

BYTOWN MINOR HOCKEY LEAGUE
RULES & REGULATIONS

Version 5.0

2010-2011

Revision History

Revision Number	Date	Made By	Revision Description
1.0	September 2004	Dave Best	Approved by BMHL Governing Committee
1.1	December 2004	Doug Johnson	Conveners identified, Team numbers revised as per Nov 15 th adjustments
	June 3, 2005	Dave Best	Draft for R&R, Gov Cte Review
	June 29	Dave Best	Incl A&O first time; New Contact List
	Sept 1	Dave Best	Based on Spring and Summer Notes
2.0	Oct 15	Doug Johnson	Final Edits
3.0	Oct 25, 2006	Dave Best	Updating to New District Terminology
4.0	July 29, 2008	Paul Kreller	
5.0	May 12, 2010	Eric Lay	Affiliation and other

Authorization

The **BMHL** interlocks the house league hockey activities of District B of the ODMHA (i.e. Former Districts 6, 7 and 8) and its member house league Associations:

- Canterbury Minor Hockey Association
- Ottawa Centre Minor Hockey Association
- South End Minor Hockey Association
- Ottawa East Minor Hockey Association
- West End Hockey League

Authorization for this League and its Rules and Regulation derives from District B.

Furthermore, said District authorizes the Directors and Officials of the **BMHL** to act on behalf of the District to carry out the activities of the **BMHL**.

Norm Sharpe
Chair, District B
Dated: _____



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A: GUIDING PRINCIPLES

1. The purpose of these rules is to promote the enjoyment of hockey at the house league level by establishing standards of play and conduct based on fair play and sportsmanship. These rules are intended to supplement and complement the Hockey Canada (HC) and Ottawa District Minor Hockey Association (ODMHA) rules.
2. **The prime focus of the *Bytown Minor Hockey League (BMHL)* is on developing hockey skills and having fun. The *Bytown League* is committed to creating competitively balanced teams at every level of play so that games can be the most fun and competitive (i.e. close games) for all participants. Procedures for maximizing 'balance' are articulated in this document.**
3. These rules and regulations shall govern the operation of the ***BMHL***. All house league hockey teams and Associations of District B of the ODMHA are members of the ***BMHL***. These rules apply to all regular season and playoff ***BMHL*** games. For exhibition games, ***BMHL*** teams will use these rules as a guideline, with any deviations agreed to in advance by both coaches and communicated to the head referee and home Association prior to the game. (*Note: The ***BMHL*** is a no body-checking league, if the exhibition game is to allow body-checking, the ***BMHL*** team(s) are required to meet the criteria and approvals established within its Association for allowing a team to play a body checking game – e.g. Body-Checking Clinic, Association approval waiver.*)
4. The ***BMHL*** and all member Associations will provide for tiered house league play (A, B and C) as applicable within each division, Novice thru Midget, as numbers warrant:
5. The ***BMHL*** is a sanctioned hockey league operating in District B of the Ottawa and District Minor Hockey Association (ODMHA). The ODMHA is, in turn, a recognized branch of Hockey Canada (HC). As such, all HC and ODMHA rules for minor hockey shall apply. The *ODMHA Code of Conduct*, supplemented by an Association-specific Code of Conduct if used, shall apply. If there is an apparent conflict between a HC/ODMHA/ASSOCIATION rule and a rule specified here, the more restrictive rule shall take precedence.
6. For ease of reading, in the context of this document, the masculine includes the feminine.
7. As the guardian of house league hockey in District B of the ODMHA, the ***BMHL*** may amend these rules and regulations at any time, by a two-thirds majority of the ***BMHL Governing Committee***. Revised Rules & Regulations will be published at the start of each playing season. Amendments that are required during the season, will be distributed to each Association following its approval by a two-thirds majority of the ***BMHL Governing Committee***.

B: GOVERNANCE

8. **General:** The **BMHL** shall be directed by a *Governing Committee* made up of the Presidents or their designated representatives from the respective Associations. Two sub committees ("*Rules and Regulations*", and "*Administration and Operations*") report to the *Governing Committee* and will develop policies, procedures and implementations in accordance with the *Governing Committee's* general directions. This organizational structure is outlined below.

Bytown Minor Hockey League (BMHL) Organizational Structure

Alternate District Chairman

Governing Committee (Association Presidents)

BMHL Scheduler - BMHL Division Convenors

Association Ice Directors - Association Convenors

Association Coaches

9. **Governing Committee:** The *Governing Committee's* prime responsibility is to act as the executive body for all league operations, and as such will set the direction, playing rules and by-laws of the **BMHL** as necessary. Specifically, the *League Governing Committee* will also:
- a. Report to the Alternate District Chair and have a committee structure comprised of the Presidents from each of the District Associations or their designated representatives;
 - b. Liaise with the Alternate Chair and, when necessary, the ODMHA;
 - c. Ensure the operation of house league hockey in accordance with HC/ODMHA rules for each level of hockey played in the District;
 - d. Ratify recommendations put forward by the R&R and A&O;
 - e. Identify key elements of policy to be further developed by the supporting committees, R&R and A&O;
 - f. Identify to the District B Treasurer common expenditures and set/maintain **BMHL** operating costs (e.g. for year end championship awards). Operating costs will be estimated by the end of December of each season with payments due to the District B Treasurer by the end of January of that season; and
 - g. Undertake the tasks of the R&R and A&O Committees if it is determined by the Governing Committee that there is no requirement to convene those Committees.
10. **Quorum:** A quorum comprised of a voting member representing each of the Associations comprising the BMHL is required for decision-making (and, as per Paragraph 7, all decisions require a 2/3 majority).

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11. **Rules & Regulations:** As required, the Governing Committee will convene a *Rules & Regulations Committee* responsible for creating and maintaining the general policies and procedures that are necessary for the efficient operation of the **BMHL**. As a minimum the Committee shall:
- a. Report to the *Governing Committee* with general ongoing and specific task related status;
 - b. Have a committee structure of two representatives per Association;
 - c. Have the authority to recommend, monitor and enforce rules, regulations, by-laws and guidelines established by the **BMHL Governing Committee** and the ODMHA (i.e. sets the R&R for each playing season);
 - d. Maintain the **BMHL** Rules and Regulations;

Generally the R&R Committee will manage the upcoming season's guiding principles and these then become the constraints which the A&O committee works to operate the league during the season. It is thought the bulk R&R Committee's work will be done at the end of a season through the summer in preparation for the upcoming season. When required, the R&R may choose to form standing or temporary committees to address a specific issue and prepare recommendations on behalf of the R&R Committee. In these cases the R&R will review the sub-committee recommendations and submit them for approval to the Governing Committee. Specific examples of R&R activity may include:

- Setting the season start / finish dates,
- Setting the number of teams per division,
- Setting the number of regular season and playoff games and the general playoff format,
- Setting the rules of play for the **BMHL**

