

# NORTH YORK KNIGHTS HOCKEY ASSOCIATION

## PLAYING RULES & REGULATIONS: 2011-2012

### 1.0 GENERAL

- 1.1 Hockey Canada (HC) Rules and the Greater Toronto Hockey League (GTHL) Rules, except as amended herein, and the North York Knights Hockey Association (NYKHA) playing Rules and Regulations will apply to all House League teams and games.
- 1.2 The NYKHA Rules and Regulations apply to all divisions, unless specified otherwise.
- 1.3 The NYKHA house league is open to all minor hockey age players, meaning that the eligibility of players to participate is not restricted by skill level.
- 1.4 A house league team may not participate in any game or tournament outside the NYKHA without the expressed written permission of the Association Executive.
- 1.5 Key dates relating to the hockey season are outlined in Appendix I.
- 1.6 Divisional Convenors have been assigned to oversee each division. Any matter for review by the Association Executive must be presented through the Divisional Convenor. The role and responsibilities of the Divisional Convenors are outlined in Appendix II.
- 1.7 It is the responsibility of each Divisional Convenor, to ensure that a copy of the most current NYKHA Rules and Regulations (the rules) are provided to the Head Coach of each team under their jurisdiction. The rules must be distributed prior to the start of the regular season.
- 1.8 The rules are subject to Association Executive review at mid-season, with any amendment(s) to take effect after December 31<sup>st</sup>. It is the responsibility of each Convenor, to ensure that a copy of any rule amendment(s) is provided to the Head Coach of each team under their jurisdiction. Key rule/regulation changes in effect for the current season are outlined in Appendix I. (If Applicable)
- 1.9 In order to foster maximum participation across the organization, it is Association policy that a NYKHA Select Coach/Assistant Coach **NOT** coach at the house league level. However, the Association Executive reserves the right to waive this restriction should circumstances warrant such action.
- 1.10 The NYKHA follows a strict zero tolerance policy with respect to harassment as well as abusive and/or discriminatory language and/or behaviour.

- 1.11 Coaches/Assistant Coaches, represent the North York Knights Hockey Association and are subject to review and approval by the Association Executive.

## **2.0 GAME SHEETS**

- 2.1 All Game Sheets must be completed accurately and in full and provided to the Timekeeper at least **FIVE(5)** minutes prior to the scheduled game start time.
- 2.2 All registered team players must be listed on the Game Sheet by name and number, whether in attendance or not. A checkmark must be placed in the 4<sup>th</sup> column next to each player in attendance.
- 2.3 A player's birth year must be recorded after his/her name.
- 2.4 The player bench count must be provided in the appropriate section of the Game Sheet.  
The bench count includes all players in attendance, including the goalie.
- 2.5 The Head Coach must print his/her name below his/her signature on the Game Sheet. The name(s) and signature(s) of any assistant coach(es) or helper(s) on the bench must also be noted on the Game Sheet.
- 2.6 A team failing to show for a game or showing up with less than eight players will automatically forfeit said game. The score for a forfeited game will be 5-0 against the forfeiting team. It is the Timekeeper's responsibility to note on the Game Sheet that the game has been forfeited, indicating which team has forfeited and should advise the respective Coaches accordingly. To prevent forfeiture see section 6.3 and 6.4 to borrow.
- 2.7 The Timekeeper is responsible for checking the accuracy and completeness of the Game Sheets. A two minute minor bench penalty will be assessed to any team failing to submit a correctly completed game sheet within the allotted time period. The penalty for submitting a late Game Sheet will be served at the start of the game. Any material Game Sheet error (e.g. incorrect rotation of players in the Three Minute Buzzer Divisions) or omission (e.g. failure to include player birth years) will also result in a two minute bench penalty being assessed to the team in question. Game Sheet penalties will be assessed by the Timekeeper. The player serving the bench penalty will be at the discretion of that team's Coach. The Association Executive reserves the right to review the Game Sheets, with the view of determining whether or not a Three Minute Buzzer Division team failing to abide by the player rotation requirements shall be called into default.
- 2.8 The On-ice Officials' and Timekeeper's names must be noted on the Game Sheet upon the completion of the game.

- 2.9 Each team is responsible for picking up its copies of the Game Sheets from the Timekeeper after the game.

