



## **2014-2015 ALLIANCE Hockey Additional Information, Updates and Special Rules**

Please note: a copy of the ALLIANCE Hockey Handbook is available online at [www.alliancehockey.com](http://www.alliancehockey.com).

1. **GAME CURFEWS** – Curfews will be permitted at all levels of Representative and Minor Development Hockey. Curfew times if required by the Centre, will be listed on the game sheet. Upon reaching the end of the scheduled ice time, the game is to be suspended.
2. **Game Start and Break Procedures (New)** – During the warm-up, the referee will blow his/her whistle with 30 seconds remaining at which time teams need to pick up their pucks and complete their final skate prior to the start of the game. In games where there is no flood between periods, the timekeeper shall put 1:00minute on the clock at the end of the period and allow the time to run down to zero, at which time the teams will be ready to start the next period.  
**Note:** If a team delays the game for too long, a bench minor could be assessed.  
**Post-Game Handshake** – For all ALLIANCE Hockey Rep and Minor Development games, players will meet at centre-ice and shake hands at the conclusion of the game, unless at the discretion of the referee(s)) it is inadvisable to do so for reasons of player safety.
3. **NECK GUARD POLICY** – The wearing of a BNQ approved throat protector will be mandatory for all ALLIANCE Hockey HCOP on-ice Officials (implemented as of the 2010-11 season).
4. **TIME-OUTS** – Officials are reminded that time-outs are permitted in ALLIANCE Hockey Representative League (AAA, AA & A divisions) regular season, play-down and playoff games. ALLIANCE Hockey administers all Minor Development (MD) Leagues; the East/Central and West Division League and the ALLIANCE Hockey MD Championships where Play-down Semi-Final and Finals will be permitted time-outs. Time-outs will not be permitted in Minor Development Regular Season, Round Robin Play-off or exhibition games. Tournaments may allow time-outs so please check the tournament rules and with Convenors prior to your games. Follow Hockey Canada rules (Rule 84 f) for time-out procedures and **ALLIANCE Hockey Structure Policy 11.14: Timeouts**.
5. **MAJOR MIDGET MERCY RULE** – The ALLIANCE has a Mercy Rule for Major Midget AAA, AA, A and Midget Minor Development. If at any time in the third period there is a five (5) goal differential in the score, the clock will begin to run on straight time and will continue running until the end of the game. If a timeout is called, the clock must be stopped for the duration of the timeout and re-started again at the drop of the puck. (If the difference in score becomes less than 5 goals, the clock still continues on running time.) All penalties assessed when the Mercy Rule is in effect, including those assessed at the end of the second period when a five goal difference exists to start of the third period, will be assessed at 1 ½ times their normal length (i.e. 2-minute minor would be 3-minute minor, 5-minute major would be 7 ½-minute major, 10-minute misconduct would be 15-minute misconduct). Penalties being served before the mercy rule goes into effect shall remain as originally called (no time adjustments). Also, a penalty cannot be completed during an on-ice stoppage of play. The penalized player must remain in the penalty box until the puck is dropped. The Mercy Rule does not apply in ALLIANCE Playdowns and League Playoffs.  
**All Representative Hockey will be permitted (as per HC Official Playing Rules) one thirty (30) second timeout per team. In Midget AAA and Midget Seeded where a Mercy Rule is in effect, the clock must be stopped and started when the puck is dropped for a face-off.**
6. **ALLIANCE MAJOR MIDGET AAA HOCKEY OT/SHOOT OUT PROCEDURES (Regular Season) -As per Structure Policy 5.6:** At the end of regulation time where the game is tied, a 4 on 4, 5 minutes sudden death overtime period will be played. In the event the game is still tied at the conclusion of the 5 minutes overtime period, the teams will commence a 3 man shoot out. In the event the game is still tied after the 3 man shoot out, each team will continue to shoot, one shooter at a time until one team gains the victory. No equipment or stick measurements will be allowed. The only penalties that may be called are: 5 minute major + GM, GM, GRM or MP during the Shoot Out. If an association has more than the allotted time to play a game the overtime must be completed in its entirety. If the overtime is curfewed the game will end in a tie.

**MAJOR MIDGET AAA 4-OFFICIAL SYSTEM FOR REGULAR SEASON AND PLAYDOWNS** - The 4-official system will be used for the 2013-2014 season for Major Midget AAA and Minor Midget AAA regular season and play-downs.