12. **Administration and Operations:** As required, the Governing Committee will convene an *Administration and Operations (A&O) Committee* responsible for maintaining the specific plans and policies by which the **BMHL** operates by on a day-to-day basis during the playing season. At minimum the Committee shall:
- a. Report to the *League Governing Committee* with general ongoing and specific task related status;
 - b. Have a committee structure of two representatives per Association;
 - c. Have the authority to monitor and enforce rules, regulations, by-laws and guidelines established by the **BMHL Governing Committee** and the ODMHA (i.e. during the playing season);
 - d. Develop the detailed schedules required to operate the league, taking into account the **BMHL Rules and Regulations** and the specific constraints of the Associations;
 - e. Recommend the developed detailed schedule to the Governing Committee for approval;
 - f. Monitor the host website or the BMHL website as appropriate;
 - g. Ensure the communications within the **BMHL** are efficient and prompt, including distribution of game stats and schedules as well as game changes;

Generally the A&O will be the operational body which implements the plans and policies of the Governing Committee including those generated by the R&R. It is thought the bulk of the A&O Committee's work will be done at the beginning of and during a season in progress.

When required, the A&O may choose to form standing or temporary committees to address a specific issue and prepare recommendations on behalf of the A&O Committee. In these cases the A&O will review the sub-committee recommendations and submit them for approval to the Governing Committee.

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Due to the extreme importance of efficient scheduling to the league, a standing subcommittee for developing the league schedules has been created. The prime responsibility of the *Scheduling Committee* is to set fair and equitable league and playoff schedules for all levels of **BMHL** play.

Specific examples of A&O activity may include:

- Coordinating and setting the regular season and playoff schedules;
- Review of standings and prepare Playoff Pool structure for approval by the Governing Committee using established guidelines (Section E.)
- Preparation of Annual Operating Budget;
- Purchasing Trophies / Banners;
- Arranging Presentation of Banners/Awards at the end of Championship games; and
- Preparing any media inputs.

C: LEAGUE OPERATIONS

- 13. Division Convenors:** The *Division Convenor* is responsible to the *Governing Committee* for the efficient operation of specific Divisions of the **BMHL**, ensuring smooth, fair and effective operation of league play at each respective level. Each Association shall provide a candidate for one or more *Division Convenor* position. The *Division Convenors* should be appointed prior to the commencement of the regular playing season.
- a. There will be 5 League *Division Convenors*, one for each Division (Novice, Atom, Pee wee, Bantam, Midget) that plays within the **BMHL**:
 - b. Each *Division Convenor* is responsible for all levels of play (A, B and C) within their respective division. *BMHL Convenors* will act independent of each other and will meet as a group only if mutually desired.
 - c. Specifically, the *Division Convenor* acts as the conduit between the **BMHL** and the *Association Convenors and coaches* to:
 - i. Monitor league play at respective levels;
 - ii. Facilitate procedures to maintain fair play, team balance and rules adherence;
 - iii. Ensure that game scores are correctly recorded by team representatives in a timely manner using league-sanctioned website(s);
 - iv. Develop regular communications with the *Association Convenors* and coaches in their playing Division, and communicate the **BMHL** rules and bylaws;
 - v. Enforce the **BMHL** playing rules and Code of Conducts as appropriate. (NOTE: *Division Convenors* do not have the authority to suspend a player, coach or other team official except as a result of reported offences on official game sheets);
 - vi. Bring to the attention of the *Governing Committee*, incidents where, in his/her opinion, he/she thinks that a coach or other team official has conducted himself in a manner detrimental to minor hockey, for action;
 - vii. Be notified of all re-scheduling of games as per Paragraph 46.
 - viii. Declare any conflict-of-interest as soon as possible and remove themselves from such situations immediately.
 - d. **Association** Convenors: The *Association Convenors* are responsible to their respective Associations, *and* shall liaise with their **BMHL** Convenor to bring any issues, that they believe are relevant to the effective operation of the League, to their attention.
- 14. Completion of Game-sheets:**
Official ODMHA Game-sheets are to be supplied by the Home team for each regular season or playoff league game. They are to be completed as follows:
- a. The **Home Team** is *responsible* for completing the “Game Details” Section of the Game Sheet. Ensure that the following information has been entered:
 - **Category:** Enter Division & Level. (e.g. Novice B) **& the BMHL Game ID (eg NB-12)**
 - **Played At:** Enter the Arena as indicated on the **BMHL** Schedule (.eg. Brewer)

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- **Date:** Enter the Day (e.g. 15)
 - **Of:** Enter the Month (e.g. **October**)
 - **Year:** Enter the Year (e.g. 2005)
 - **Game type:** “Check off” **Scheduled Game**
 - **Visiting Team:** Enter the **Team ID & Team Name** (eg **WE-NB2 Wolverines**)
 - **Home Team:** Enter the **Team ID & Team Name** (eg **SE-NB4 Capitals**)
 - **“Of The”:** enter **“Bytown Minor Hockey League, or BMHL**
 - **Timekeeper Signature:** The Timekeeper should sign in space provided
 - **Scorekeeper Signature:** The Scorekeeper should sign in space provided
 - **Referee/Linesman Signature:** The Referee & Linesman should sign in space provided and provide referee number.
- a. **Each team (Home & Away) is responsible for completing their team roster in the space provided. Take care to *enter* your team information on the proper side (home/away) of the game-sheet.**
- **All players on the official team Roster should be entered on the game-sheet;**
 - If a player is not playing, they should be noted as **“ABSENT”** or the name should be crossed out;
 - If labels are used, ensure you “strike-out” players that are absent from that game and note them as **“ABSENT”**.
 - If an “Affiliate Player” is used, place an **“AP”** next to their name. NOTE: Affiliate players can only be used to replace **“ABSENT”** players.
 - If a player is suspended, they should be listed on the roster, with an **“SUSP x of y”** beside their name. (x=current game served and y=total games to be served) This must be initialed by the Referee as proof of suspension.
 - **Ensure that the Head Coach, Asst Coach, Trainer (Trainer#) and Manager are listed on the Roster.**
 - **A Team Official (HC or Manager) must sign the roster in the “Verified by” section.**
- a. **The game Scorekeeper is responsible for completing the Scoring and Penalty sections of the game sheet as instructed by the Referee as follows:**
- **Scoring:** For each Goal scored, enter:
 - **P:** The period;
 - **Time:** The Clock time of the Goal
 - **SC:** The player that scored the Goal;
 - **Asst:** The player(s) that assisted on the Goal
 - **Penalties:** For each Penalty assessed enter the details on the Penalty as follows:
 - **Per.:** The Period;
 - **No.:** The Jersey # of the Player assessed the Penalty
 - **Serv:** The player Serving the Penalty. Normally this is the same as “No.”, but not necessarily so. (eg Minor-Misconduct, Goalie penalty, etc)
 - **Offence:** The name of the penalty assessed. Use the abbreviations shown at the bottom of the Game-sheet.
 - **Min.:** The number of minutes assessed:

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- Minor=2 Minutes;
 - Major=5 Minutes;
 - Misconduct=10 Minutes;
 - Game **Misconduct=10 and player is ejected from the Game.**
 - **Off:** The time the Penalty was assessed.
 - **Start:** The time the Penalty started. Normally the same as “Off”, but may be delayed under certain circumstances.
 - **On:** The time the penalty ended due to a goal being scored or the penalty time expiring.
- Note: Any player incurring 3 Minor Penalties is to be ejected from the remainder of the game.**
- **Goaltenders Record:** Not Used.