### **3.0 AT THE ARENA**

- 3.1 It is NYKHA's intent to have at least two On-ice Officials on the ice for every game. In the event there is only one On-ice Official at the arena at game time, the game will only proceed under the mutual agreement of both teams. In the event mutual agreement is not reached or there are no officials at the arena, the game will not be played, but may be rescheduled at the discretion of the Association Executive. It is the responsibility of the On-ice Official to bring to attention of the respective Head Coaches the fact that he/she is the only On-ice Official in attendance.
- 3.2 There must be one official Timekeeper for every game. In the event there is no Timekeeper in the arena at game time, the game will only proceed under the mutual agreement of both teams as to an appropriate replacement. In the event mutual agreement is not reached, the game will not be played but may be rescheduled at the discretion of the Association Executive.
- 3.3 Coaches and/or Managers must keep their players off the ice until the completion of the flood or until the preceding teams have cleared the playing area. Teams are permitted on the ice only with permission of an On-ice Official. Failure to abide by this ruling may result in a two minute bench penalty being assessed by the On-ice Official or timekeeper, to be served at the beginning of the game. The player serving the bench penalty will be at the discretion of that team's Head Coach.
- 3.4 Coaches/Managers must refrain from walking across the ice surface.
- 3.5 Each team is to line up at center ice for a hand shake prior to the start of the game. The On-ice Officials are responsible for supervising this activity. Coaches are expected to greet one another with a handshake prior to the start of the game.
- 3.6 The 'mercy rule' will be in effect during all house league games, meaning that the score displayed on the arena scoreboard will display a maximum of a five goal differential despite the actual game score.
- 3.7 The Head Coach is responsible and will be held accountable for the actions and conduct of the players on the bench and also any person assisting on the bench. All On-ice and other Association Officials, arena personnel, other players and coaches and spectators in and around the arena must be treated with courtesy at all times by team officials and players. Any infraction of this rule shall be reported to the Association Disciplinary Committee who may assess such penalties or sanctions as the circumstances warrant.

- 3.8 Foul, abusive and/or discriminatory language or behaviour will not be tolerated. Any player, coach or team official in violation of this rule will be referred to the Association Disciplinary Committee for the appropriate disciplinary action.
- 3.9 In the event of unsuitable language or behavior on the part of any spectator(s), the On-ice Official is to report such a problem to the appropriate team official, Divisional Convenor or Association Executive member at the arena. The Divisional Convenor or Association Executive will ask the team's Coach present to deal with such spectator(s). Should the problem persist, the Divisional Convenor or Association Executive will use discretion and the spectator(s) may be asked to leave the premises. In addition, the On-ice Official may penalize the team involved if the situation is not rectified to the On-ice Official's satisfaction.
- 3.10 In the event a situation at the arena is judged by the game Officials to be 'out of hand', the game will be called at that point. Each team is required to return to its bench immediately and exit the ice for its dressing room as directed by the Referees. The outcome of the game and any player/coach conduct review will be subject to Association Executive examination of the situation, based on the Game Sheet notations and written report of the game On-ice Officials to the Referee-in-Chief.
- 3.11 Upon the conclusion of the game, the designated home team must proceed to its players' bench to allow the designated visiting team to exit the ice. Once the designated visiting team has exited, the designated home team is allowed to leave the playing areas. This orderly exiting of the playing area is to occur under the close supervision of the On-ice Officials. Failure to abide by this rule may result in a two minute bench penalty, to be served at the start of the offending team's next game. Any player or players judged to be in gross violation of this rule by the On-ice Officials will be subjected to disciplinary action by the Association Executive.
- 3.12 Due to tight schedules, teams are requested to clear dressing rooms within fifteen minutes after the completion of their games.
- 3.13 A separate dressing room is required for any female players in the Bantam, Minor Midget and Midget Divisions. Female players competing in these divisions may rejoin their teams during the ten minute period prior to the start of the game and following the conclusion of the game in order to attend team discussions. No exemption from this ruling is allowed without the written approval of the Association Executive.
- 3.14 A suspended Coach, Manager and/or any other team official may remain in the 'warm area' of the arena and, if there is no 'warm area', must remain uninvolved and away from the player's benches, penalty box(es) and dressing rooms during any games related to said suspension. The conduct of suspended persons with regard to Association matters is subject to review by the Disciplinary Committee.