- 7. MATCH PENALTY REPORTING PROCEDURES – Referees are reminded that ALL Match Penalties** assessed in ALLIANCE Hockey sanctioned league, exhibition, tournament, play-down and playoff games must be reported to the ALLIANCE Hockey Office as soon as possible following the incident. This is for all age groups (Novice to Juvenile) and all levels of competition (House League through Rep). Match Penalty Reports are available for download online at [www.alliancehockey.com \(http://www.alliancehockey.com/page.asp?id=60\)](http://www.alliancehockey.com/page.asp?id=60).  
\*\*Please email Match Penalty Reports to [referee@alliancehockey.com](mailto:referee@alliancehockey.com) or fax to 519-273-2114.
- 8. Head Coach and Game Sheet Responsibilities** - The Coach in charge of any team must before any game, PRINT AND SIGN the game sheet in the spaces provided and he/she shall be regarded as the responsible official of the team for that game. The first and last name of all players and coaches must be recorded on the game sheet. This individual will assume responsibility to the ALLIANCE for the eligibility of all players of the team in that game, and for the conduct of their team officials and players during the game, and while traveling to and from that game. Failure to PRINT AND SIGN the game sheet shall result in an automatic two (2) game suspension to the person(s) failing to do so.
- 9. MOUTH GUARDS** – Use is not mandatory by Hockey Canada or ALLIANCE Hockey. However, if a player chooses to wear a mouth guard, it must be worn properly. After one warning to the team (Coach), a Misconduct penalty may be assessed to any subsequent offending player. (See Situation 23 of Hockey Canada Rule 24, *Protective Equipment*) Note: Each team would be entitled to a warning for the first violation of this rule by that team.
- 10. CSA STICKERS ON HELMETS** – All players while on the ice, including goaltenders, are required to wear a CSA approved hockey helmet, to which a CSA approved facial protector, must be securely attached and not altered in any way. Any alteration to the CSA approved helmet or facial protector automatically destroys the certification. Removal of CSA stickers from the helmet or facial protectors is considered an alteration and is to be treated as an infraction under the Protective Equipment Rule.
- 11. OTHER STICKERS APPLIED TO HELMETS** – Referees are not required to make decisions regarding the application of stickers on helmets and their effect on CSA certification. It is the sole responsibility of the equipment user to ensure that they are not applying adhesives or other materials that may affect the integrity of the helmet and ultimately void the CSA certification and/or manufacturer's warranty. (See Situation 19 of Hockey Canada Rule 24, *Protective Equipment*, for additional information.)
- 12. ALLIANCE HOCKEY REP LEVEL PLAYDOWNS** – All AAA, AA & A Final Round (Championship) Series Playdown games will be assigned out of the ALLIANCE Hockey Office. Official selection will be based upon performance and supervisions.
- 13. JERSEYS** – For all AAA, Seeded AA/A & MD League games, the Home team shall wear their dark jerseys. All Visiting teams shall wear their light jerseys.
- 14. BODY CHECKING** – Body Checking will NOT be permitted below Minor Bantam at the Representative levels (AAA, AA, A, MD) in the OHF. The same holds true for all OHF sanctioned tournaments. **Note:** As of the 2011 – 2012 season, body checking was removed from all age divisions of House League and House League Select hockey in the OHF.
- 15. SUSPENSION AS A PLAYER OR TEAM OFFICIAL** - Any Referee, who is registered on an OHF Member Partner Hockey Team Roster as a player or team official and is suspended while in the capacity of a player or team official, may not officiate in any game while serving their suspension. The same holds true for a player or coach who is suspended during the duration of their suspension they are not permitted to officiate.
- 16. CONFLICT OF INTEREST** - An ALLIANCE Hockey Official is not permitted to officiate in the same game in which an immediate family member (father, mother, sister, brother, son, daughter, etc.) is participating as a player or Coach, except in the case of emergency when no other qualified official is available to officiate the game.

**17. "IT'S THE KIDS' GAME"** – ALLIANCE Hockey is pursuing the initiative of placing the hockey playing participant in the forefront of the game. Hockey players deserve to play the great game of hockey without distraction. Through this initiative, ALLIANCE Hockey is reminding all involved; Coaches, Referees, Parents and Administrators of their responsibility to ensure that our youth have the best experience possible in learning and playing the game of hockey. This is best achieved if Coaches, Referees, Parents and Administrators work in partnership to provide this opportunity. Keeping the game safe and providing the kids with an awesome experience has to be our #1 priority.

**18. PROGRESSIVE DISCIPLINE COACHES:** - Any team official who over the course of one season receives a cumulative total of any 3 of the listed penalties will receive a 2 game suspension in addition to any other suspension imposed for the penalties. Furthermore, any team official who over the course of one season receives a cumulative total of any 4 of the listed penalties will immediately be suspended indefinitely pending a hearing by the ALLIANCE Hockey Discipline committee. For the purposes of this regulation the listed penalties are:

- a) Any game misconduct penalty
- b) Any gross misconduct penalty
- c) Any Match Penalty

**19. Game Misconduct 64 – Taunting**

“Provoke or challenge with gestures or remarks“

IMPORTANT NOTE: This rule is not a replacement for or to be considered when dealing with Taunting insults or intimidation based on discriminatory grounds – these are dealt with under 9.2 f GRM and in no case should a GM64 be used in situations dealing with this type of action

Within our game, this would most often be seen

Player to Player

Player to Team Official

Team Official to Team Official

Team Official to Player

Player or team official not directed at an individual

(riding stick after a goal in front of bench pointing to scoreboard, using a gesture to the crowd to taunt them into reacting)

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Following is the preferred enforcement procedure.