15. Filing of Game-sheets:

- a. The first (white) copy of the official game sheet is the “official record of the game and is to be retained by the league for a minimum of 1 year following the end of play for that season. The process for collecting game-sheets is governed by the home Association of the arena in which the game was played. **The Home Team** is responsible for placing the Game sheet in the designated Arena Drop Box, immediately following the game. In the event that a suspend-able offence occurred during the game, then the fourth copy of the game-sheet is to be placed in the drop box. (section 14.d). The Home Association is to clear the Drop-box each week and forward all game sheets to the Game Sheet Coordinator.
- b. The second copy is to be retained by the home team;
- c. The third copy is to be retained by the away team.
- d. The fourth copy can be discarded, except when a suspendable offence has occurred during the game. In this case, it should be placed in the arena drop box/designated area taking care to ensure that it is legible. Teams should keep their game sheets for the season in the event that a team is required to present them to the league for any reason.

16. Registered Players: All players registered by an Association Registrar shall be assigned to an appropriate Division and placed on a team with appropriate team accreditations.

17. Adding Players: Addition of players to teams and transfers of players between teams is the prerogative of the Association. The Association shall, however, advise the *Division Convenor*, when taking these steps. A team shall forfeit any game played with an improperly acquired player.

18. Player Transfers: In accordance with ODMHA policy on Inter-District transfers, no player shall be allowed to play a **BMHL** league game until the Transfer Application process is in operation with the player’s home Association and destination Association. Any player who is transferring and is playing without an application in process shall be considered ineligible and shall be suspended until such time as the application has been completed. Intra-District transferring is at the prerogative of each Association, not the **BMHL**.

19. Player Affiliation: The BMHL has adopted the Club System of player affiliation, as defined in Appendix B to the ODMHA Rules and Regulations. Players within an association may affiliate to teams within that association in a higher division or tier, without the requirement of completing affiliation paperwork.

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- a. Notwithstanding that the ODMHA rules permit it, players in the **BMHL** may not affiliate to a lower tier within a higher division (ie. an Atom A player is prohibited from affiliating to a Pee wee B team). Permissible affiliations for BMHL games are as follows:
 - Lower tier to higher tier within the same Division (ie. Atom B to Atom A); and
 - Tier in lower division to same tier in older Division (ie. Atom B to Pee wee B).
- b. A BMHL players may affiliate to his/her district run team (ie. Sting or Golden Knights) that is using the 19 player affiliation system. Upon doing so, however, that player will no longer be eligible to participate in the club system of the home association. For affiliation purposes the player is now part of the district run teams 19 player affiliation system.
- c. A team may only play an affiliated player if a roster player is absent.
- d. A player may not participate in more than (5) league and/or playoff games after January 10 with a team or teams in a higher tier or division. If a player exceeds five league or playoff games after January 10, the player shall not be allowed to compete any further in the Division or Category for which he registered in the same season. Team officials are required to report each instance of affiliation after January 10th to the Association Convenor for the player's customary division.
- e. Goalies may be affiliated as well.
- f. Rules for tournaments may differ. Please consult the registrar for your home association and/or the tournament authorities.

20. **Emergency Goalie** – In the event that a teams' goalie is ill or injured, then that team may use a goalie from the same level of play from within their Association first and District second. When an Emergency Goalie is used, the coach must:
- Notify the **BMHL Division Convenor** that your regular goalie is ill or injured and that Player "X" from Team "Y" will be used as an **Emergency Goalie**.
 - Inform the opposing coach;
 - Note the player on the Game Sheet as an "EG".

Abuse of the emergency goalie rule may lead to disciplinary action by the **BMHL**;

D: PLAYING RULES

21. **ODMHA Rules Apply:** All playing rules are covered by the latest edition of the *Hockey Canada (HC) Official Hockey Rules* and in the *Minor Regulations* and *Code of Discipline* of the ODMHA, except where otherwise noted in these rules. Points for emphasis for the **BMHL** include:
- a. **No-Body Checking:** Body 'checking' is not allowed at any level of **BMHL** play; Body 'contact' is allowed and the **BMHL** will ask the District RIC for consistent interpretations of such across the league;
 - b. **Fair Ice:** All players shall receive fair ice time regardless of his ability to play hockey. Coaches may use their discretion in the final two minutes of a game;
 - c. Note: Goaltender Safety: 12.0 (b) of the *ODMHA Rules and Regulations* states: "Goaltenders are required to wear commercially available neck protectors and throat protectors (commonly referred to as 'cowcatchers') at all levels in the ODMHA.

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- 22. Mouth Guards:** The use of mouth guards is mandatory. Note: As per ODMHA guidelines, a player may be exempt from wearing a mouth guard only with a medical note. This note must be kept by the Teams Trainer and shown to the referee prior to the game. It must be on the bench at all times.
- 23. Length of Games (50 Minutes):** Fifty minutes (50) are allocated for each game. Teams and officials must be ready to take to the ice immediately after the Ice Attendant has closed the Zamboni entrance doors and it is safe to proceed on the ice.
- a. **Novice through Bantam:** The 50 minute period is to be organized to provide a 2-minute warm-up (to start promptly at the scheduled game time), two 10-minute stopped time periods and one 12-minute stopped time third period. (Exception: The Novice “C” Division – see following paragraph on Novice C for clarification.)
 - b. **Midget:** The 50 minutes period is to be organized to provide a 2-minute warm-up (to start promptly at the scheduled game time), and three 10-minute stopped time periods. For midget games the customary handshake shall take place prior to the commencement of the game.
- 24.** The game shall end when either the game clock time has expired or 50:00 minutes after the scheduled game time, whichever comes first. *Note:* Play shall not be stopped because of time restrictions by any **BMHL** official until a regular stoppage in play occurs after the 50:00 minute mark is reached. The decision of the BMHL Time Official to end the game is final.
- a. The penalty process for a delay at the start of a game shall be:
 - Two-minute minor penalty for delay of game at the referee’s discretion IF there has clearly been either a 2-minute warm-up clock in operation or a 1-minute-to-game buzzer/whistle (should be flagrant abuse and an obvious delay).
 - b. The penalty process for the delay of a quick face-off shall be:
 - 1st incident by team - warning to opposing player and team
 - 2nd incident by team – 2-minute delay-of-game penalty at the referee’s discretion (should be flagrant abuse and an obvious delay).
- 25. Complete Game:** A game will be considered complete if one half of the allocated game time (i.e. 16:00 minutes of the game clock, or 15:00 for midget games) has elapsed.
- 26. Minor Officials (Off-Ice):** The home team, as designated by the schedule, must provide adequate and competent minor officials (timekeepers, scorekeepers) for its games. The home team may provide two minor officials and the visiting team one minor official who shall all occupy the timekeeper’s box. *A team that fails to provide any minor officials shall forfeit its right to protest any irregularities in the timing of the game.* All timekeepers will use the approved ODMHA “Game Report” sheet. Minor Officials must be familiar with timing of games as described in these rules.
- 27. The Regular Season:** The regular season shall ordinarily start following Thanksgiving Day in October, and regular season games will ordinarily not be scheduled after Family Day in February. The number of games played, by level and division, shall be:
- | | | |
|----|---------|----|
| a) | Novice | 16 |
| b) | Atom | 16 |
| c) | Pee Wee | 18 |
| d) | Bantam | 20 |
| e) | Midget | 24 |