Failure to comply shall result in a further suspension which shall not be less than one (1) game and shall be subject to further review by the Disciplinary Committee.

#### **4.0 EXHIBITION SEASON**

- 4.1 Prior to the start of the exhibition season, a League wide Skills Assessment will(may) be conducted by age grouping to facilitate the gauging of individual player ability against a common standard. To the extent that coach's player ratings are available from the prior year, the skills assessments will be restricted to Minor Novice players and to those players that are new to the House League, including players moving up from the Extended Learn to Play (Doyle) Division.
- 4.2 The exhibition season is intended to establish playing divisions and to gauge team competitiveness within the proposed divisional alignment.
- 4.3 In order to provide as accurate a test of competitiveness as possible the NYKHA will attempt to match teams during the exhibition season based upon the previous year's regular season standings. That is to say, teams in the top half of the standings will be matched with teams in the bottom half of the standings, based on the previous year's regular season results and adjusted for the fact the teams in question may have moved up to the next divisional age group.
- 4.4 Upon completion of the exhibition season, the NYKHA Executive will review the proposed team and divisional alignments, including number of players and player age distributions. Divisional Convenors must advise the NYKHA Executive of any player(s) returning to house league hockey from competitive hockey (e.g., GTHL), along with the number of years and level at which the player(s) participated in competitive hockey. Any key players (e.g., regular goalies, players of superior playing ability) unable to participate in the exhibition games must also be disclosed.
- 4.5 Prior to the start of the regular season, any changes to the team listings in effect during the exhibition season must be submitted to the NYKHA Executive by the Divisional Convenors, in writing, together with an explanation of any changes to player personnel (e.g., Player added as late registrant, player deleted due to withdrawal from house league hockey, etc.) Once the exhibition season has concluded, any player movements are subject to review and approval by the Review Committee.

#### **5.0 DIVISIONAL ALIGNMENT/TEAM BALANCING**

- 5.1 It is the intent of the NYKHA to form house league hockey divisions comprised of teams capable of winning one-half of their games (i.e., playing 500 hockey). As a general guideline in team formation, the following principle should prevail:

- a) 50% of the players should be of average playing ability;
- b) 25% of the players should be of weaker playing ability; and
- c) 25% of the players should be of superior playing ability.

The assessment of team player ability is in relation to the available talent pool across the entire division. Any proposed team(s) judged by the NYKHA Executive to be in violation of this principle will be referred to the Review Committee for appropriate corrective action.

- 5.2 League wide coaches meetings will be held, by division, to ensure that playing strength and team numbers are evenly distributed across the entire division. League/Divisional Convenors will be assigned to oversee the process.
- 5.3 Players are to be assigned to divisional teams according to the core birth year(s) associated with that division, as advised by the NYKHA Executive. NYKHA Executive have discretion in assigning players of superior playing ability to an older core age division. Overage players relative to the divisional core age group may not be assigned without the written authorization of the NYKHA Executive. The request to the NYKHA must be supported by a written explanation as well as a skills assessment indicating that the player is of weaker playing ability and is of an appropriate size for that division.
- 5.4 Select and Select Calibre players are considered to be of superior playing ability. A Select player is defined as a player registered with a NYKHA Select team. A Select Calibre player includes any player who has played select hockey (either with the NYKCHA or another organization) within the past two years, any player who has played competitive hockey (e.g., GH TL), within the past three years, and/or any player judged by the League Review Committee to be of superior playing ability relative to his/her age group.
- 5.5 It is the League's intent to distribute Select/Select Calibre players between divisional teams as evenly as possible. The divisional distribution of Select/Select Calibre players is subject to examination by the Review Committee. Select players are expected to play/support the house league program. Select players may be suspended from select until their attendance improves at house league.
- 5.6 Select/Select Calibre players are encouraged to 'play-up'. That is to say, these players are expected to play with an older age group or division, if warranted by player size and overall ability. Select/Select Calibre players in the older age group band of the Minor Novice Division and in core age group of the Novice Division are required to 'play-up' with the next division. In the event the Association forms more than one Select team within these two age groups, only players selected for the 'A' team(s) are required to play-up.

