	2 games	3 games
GM76	Hooking (Major + Game)	2 games	3 games
GM77	Roughing (Major + Game)	2 games	3 games
GM78	Goaltender drop kick puck (with injury-Major + Game)	2 games	3 games
GM79	Refusing to Start Play (Coach-Major + Game)	Indefinite	Indefinite
GM80	Team official Interference/distraction during penalty shot	2 games	3 games

CODE	INFRACTION	Suspension more than 5 min left in 3 rd	Suspension 5 min. or less left in 3 rd (including overtime)
Gross Misconducts (GRM)			
GRM60	Travesty of the Game	2 games	3 games
GRM61	Obscene Gesture	2 games	3 games
GRM62	Removing Helmet	2 games	3 games
GRM63	Discriminatory Slur	2 games	3 games
GRM64	Shooting Puck Over Board	2 games	3 games
GRM65	Trash Talking	2 games	3 games
GRM66	Head Butt-Team Official (Dbl Minor + Gross)	2 games	3 games
GRM67	Butt End-Team Official (Dbl Minor + Gross)	2 games	3 games
GRM68	Spearing-Team Official (Dbl Minor + Gross)	2 games	3 games
GRM69	Goaltender refusing to remove mask for identification	2 games	3 games
Match Penalties (MP) **			
MP24	Threatening an Official	5 games	6 games
MP25	Physical Abuse of an Official	5 games	6 games
MP29	Spitting	5 games	6 games
MP30	Fighting - Ring or Tape on Hand(s)	5 games	6 games
MP40	Attempt to injure	5 games	6 games
MP41	Deliberate Injury	5 games	6 games
MP42	Butt Ending	5 games	6 games
MP43	Grabbing Face Mask/Helmet/Chin Strap	5 games	6 games
MP44	Hair Pulling	5 games	6 games
MP45	Kicking	5 games	6 games
MP46	Spearing	5 games	6 games
MP47	Head Butting	5 games	6 games
MP52	Checking from Behind	5 games	6 games
MP72	Checking to the Head	5 games	6 games
** match penalties maybe increased at the discretion of the convenor			
*GM33 - Coaches' Penalty will be noted on the back of the game sheet of the Official's copy only. Penalty to the Coach is automatic as a result of Player received GM33, coach not to be ejected as a result of this penalty being assessed.			

Notice Re: Clarifications

These are minimum suspensions. Additional suspensions will be imposed wherever conditions and circumstances warrant. It is the responsibility of each head coach to ensure their players sit out their appropriate suspensions. All Game Misconducts, Gross Misconducts and Match Penalties must be reported using the penalty report form by 9:00am the morning following the game.

Note: 5 minute major is also a GM

June 2009

Appendix A