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28. **Novice C:** As Novice C players are generally first-year players, and have included seven-year olds since the 2004-2005 playing season. The following rules will be observed in NOVICE C only:
- a. The first EIGHT scheduled games will be ‘controlled scrimmages,’ with one coach from each team acting as referee(s) on-ice, properly attired (i.e. wearing a helmet), and stopping play as necessary for explanations;
 - b. A second coach per team may be allowed to skate on the ice during the eight scrimmages to facilitate play, properly attired (i.e. wearing a helmet);
 - c. A 2.5-minute buzzer system will be used throughout the six scrimmages, using three 15 minute running time periods;
 - d. Teams shall make a complete line change at the sound of the buzzer during the period and at the beginning of the second and third periods;
 - e. Teams may not have a player on the ice for two consecutive shifts unless there are not enough substitutes to enable a full rotation and that all players are equally used in such double-shifts;
 - f. Coaches must achieve fairness in playing time for each player;
 - g. Subsequent to the first eight scheduled scrimmages, the Novice C level will play EIGHT regular season games, timed and officiated as per any other level (i.e. no 3-minute buzzer). However, one coach from each team will remain on the ice for the first TWO games of the regular (EIGHT) game season to assist in conditioning the players to shift changes without the buzzer. The final SIX games of the regular season will be played without coaches on the ice during the games; and
 - h. For Regular Season Standings, only the final eight games shall count.
29. **Repeat Penalties:** Any player in any division incurring three (3) minor penalty infraction incidents in the same game will be ejected for the remainder of that game. An infraction for which a penalty shot is awarded, which otherwise would have resulted in a minor penalty, shall be counted as a minor penalty infraction for purposes of this rule. Double minors count as one incident unless otherwise specified by the referee.
30. **Minimum Number of Players Dressed:** Each team must dress a minimum of SIX players by the official start of the game. A team without sufficient players to start a game shall forfeit that game.
31. **Ranking of Teams / Team Standings:** For Regular Season Standings, teams shall be awarded two (2) points for a win, one (1) point for a tie and zero (0) points for a loss. The teams shall be ranked according to points accumulated.
32. **Ranking Tie Breaker, Regular Season:** Ties for Regular Season Standings shall be resolved by the following list, in order. Once a rule is applied that breaks the tie, no further tiebreaker rules shall be applied.
- a. Game points for games involving only the teams in the tie;
 - b. The team with more wins in the Regular Season;
 - c. The team with the higher number of Goals For minus Goals Against (GF – GA);
 - d. The team with more “Goals For;”
 - e. The team with less “Goals Against;”

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- f. *Rock-paper-scissors* best-of-3 between the tied teams.

- 33. Regular Season League Champion:** At the end of the Regular Season schedule, the team finishing first shall be declared the “*Regular Season League Champion.*” To be declared such, the team must be in good standing and not deemed unfairly strong (see Numbers 37-b, 51-c and 52-c) and thus ineligible.

- 34. Crossing the Ice** – As per *City of Ottawa* regulations, no team official or player may be on the ice at any time without proper skates and helmet (i.e. coaches should not cross the ice before or after games without skates and helmet).

E: PLAYOFFS

35. All **BMHL** teams make the playoffs and will play a multiple game series prior to any elimination game(s).
36. **Playoff Objective & Qualification:**
- a. The objective of the **BMHL** Playoff format is to create an opportunity for all teams, regardless of where they finished the regular season, to have a legitimate chance for a successful end to their year. To accomplish this, the *Rules and Regulations Committee*, along with each respective *Division Convenor*, will monitor the relative balancing of playing levels. By January 15 of each playing season, the Committee will determine the scheduling format for each level of play after due review of the league standings. At each level, the teams will be divided into one or more pools that and follows the Guidelines outlined in Appendix 1.
 - b. To qualify for a respective level of playoffs, all teams in the playoff must be of good standing. If, for instance, a team is deemed too strong for its respective level of play based on the parity objectives set out in Section G, then that team will be declared is not in good standing until it agrees to play in a higher Division for the playoffs or opts out of the playoffs at the team's discretion. Movement of teams between Divisions will only occur to address significant imbalances as defined by Rule 49.c.
 - c. B or C teams declared to be "Significantly Imbalanced" at their level for the regular season, will be required to move to the higher level for playoffs. In addition, these teams will not be NOT eligible to be declared Regular Season Champions. Failure to accept playing at a higher level places the team in a not-good-standing position and thus is ineligible to play in the playoffs at any level.
37. **Playoff Champions:** Where there are different playoff Divisions within a Level, the winner of the Division I pool playoff shall be declared the "Playoff Champion for that Level." Winners of the Division II, III, etc. shall be declared Division "x" Champions for that Level.
38. **Playoff Regulation Time:** Regulation time during the playoffs shall be the same as the regular season. The team with the greater score after regulation time shall be declared the winner.
39. **Playoff Ties** - In preliminary round playoff games, all tied games shall count as one point for each team. In games requiring advancement or winner (e.g. semi-finals or finals), tied games at the end of regulation time shall require overtime play.
40. **Playoff Semi-Final / Final - First Overtime Period:** If at the end of regulation time there is a tied score, "sudden death" overtime shall result. There will be no changing of ends in overtime. The game clock shall be set to 3:00 minutes. Stop time playing rules shall apply. The regulation number of players on the ice shall be four (4) players plus a goalie from each team (i.e. 4-on-4 plus a goalie). Either team shall be permitted to substitute a skater for a goaltender. If a team scores a legal goal, it is declared the winner and the game is over. If there is no scoring during the First Overtime Period, then the Second Overtime Period rule shall take effect.
41. **Playoff Semi-Final / Final - Second Overtime Period:** If the First Overtime Period ended with no legal goal scored, a second sudden death overtime period will commence. There shall be no changing of ends. The game clock shall be set to 3:00 minutes. Stop time playing rules shall apply. The regulation number of players on the ice shall be three (3) players plus a goalie from each team (i.e. 3-on-3 plus a goalie).