Additionally, Select goalies (full time) in the Minor Novice and Novice Divisions may remain with their age groups, as long as they play as skaters on their House League team. A team found to be in violation of this provision would be subject to forfeiture.

- 5.7 A player participating in the NYKCHA Select Program or, in the opinion of the Association Executive and ratified by the Review Committee, is judged to be of Select Calibre may not play in a House League Division lower than his/her Select Division.
- 5.8 Players returning from competitive hockey are expected to 'play-up' with the next age group during the first year back in house league hockey. For example, a returning Major Pee Wee age player is expected to play in the Bantam Division, while a returning Minor Pee Wee age player would remain eligible to play in the Pee Wee Division.
- 5.9 The maximum number of players to be assigned on any team is 16 (15 skaters and a goalie). There is no exception to this rule.
- 5.10 The minimum number of players registered players to be assigned to a Three Minute Buzzer Division team is targeted at 15 (14 skaters and a goalie). The minimum number of players registered players to be assigned with a Non-Three Minute Buzzer Division team is targeted at 14 (13 skaters and a goalie). The Association Executive may override these provisions if need be.
- 5.11 Any Select/Select Calibre player(s) seeking to join the house league once the regular season commences must be advised to the NYKHA Executive. The NYKHA Executive will refer the situation to the Review Committee with the intent of adding the player(s) to the appropriate division's last place team at the time of the referral.
- 5.12 Teams and divisional alignments are subject to early season review by the Review Committee. As a result of this review, teams may be required to reassign players within a division.
- 5.13 In the interest of divisional balancing, divisional tiering may be enacted at the discretion of the Association Executive, if permitted by the number of teams (i.e., eight or more teams registered within a division). In the event divisional tiering is implemented, points awarded to the teams involved will be carried forward under the tiered divisional alignment. In the event divisional tiering can not be enacted due to an insufficient number of teams, an unbalanced playing schedule may be enacted.
- 5.14 Any team suspected of being in violation of the Divisional Alignment/Team Balancing rules and regulations should be referred to the NYKHA Executive through the Divisional Convenor. Such cases, in turn, will be referred by the NYKHA Executive to the Review Committee. Any team found to be in violation of these team balancing provisions will be subject to the sanctions decreed by the Review Committee.

## **6.0 NYKHA MODIFICATIONS/ADDITIONS TO CHA/GTHL RULES**

- 6.1 The following modifications to HC/GTHL Rules will be in effect during NYKHA games. Modifications to the HC/GTHL Rules relating to penalties are outlined in NYKHA Rules and Regulations, Section 8.0 - Automatic Suspensions.
- 6.2 All players are expected to receive an equal opportunity to play. Therefore, in the Non-Three Minute Buzzer Divisions, fair shift changes and ice time allotments are required.
- 6.3 A player is expected to play solely for the house league team with which he/she is registered. In the event, a team has fewer than ten skaters and/or no goalie, then an Association registered house league player(s) of the core age group or younger, may be added from another team, to bring said team up to a maximum of ten skaters and a goalie. A player thus added must be noted on the Game Sheet. Showing on game sheet as "AP". The 'borrowing Coach' must bring the player addition to the attention of both the opposing Coach and the Timekeeper prior to the start of the game. The ability to borrow a player is not dependent upon the approval of the opposing coach. The Timekeeper, through the On-ice Official, shall check to ensure the opposing coach has been notified of any borrowed player(s) and shall initial the Game Sheet to this effect. A player may play a maximum of three such games in one hockey season. A player participating in more than three such games shall result in the forfeiture of the unauthorized game(s) by the offending team.
- 6.4 A Select/Select Calibre player may not be used as a substitute for a non-Select/Select Calibre player. The overriding principle and intent of this rule is that the team substituting a player should not be improved by reason of the substitution.
- 6.5 All non-exhibition games will be played over two periods, with the first period being eighteen minutes in duration and the second period being twenty-one minutes in duration. Teams are not expected to change ends at half time (between periods).
- 6.6 Non Midget Division games will be played under running time. The clock may only be stopped at the discretion of the On-ice Official, such as in the case of player injury. Any team, in the judgment of the On-ice Official, unnecessarily delaying the game will be assessed a delay of game penalty.
- 6.7 Stop time will be in effect for the last two minutes of the game if the goal spread is two goals or less with two minutes to play in the game. In the event the goal spread becomes two goals or less during the last two minutes, then stop time will also come into effect. Once stop time has started, it will remain in effect for the remainder of the game.