Steps of progression –

Where the infraction is not directed at an individual a minor for unsportsmanlike conduct should be assessed prior to assessing the GM 64

Where the player commits the infraction and is directed toward a player or coach a M20 or M21 depending on the type of infraction should be assessed prior to the GM64. Officials are not prevented from assessing the GM64 immediately if the taunting is of an outrageous nature.

Where the team official commits the infraction and is directed toward a player or other team official the GM64 will be called immediately.

**20. Tournament Policy** - ALLIANCE Hockey Member Associations Representative AAA, Seeded and Minor Development teams are restricted to four weekends, plus a fifth which must be the Christmas Break, whereby teams are not available to schedule games. In most cases this would be tournaments but for definition purposes will include team functions other than tournaments, team building weekends, educational trips to NCAA Schools etc, and will be known as weekend omissions. Pre-Season Tournaments will not count towards the Policy. Play prior to the following dates will not count AAA, Labour Day Weekend, Seeded 1st weekend after Labour day, Minor Development, last weekend in September. Representative Seeded League teams that split in November are permitted two weekend team omissions prior to the split to determine “AA” and “A” league play. The four weekend omissions must take place prior to play-downs and play-offs as per 11.4 Tournaments during Play-down and Play-off Competition. The exceptions as outlined in 11.4 will be in addition to the Regular Season Tournament Policy. Any additional tournaments requests must be directed to the Association Representative Council Member and will only be considered once play-downs and play-offs are complete or if a team can

provide proof of an opening in the schedule due to a bye or early play-down exit. Cancelled tournaments will be handled the same way. A Silver Stick tournament qualifier will count as one tournament should a team have success in advancing to a second event. Penalty to teams who do not adhere to the Tournament Policy will be a 5 games suspension to the Head Coach.

21. **Seeded League Appeal Process** - ALLIANCE Hockey AA and A, and East Central Minor Development League competition will be referred to as Seeded Leagues. The Seeded Leagues are considered two separate leagues known as the ALLIANCE Hockey AA/A Seeded League and the East Central Minor Development Seeded League. In both cases the Seeded League teams will participate in the same schedule at which time teams will be split in order to participate at the AA or A category for Representative Hockey and Tier 1 or Tier 11 for Minor Development Hockey. The specific dates to split into two separate leagues will be determined at the June Structure Meeting. The split will always be consistent for even and odd number entries in the following manner, when numbers are odd, less teams will be placed in the higher category with the even number of teams or more teams in the lower category, (example 11 teams 5 up and 6 down) even number (example 12 teams 6 up and 6 down). Consideration will also be given to eliminate byes in the play-offs where by a division could consist of 8 teams.

An appeal can be registered for adjustment to the split by a Member Association. Appeal will not be considered where a division goes below 5 teams and must be more than 4 points in requesting to move down a division. To move up a division the difference in points must be no greater than 3 points of the Tier 1 Division or a 6 point difference between 1st and 2nd place in the Tier 11 Division. The appeal must be submitted one week prior to the split date and must be signed by the Representative Council Member, President of the association and Coach.

22. **Cancellations Due to Weather Conditions** - Ice Schedulers are the point person for all game changes. Inquiries on Game Cancellations must be made by a member of the effected Coaching Staff with their Respective Ice Scheduler. Once the Ice-Scheduler has been contacted they will make contact with their counterpart to determine the next course of action.
- Coaching Staffs are to inform parents of the proper procedure for game cancellations and that will be informed by Team Staff as to whether a game is cancelled or not.
  - Coaching Staffs are not to make contact with anyone other than their respective ice-scheduler, contact with their counterpart to which they are travelling only complicates the procedure and may result in disciplinary action.

Teams must be prepared to travel to each game until a game has been “officially” cancelled by their ice scheduler.

23. A player of a team of a lower Division or category of the same club, or of an affiliated team, or a specially affiliated player, may affiliate to a team or teams of higher Divisions and categories at any time, to a maximum of ten (10) games. However, if the player’s registered team completes its regular season and playoffs before the player’s affiliated team or teams, the player may thereafter affiliate an unlimited number of times. For goaltender exceptions see Regulations B.42, E36 (b).
- No new registration certificate is required or shall be issued for players so advancing, and such players are not numbered among the higher team's nineteen (19) registered players.
  - Tournament and exhibition games shall not count as part of the five games.
  - No player may be used as an affiliated player without the consent of his/her ALLIANCE Hockey approved team.
  - The player's approved roster copy, along with appropriate written documentation must accompany the player. Failure to comply to this regulation may result in the said player being deemed to have their affiliation rights relinquished with any team for the remainder of the season.
24. **Movement of House League Players that are affiliated to Select and Minor Development or A Teams** - Players registered and approved on ALLIANCE House League rosters may play for two (2) additional ALLIANCE teams. With the third classification team being Minor Development or higher, only five (5) games in total are permitted, provided they qualify by residence and age.
- House League players must fulfill their commitment to their House League team before playing as an affiliated player or for a House League select or higher category team.