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Either team shall be permitted to substitute a skater for a goaltender. If a team scores a legal goal, it is declared the winner and the game is over. If there is no scoring during the Second Overtime Period, then the Third Overtime Period rule shall take effect.

- 42. Playoff Semi-Final / Final - Third Overtime Period (Novice and Atom Divisions):** If the Second Overtime Period ended with no legal goal scored, a third sudden death overtime period will commence. There shall be no changing of ends. Play shall continue until a winner is decided. The clock will be used for timekeeping of penalties and winning goal only. The regulation number of players on the ice shall be three (3) players from each team and no goalie (i.e. 3-on-3 with no goalie). Goaltenders shall not be permitted at any time in the Third Overtime Period. If a team scores a legal goal, it is declared the winner and the game is over. Goals may only be scored from the offensive end of the ice, that is, from inside the opponent's blueline. If an offensive player directs the puck into the net from outside the blueline, the play shall be whistled dead and the goal disallowed. The ensuing face off shall be either at the closest blue line face off spot to the shot or at the origin of the shot, whichever is further from the net. If a defensive player shall have directed the puck into the net from outside the blue line, the play shall be whistled dead and the goal disallowed. The ensuing face off shall be at the closest blueline face off spot to the shot. *Note:* HC playing rules prescribe an awarded goal as the penalty for throwing a stick with no goaltender in the net.
- 43. Playoff Semi-Final / Final - Third Overtime Period (PeeWee, Bantam and Midget Divisions):** If the Second Overtime Period ended with no legal goal scored, the game will be decided by shootout. The shootout format will be for each team to select five individual shooters. The home team will decide who will shoot first. The team scoring the most goals in the shootout will be declared the winner. If the score is tied after each of the teams' first five shooters, then the format will be sudden victory; with the team scoring in the round, when the other team fails to score, being declared the winner.
- 44. Penalties During Overtime:** Penalties from regulation time will carry over into the overtime. In the event of a penalty during overtime, no team shall be required to play with fewer than three skaters. When the teams are reduced in size, penalties in overtime will lead to the non-penalized team adding a player(s) to the ice until a stoppage of play following the penalty. The penalized player may return to the ice upon completion of his penalty, resulting in both sides playing even strength. Upon the next stoppage in play, the referee shall adjust the number of eligible players on the ice according to the overtime period.
- 45. Supplementary Playoff Rules:** If any supplementary rules are required for the play-offs, these shall first be approved by the *Rules and Regulations Committee* and distributed prior to the commencement of the playoffs.

F: SCHEDULES

46. **Schedule Distribution:** Regular Season and Playoff schedules shall be distributed to each *Division Convenor*, each *Association Convenor*, each *Association President*, each coach and the *Referee-in-Chief*.
47. **League Game Precedence:** In all cases League games take precedence over tournament and exhibition games. If a team forfeits a game, the coach will be subject to disciplinary action.
48. **Re-Scheduled Games – Regular Season:**
- a. All games shall be played when scheduled unless both coaches of teams affected agree to the change (or one has given proper notice) and the *Division Convenor* has been notified of the change. Failure to appear for a scheduled game without prior approvals shall result in forfeiture of the game and potential team/coach disciplinary action.
 - b. **Except in extraordinary circumstances, no requests for rescheduling regular season games may be made after December 1;**
 - c. Teams will be allowed to re-schedule games as close to the originally scheduled games as possible if:
 - i. Both teams' coaches agree; **Note:** No team shall unreasonably withhold a change request if granted two weeks notice of a regularly scheduled game.
 - ii. Coaches are asked to provide two weeks prior to the original game date, when requesting that a game be re-scheduled;
 - iii. The team requesting the change notifies the other team involved and is responsible for:
 - finding suitable ice to play the game, and
 - in collaboration with the League Scheduler and/or Division Convener, arranging for referees for the new game date/time;
 - iv. In the event of a rescheduled regular season game, the Association which provided the ice for the originally-scheduled game (usually the Home Team) is free to use the originally scheduled ice team as it wishes;
 - v. Once an agreement has been reached on a new time, the team requesting the change is responsible for notifying:
 - The *BMHL Division Convenor* and their Association;
 - The *BMHL League Scheduler*;
 - vi. *The BMHL League Scheduler (or his designate)* will notify the Referee Assignor and League Website of the Game Change. He is the only league official authorized to change the *BMHL* league Schedule and contact the referee assignors to re-schedule a game;
 - d. If the game cannot be re-scheduled after substantial effort by all parties concerned, the *Division Convenor* has the authority to declare the game a 0-0 tie. If the Director finds either coach is unreasonable in re-scheduling the game, he may declare the game a 0-1 loss against that team.

A flowchart showing the game rescheduling process is included at Appendix 4 of these rules.

49. Rescheduled Games: Playoffs

- a. **Teams may not request rescheduling of playoff games.**
- b. **In the event that teams anticipate being unavailable for any period during the BMHL playoff period (which will customarily fall after the Family Day weekend in February), and so notify their Division Convenor of the dates of their unavailability prior to December 1, the League may in its discretion attempt to avoid scheduling games for that team during the period of anticipated unavailability.**

G: FAIR PLAY AND TEAM BALANCE**On Fair Play & Balanced Teams:**

A Guiding Principle of the **BMHL** is Fair Play at all levels. Quite simply, the **BMHL** wants to avoid the creation of teams that either overpower, or are overwhelmed by, other teams within the **BMHL**. Correcting imbalances early between teams at the same level is our goal. Associations and the **BMHL** all play a role in ensuring balance within the league.

The **BMHL** believes that competitive balance can be achieved if each member Association submits the appropriate number of teams at any level of play. Not all circumstances can be foreseen before the season starts each year, of course, so 'adjustment steps' may be needed to forecast or adjust the number of teams at any level.

To facilitate the balancing process, by June 15 each member Association shall submit estimated number of teams it expects to ice the subsequent season to the **BMHL**. The target date for achieving team balance will be November 15 of each season.

Achieving balance in leagues is not easy and external support is sometimes warranted. If an Association is unable to address an imbalance of its teams, the **BMHL** will be empowered to have that Association move players as deemed necessary to achieve more effective balance (i.e. this could involve moving goalies, forwards or defence between teams or creating an additional team at a higher/lower level). Intervention by the **BMHL** to achieve balance may be used, but only as a last resort and only subsequent to balancing attempts by the home Association.