- 6.8 In the Midget Division, there will be three periods of 10 minute stop time. In the third period if there is a goal differential of five or more, then running time will be in effect. These provisions do not apply to the Minor Midget Division.
- 6.9 No two line off-side passes shall be called.
- 6.10 A goaltender may be removed for an additional skater only during the last three minutes of play in a game. Failure to abide by this ruling may result in the offending team being assessed a delay of game penalty.

### **Three Minute Buzzer Divisions**

- 6.11 The Three Minute Buzzer Divisions are comprised of the Minor Novice and Novice Divisions, or any other divisional naming or tiering authorized by the Association Executive.
- 6.12 The following Game Sheet related rules apply to all Three Minute Buzzer Division games:
- 6.12.1 All divisional games will be played under the three minute buzzer format, wherein each shift plays three consecutive minutes. At the end of the three minute shift, the Timekeeper will sound the buzzer. Once the Timekeeper sounds the buzzer, the next shift (as per the sequence specified on the game sheet) will resume play at the face-off circle indicated by the On-ice Official.
- 6.12.2 Regular season games consist of thirteen shifts, with each shift being three minutes in duration. In completing the Game Sheet, player numbers must be noted in a continuing sequence over the thirteen shifts. (e.g. When fifteen players excluding goalies skate, the sequence of the first three shifts must be maintained for the succeeding shifts, four through thirteen inclusive.) Barring penalty or injury, the playing sequence must be maintained over the course of the game. No player may be played out of sequence.
- 6.12.3 If a team has less than ten skaters, the team will not be required to play with four skaters on any shift. Rather the team may use five skaters each shift, provided that it complies with the 'established rotation' .
- 6.12.4 In the event a Coach plays a player or players out of the designated Game Sheet sequence, the Timekeeper will sound the buzzer. The clock will be stopped until the appropriate player(s) appear on the ice and play is set to resume. A two minute minor bench penalty will then be assessed the team in question. The penalty will be served by the ineligible player on his/her next shift. In the event this situation occurs toward the end of the game and the illegally substituted player will not have another shift in which to serve the penalty, the offending team must play

the current shift short-handed. The player whose number appears on the first line of the Game Sheet for the current shift will serve the penalty.

6.12.5 If a player is injured and cannot finish his/her shift, then he/she may be replaced by the player of the same line position on the Game Sheet (ie. 1st, 2nd, 3rd, 4th, 5th) from the previous shift. Should the injury occur in the first shift of the game, the replacement will be the player from the same Game Sheet line position from the next shift. In the event the injured player is unable to return to the game and play his/her next regular shift, the rotation moves up and this follows for the balance of the game.

6.12.6 As a general rule, a penalty must be served by the offending player. Should a penalized player not be able to serve his/her full penalty by the last shift of the game, the remaining penalty time will be served by another player during the final shift. This remaining penalty time will be served by the player appearing in the game sheet sequencing order of the final shift which corresponds to that of the penalized player. (e.g., The remaining penalty of a player appearing in box one of the game sheet for shift eleven/twelve will be served by the player whose number appears in box one of the game sheet for shift thirteen, the remaining penalty of a player appearing in box two of the game sheet for shift eleven/twelve will be served by the player whose number appears in box two of the game sheet for shift thirteen, etc.)

6.12.7 In the event a goalie is removed from the play during the last three minutes of the game, the substituted extra skater must be the next player in the established rotation.

6.13 The following playing rules apply to all Three Minute Buzzer as well as the Minor Atom/Atom Division games:

6.13.1 No icing shall be called.

6.13.2 A maximum of three goals per player, per game will be counted in the scoring totals. Player goals in excess of the three goal maximum should not be noted in the Game Sheet scoring total. The Timekeeper is expected to advise the On-ice Officials in the event a Three Minute Buzzer Division player has reached the maximum three goal mark during a game. The face-off after a disallowed goal resulting from the maximum three goal rule will be held in the appropriate face-off circle closest to the defending team's net.

### **Minor Novice Division (And Novice in terms of Rule 6.14.3)**

6.14 The following rules apply solely to Minor Novice Division games:

6.14.1 All divisional games will be continuous play during the first half of the season (Refer to Appendix I). That is to say, face-offs will only occur at the start of a shift or

period, or after a prolonged attempt (at the on-ice official's discretion) to whistle an off-side. Goals scored during a prolonged offside call will not count. A face-off outside the defending zone will occur. Once play has been whistled dead following a goaltender save, the On-ice Official shall direct the puck to the closest corner in the defending zone. On shift changes, after a goal has been scored or a penalty assessed, the On-ice Official will hold a face-off at centre ice.

6.14.2 A Coach may remain on the ice to position his/her team only over the exhibition season. All divisional games in the second half of the season will migrate to stop play. That is to say, face-offs will occur at the start of a shift or period, after an off-side or following a goaltender save or goal. Face-offs after a shift or off-side will take place at the nearest face-off position. Face-offs after goals or periods will be at centre ice.

6.14.3 Minor Novice **AND** Novice Division teams are expected to rotate players through the goalie position. Therefore, the same player may not play goal in consecutive games.

## **7.0 GUIDELINES - ACCEPTABLE/UNACCEPTABLE BODY CONTACT**

- 7.1 The NYKHA runs a non-contact (no body checking) hockey league. On-ice Officials are to ensure that games are played as cleanly and safely as possible. On-ice Officials are instructed to 'quick whistle' the play so as to avoid unnecessary roughness.
- 7.2 Riding a player along the boards: It is acceptable contact if both players are in constant contact with equal forward motion. It is a body check when one player finishes it by pushing the other player with their arm, shoulder, hip or rump. At the discretion of the On-ice Officials, a minor or major penalty shall be assessed any player who, in the opinion of the on ice officials, intentionally body checks, bumps, shoves or pushes any opposing player. If the opposing player is injured, a major penalty must be assessed.
- 7.3 Clearing a player from in front of the net (also applies to clearing a player from around the sides or back of the net): It is acceptable to move an opposing player away from the net by leaning against them with the upper body and pushing them away in one continuous effort. If the stick is trapped between the two players during this movement, it is not a penalty. It is a cross check if forward action with the shaft of the stick is applied to the opponent. The severity of the push (cross check) will determine whether the player receives a minor or major penalty. A major penalty shall be assessed any player who, in the opinion of the On-ice Official, deliberately injures an opponent with a cross check.

- 7.4 Open ice hit: A penalty will be assessed for an intentional open ice hit. An intentional hit occurs when a player intentionally targets and delivers a hit or attempts to deliver a hit on an opposing player, and when a player moving backwards, stops and begins a forward motion into an oncoming player. The player performing either type of hit will receive a minor penalty. Use of a knee or stick will result in a major penalty.
- 7.5 When two players collide going for the puck: Intent to check is seen when a player directs their body towards the other player before making contact, rather than towards the puck. Where, in the opinion of the referee accidental contact has taken place, no penalty shall be assessed.
- 7.6 Hitting from behind: At the discretion of the On-ice Officials and based on the degree of violence of the impact, a minor penalty plus a game misconduct shall be assessed any player who intentionally pushes, body checks or hits an opponent from behind, anywhere on the ice. In the event the opposing player is injured, a major penalty and a game misconduct must be assessed. Where a player is high sticked, cross checked, body checked, pushed, hit or propelled in any manner from behind into the boards or goal net in such a way that the player is unable to defend himself, a 'Match Penalty' must be assessed. Any player incurring a Match Penalty shall be ordered to the dressing room immediately for the balance of the game and will not be permitted to take part in any further games until his case has been dealt with by the Association Executive.
- 7.7 Guidelines pertaining to the Goalie: The On-ice Official is instructed to 'quick whistle' the play as soon as he/she loses sight of the puck in or around the goal crease. An interference call will be made if, in the opinion of the On-ice Official, the player could have stopped the forward motion of their stick from hitting the goalie's glove, pads, or body, after the whistle has been blown. An interference penalty will be called if an opposing player stands, with both skates, inside the goal crease.