47. Parity:

- a. A primary objective of the **BMHL** is to provide an environment for house league hockey that facilitates parity between the teams entered from member Associations. Parity is defined as:

*“Fair competition, where all teams playing within the **BMHL**, within a particular Division-level, (e.g. Bantam A, PeeWee C, Novice B, etc.) have a legitimate chance of achieving a winning percentage of between .400 and .600 during the course of the season with the majority of its games being decided by 2 goals or less.”*
- b. The number of teams submitted by each Association at the A-B-C level is based on a model that reflects the uniqueness of hockey within the member Associations. Validating that these assumptions result in a fair level of competition is achieved through monitoring of league standings, game scores, goals for / against and game reviews done by Division Convenors and Association Convenors. Depending on the results of these reviews, adjustment in the number of teams submitted by an Association may be necessary.
- c. Should the League determine that this objective is not being achieved, the League (i.e. Governing Committee) is empowered to direct the respective Association to take action to correct the noted imbalance.

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49. **Achieving Parity:** To achieve this parity objective the following rules shall be followed:
- a. **Number of Teams:** At the conclusion of each hockey season, each Association will submit to the *BMHL Governing Committee* its estimated number of teams-per-level to be iced in the subsequent season. Factors to be considered in determining these numbers include the previous year's regular season standings, next year's registration forecasts, and changes to competitive-level hockey that impacts on House League. Estimates and minimum commitments for the number of teams to be iced will be required by June 15th each year.
 - b. **Adjustments:** Prior to September 30th each year, an adjustment (up/down) to the number of teams iced by each Association can occur at the request of the District or the League. Factors considered for adjustment include substantive changes to previously forecasted registration numbers and changes to competitive-level hockey that impact House League (e.g. additional/fewer competitive teams at a competitive level).
 - c. **Dominance:** The following dominance criteria will be used by the BMHL as a basis for the Governing Committee to determine *what*, if any, action to be taken to help ensure that the playoff fooling at each tier level is fair.
 - Dominance Criteria: A winning percentage of 85 or greater, and a Goals For (GF) minus (-) Goals Against (GA) divided by the number of Games played (G), average of 2.50 or greater.
50. To the extent practical, Hockey Canada standards will be used as reference for play evaluation and Division tiering.
51. **Striving for Parity:** In striving for League parity, the balancing of teams will be assessed. Such assessments and processes will be reviewed at the end of each season.
- a. **Each Association** is responsible for ensuring that teams within its Association and level are balanced by:
 - i. Conducting player evaluations, consistent with League guidelines;
 - ii. Assembling teams that are balanced based on the evaluation criteria;
 - iii. Conducting sort-out games/scrimmages to validate team assignments prior the start of the season;
 - iv. Requesting team changes as necessary, including the addition and subtraction of teams at any given level.

Note:

1. When an Association does not have a sufficient number of players to form a team at a given level, it will work with other member Associations within its area to arrange for the potential movement of players prior to the start of the season. Where a multi-Association team is formed, it is subject to the same balancing considerations as a team within an Association;
2. If all teams that an Association ices at a given level are strong, the *BMHL* shall require that the Association form an additional team at that level or higher. The additional team will be created by promoting players from a lower level within that Association or from member Associations within the District:
 - i. At "A", an additional team would be formed at the "A" level by promoting a sufficient number of high calibre "B" players and then re-balancing teams;
 - ii. At "B", an additional team could be formed to enter at the "A" level by promoting a sufficient number of high calibre "B" players and then re-balancing teams at both levels;

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- iii. At "C", an additional team could be formed to enter at the "B" level by promoting a sufficient number of high calibre "C" players and then re-balancing teams at both levels.
- b. **BMHL:** The Governing Committee will determine , as the situation dictates, the structure of the season and/or post season to ensure fair play and parity. The options available include pooling of individual tiers with in divisions for the regular season, playoffs or both.
- c. The creation / collapsing of teams at a given level will be a last resort, given the impact to the league when this occurs. The need to "collapse" a team at a lower level must not impact the viability of the level within the **BMHL** by reducing the number of teams below the minimum threshold. The **BMHL Governing Committee** and respective Associations impacted will determine the appropriate action.
- d. If a **player** is moved from one Association to another for balancing purposes, the registration rate schedule for his "home" association will apply. The "gaining" Association will receive the registration fee and assume all hockey-related costs related to that player (e.g. jerseys, insurance, medals, etc.).
- e. The **District** will determine what, if any, adjustments will be done for ice allocation as a result of the creation or collapsing of teams.
- f. If a player refuses to accept assignment to a designated team because of balancing, and no suitably alternate solution may be found, that player will be offered a full refund.
- g. To assist the parity/balancing process:
 - i. The **BMHL** will prepare game schedules that maximize "intra-district" play for the initial 5 games for each team in order to facilitate the assessment of District/League balancing.
 - ii. *Division Convenors* will monitor game results during the first 4-8 weeks of the season to identify imbalances. Teams with records outside the parity guidelines (51-c) will be monitored and the situation automatically reviewed by the *Rules and Regulations Committee*, and if necessary acted on by the *Governing Committee*. All balancing is to be completed no later than December 15th.
 - iii. *Division Convenors* and each *Association Convenor* will conduct a final review of game results four weeks into the season. This review will include:
 - Sort-out Player Evaluation Results for each team;
 - Initial game records for the first 4 weeks;
 - Indication of what balancing has already occurred.
 - iv. If this *review* determines that imbalances still exist, (i.e. teams are too strong / too weak), the League will be empowered to require the Association to make the necessary adjustments to its team roster.
- h. Using the above, team rosters will not be officially set until after December 15 of each season. Associations and teams are thus discouraged from holding photo sessions and other team-specific activities until after December 15 to accommodate potential player movement.

H: DISCIPLINE

- 52. ODMHA CODE of DISCIPLINE:** All teams shall adhere to the latest edition of the *ODMHA Code of Discipline*. Any points gained by a team with a player or team official participating in a game while under suspension, or in any way ineligible, will be lost and awarded to their respective opponents. Team officials not adhering to the guidelines face disciplinary action by the League and/or the ODMHA.
- 53. Reporting Suspendable Offences:** The reporting of suspendable offences will be in accordance with District B procedures. As a minimum the proforma at Appendix 3 will be completed by the Coach of the team that incurred the suspendable offence(s) and submitted to the District B Alternate Chairman. The submission of game sheet will be in accordance with ODMHA regulations.
- 54. Serving Suspensions – ODMHA Rule Emphasis:** Any person who under suspension shall not participate in any games(s), including exhibitions, until such suspension has been served in full. Whenever any member of a team is suspended, that member of the team is ineligible to participate in games again until the suspension is served via meaningful games. A “meaningful game” is any league, playoff or tournament game. Exhibition games are not “meaningful games.” The team member’s name must be annotated on all subsequent meaningful games as “susp,” followed by the suspension game count, followed by “of,” followed by the total number of games in the suspension (e.g. “susp 1 of 3,” meaning the player is serving the first game of a 3-game suspension). The team member’s name must be annotated on all exhibition games during the suspension as “susp.” The referee must initial all “susp” annotations after verifying that the team member is not on the bench.

The coach is then responsible for notifying the **BMHL** Division Convenor and *Association Convenor* of each game that the suspended player serves. Information to be supplied is:

- Game Identifier: BMHL Game-ID: (eg MB-16) or Tournament Name-Game “N”
- Date, Time, Arena,
- Team number/name,
- Player Name and Jersey #
- Suspension Served “x” of “y”

NEW FOR 2008/2009 - THE COACH WILL SUBMIT COPIES OF THE GAMESHEETS THAT RECORD THE GAMES SERVED BY PLAYERS WHO HAVE INCURRED SUSPENDABLE OFFENCES TO THE DISTRICT B ALTERNATE CHAIRMAN, AS PROOF THE THE PLAYER HAS COMPLETED AND SERVED THEIR SUSPENSIONS. THIS ACTION MUST BE COMPLETED PRIOR TO THE PLAYER RESUMING PLAY.

Appendix 1 - BMHL PLAYOFF STRUCTURE – GUIDELINES

The goal of the **BMHL** Playoff format is to create an opportunity for all teams, regardless of where they finished the regular season, to have a successful end to their year. To accomplish this, the *Rules and Regulations Committee*, along with each respective *Division Convenor*, will monitor the relative balancing of playing levels. By January 15 of each playing season, the Committee will determine the scheduling format after due review of the league standings. This Appendix will serve as a guideline for playoff structures, not as the rule.

Playoffs are to be structured into “divisions/pools” of 4 more teams. The number of teams within each pool is influenced by the Number of teams within a Division and team standings. The number of teams per pool will generally not exceed 16, subject to the decision of the

For playoff pools of 4 teams,

- an initial round robin format will be played (3 games)
- At the conclusion of the round-robin, teams will be re-seeded for semi-finals. The 1st place team will play the 4th place team. The 2nd place team will play the 3rd place team.
- The winners the two Semi-final games will play for the Division-Pool Championship.

For playoff pools of 5-9 teams,

- an initial partial round robin format will be played (3 games). Seeding will be based on league standings and team match-ups will be determined by a tournament approach.
- At the conclusion of the round-robin, teams will be re-seeded for semi-finals. The 1st place team will play the 4th place team. The 2nd place team will play the 3rd place team.
- The winners the two Semi-final games will play for the Division-Pool Championship.

For playoff pools of 10-16 or teams,

- an initial partial round robin format will be played (3 games). The pool will be split into two groups. Seeding for each group and the game match-ups within that group will be based on league standings a “weighted-tournament approach”.
- At the conclusion of the round-robin, teams will be re-seeded for semi-finals. The 1st place team from Pool “A” will play the 2nd place team from Pool B. The 2nd place team from Pool A will play the 1st place team from Pool B.
- The winners the two Semi-final games will play for the Division-Pool Championship.

Appendix 2– GameSheet Handling Coaches Summary

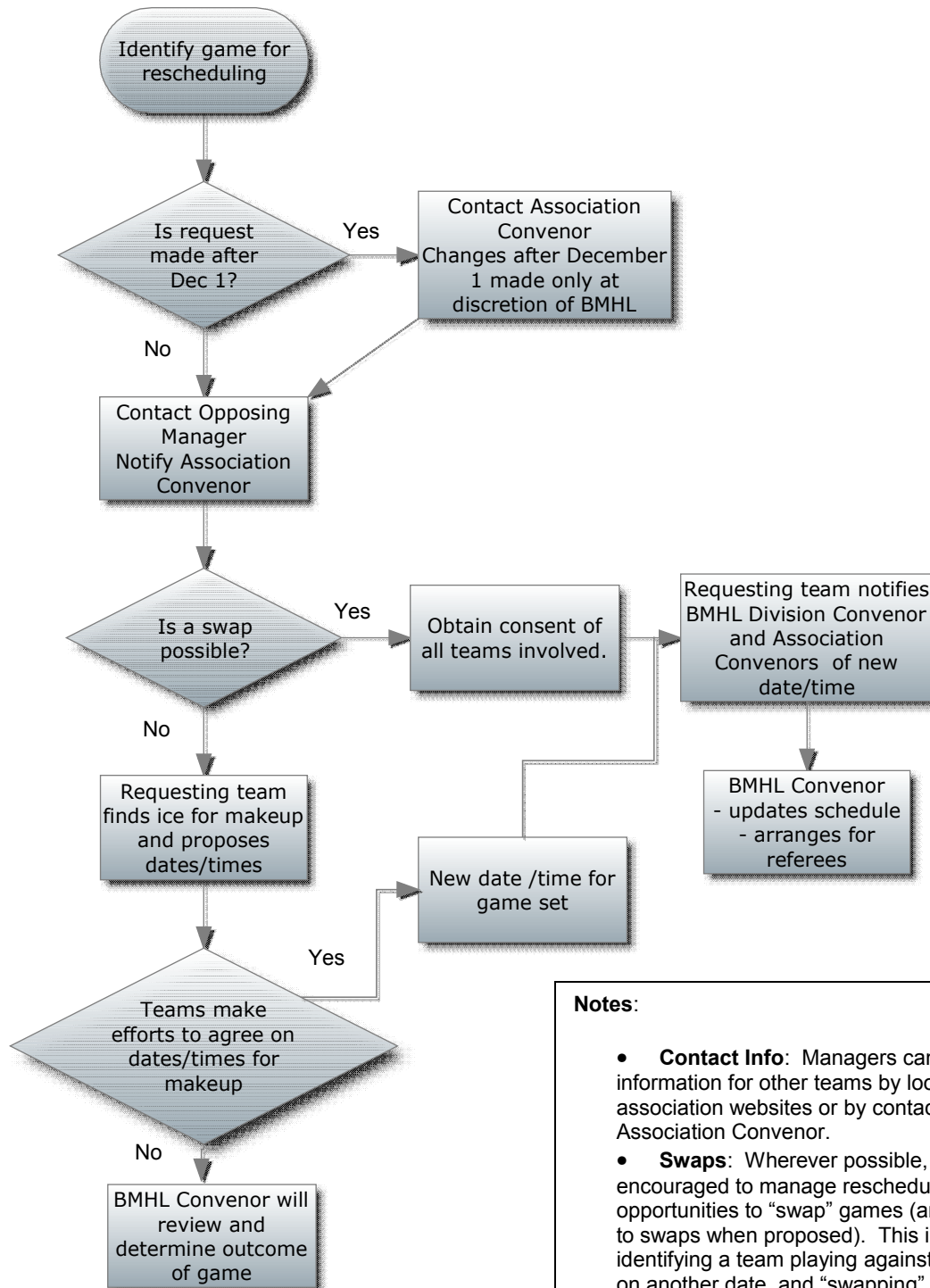
COACHES / MANAGER’S GAME-SHEET HANDLING PROCEDURES SUMMARY	
<p>1. Prepare Game Sheet. (Pre-Game – Off Ice)</p> <p>The Home Team, as designated on the League Schedule, is responsible for supplying the Game-sheet.</p> <p>Ensure that Game and Team Roster details are recorded completely and accurately. Ensure that the any players serving a suspension are correctly notated. “Susp X of Y” for League, Playoff or Tournament games, (meaningful games) or “Susp” for Exhibition (not meaningful) games.</p>	
<p>2. Verify Game Sheet Roster / Description. (Pre-Game – On Ice)</p> <p>Referees will review the game-sheet to ensure it has been completed correctly and initial any player / team official suspensions. Ensure that the Referee “initials” any players serving a suspension. Ensure that the initial is noted on each copy of the Game-sheet. <i>This is your proof that a suspension has been served</i></p>	
<p>3. Record Game Details (During Game)</p> <p>The Timekeeper is responsible for ensuring that the following Game details are recorded clearly and accurately as direct by the Referee.</p>	
<p>4. Verify Game Sheet Results (End of Game-On Ice)</p> <p>At the end of the game, the Referee will review the Game-sheet and sign it on the ice at the Timekeepers booth. In situations where insufficient time is available to complete the review, officials may take the game sheet to the referee’s room to complete their review. In this case, managers are asked to pickup their copy of the game-sheet at the Referee’s room.</p> <p>If any suspendable offences have been assessed against players or team officials, then refer to Step 5 below otherwise the Referee will then take the top (white copy). The bottom copy can be discarded.</p> <p>Timekeeper will keep remaining copies and give the Home team-copy 2 and the Visiting team-Copy 3.</p>	
<p>5. Review & Record Game Results</p> <p>The Coach is responsible for reviewing the game-sheet to ensure that any suspensions assessed are identified and communicated to the required hockey officials, players and parents. If any suspendable offences have been assessed against players or team officials, then refer to Step 5.2 below.</p>	
5.1 If No Suspendable Offences.	5.2 If Suspendable Offences HAVE OCCURRED..
<p>5.1.1 For District 6 and 7, the team (coach/manager) is to place the original Game-sheet (White copy) in the designated Arena Game Sheet Drop Box and keep the bottom-copy for their records.</p> <p>5.1.2 For District 8, the Referee will place the original Game-sheet (White copy) in the designated Arena Game Sheet Drop Box and keep the bottom-copy for their records.</p>	<p>5.2.1 The Referee is to keep “custody” of the original Game-sheet (white copy) while they complete the ODMHA Suspension notification process.</p> <p>5.2.2 Each Coach will notify their respective District Chair/Designate, BMHL Division Convenor and District/Association Convenor. Apply ODMHA Handbook penalties at a minimum until notified of actual penalties.</p> <p>5.2.3 Player, Parent and Affiliate Coach (if required) should be notified of the suspension immediately following the game and update everyone once the District Chair/Designate has confirmed suspension details.</p> <p>5.2.5 District Chair/Designate will confirm suspension details to Coach that has reported the suspension detail.</p> <p>5.2.6 Coach is to notify the BMHL Division Convenor and District/Association Division Convenor of the suspension details.</p>
<p>5.3 If players or team officials were serving suspensions for that Game, the Coach is responsible for communicating the suspensions served detail to the BMHL Division Convenor and their District/Association Division Convenor.</p> <p>5.4 Record Game Results. A designated Team representative (Coach / Manager) from each team is responsible for entering / verifying game score details on one of the two designated league websites (Ottawaminorhockey.com or Yourhockeynet.com) Game scores are to entered within 24 hrs of the game being played. The Team Manager is to keep the Game-sheet for future reference.</p>	

Appendix 3– Reporting of Suspenable Offences (District B Proforma)

District B Reporting Procedure for Games with Suspendable Penalties	
This form details reporting responsibilities for Teams involved in games that include suspendable penalties as defined in the Code of Discipline section of the ODMHA Handbook.	
Home Team: Fax Game sheet to ODMHA within 24 hrs of game: 613-224-GOAL (4625)	
Penalized Team: Within 24 hrs of the game, fill out the information in the second column of this form and notify Paul Kreller District B via E-mail paul.kreller@gmail.com; cc to your BMHL Convenor and your Home Association President.	
Penalized Team Association/Division/Category/Number (eg Canterbury/PeeWee/B/3)	
Location, time of game and game number.	
Contact information. Coach's name and telephone.	
Player Name and Jersey Number	
Penalty	
Number of games suspended as per Code of Discipline in ODMHA Handbook	
Suspension history – provide details if this player has been previously suspended this season	
Additional players listed as required.	Additional players listed as required.
Player Name and Jersey Number	
Penalty	
Number of games suspended as per Code of Discipline in ODMHA Handbook	
Player Name and Jersey Number	
Penalty	
Number of games suspended as per Code of Discipline in ODMHA Handbook	
Suspension history – provide details if this player has been previously suspended this season	
Note 1: Coach's Role (para 9.0 c of the Code of Discipline - ODMHA Handbook) The Head Coach (of the penalized team) is responsible for ensuring without further notice from anyone that the player(s) and/or team official(s) serve the minimum suspension outlined in the Code of Discipline. The head coach shall advise the District Chairperson or designate and league official within 24 hours of any offences under the Code of Discipline suspensions. An automatic 5 game suspension for a Coach who permits a player to play while under suspension.	
Note 2: Players under suspension must be marked on Game Sheet showing the number of games served and total number of games suspended (eg 1 of 2). If not documented properly the player will be deemed to have played.	

No

Appendix 4—Game Rescheduling Requests Flowchart



Notes:

- **Contact Info:** Managers can obtain contact information for other teams by looking at association websites or by contacting their Association Convenor.
- **Swaps:** Wherever possible, teams are encouraged to manage rescheduling by finding opportunities to “swap” games (and by agreeing to swaps when proposed). This involves identifying a team playing against your opponent on another date, and “swapping” games with that team. Swaps do not require anybody to find additional ice and do not require refs to be rearranged.
- **Communications:** All changes to the schedule must be reported promptly to your Association Convenor for reporting to the BMHL Convenor. Copy the other team’s officials on emails to your convenor confirming game