## **8.0 AUTOMATIC SUSPENSIONS**

- 8.1 On-ice Officials are not responsible for determining the length of suspensions. Therefore, Coaches should refrain from asking the On-ice Officials how long a player or team official is suspended as a result of an infraction occurring during, before or after a game.
- 8.2 Any player/Coach found to be a repeat offender over the course of the current season is required to appear before the Association Disciplinary Committee for a Conduct Review Hearing. Repeat offenders are subject to suspensions in excess of the minimum specified in the NYKHA Rules and Regulations. Any additional suspensions assessed will be in line with those outlined in the HC Rules and may include Select level play, if applicable.
- 8.3 Any player incurring a total of three or more penalties during the course of a game will be ejected from said game (i.e., automatic game expulsion). Any player assessed a

major (five minute) penalty will be immediately ejected from the game. The remaining penalty time will be served by one of the players on the ice at the time of the infraction. A next game suspension will be assessed in the event the penalty is incurred during the last ten minutes of the game.

- 8.4 Coaches must check Game Sheets after each game. If any of the following infractions are listed, the player or team official is then AUTOMATICALLY SUSPENDED FOR THE NUMBER OF GAMES INDICATED IN THE OHF MINIMUM SUSPENSION LIST. Note: The NYK Disciplinary Committee has the final say in all suspensions.

→ **(Link to OMF Minimum suspension List Below)**

<http://www.omha.net/admin/downloads/2011-2012%20Minimum%20Suspension%20List%20-%20Letter.pdf>

- 8.5 In addition to the penalties listed in the OHF Minimum suspension list, the following offenses are subject to automatic suspensions, as noted below:

a) Two minor penalties for roughing after the whistle in one game results in a game misconduct penalty (The offending player may receive further suspension as a result).

b) A Minor and a Misconduct Penalty, or a Major and a Game Misconduct Penalty, at the discretion of the referee based on the degree of violent impact, shall be assessed to any player who checks an opponent to the head in any manner. (HC Rule 6.6)

c) Any player incurring a total of three or more penalties in one game (not necessarily stick work offenses) results in a game misconduct penalty (that game/next game suspension).

d) Six minor penalties assessed over three games results in a game misconduct penalty (that game/next game suspension).

- 8.6 Penalty Classifications:

a) A misconduct penalty shall be assessed to any player or team official who:

- i) uses obscene, profane or abusive language or gestures with any person;
- ii) persists in disputing or shows disrespect for the ruling of any official;
- iii) intentionally knocks or shoots the puck out of reach of an official who is retrieving it.

Note: Although there is no suspension for misconduct on the OHF minimum suspension list the NYK disciplinary committee has the final say as to whether a suspension is to be imposed.

- b) A match penalty shall be assessed to any player or team official who:
    - i) deliberately attempts to or deliberately injures an opponent, official, team official or spectator in any manner;
    - ii) attempts to or deliberately butt-ends, spears, face masks, pulls hair, kicks, knees or attempts to injure in any other manner, any opponent, team official or spectator; or
    - iii) intentionally holds, pushes, strikes, trips or threatens any NYKHA Official before, during or after a game.
    - iv) Any player or team official receiving a match penalty is ejected from the game + a player from the ice is to serve a 5 minute major penalty.
  - c) A gross misconduct penalty shall be assessed to any player or team official who conducts himself/herself in such a manner as to make a travesty of the game.
- 8.7 It is the responsibility of the Association's Disciplinary Committee to review the penalties assessed during a game, as recorded on the Game Sheets. The Disciplinary Committee may increase the minimum suspension following receipt of the game report. Any suspension or increase in the minimum term of the suspension will be communicated to the team in question through the Divisional Convenor.
- 8.8 A game suspension is served during the game in question and over the next scheduled regular season league/play-off game(s) immediately following the game in question, if necessary. A suspension imposed in the last 10 minutes of a game or after a game will result in an *additional* game suspension for the next scheduled league/play-off game(s).
- 8.9 If an automatic suspension is imposed, the On-ice Official shall note the circumstances of the offence by written report on the back of the Association copy of the Game Sheet.
- 8.10 In the event a House League player receives a multi-game suspension (defined as 3 games or more, including the game in question), the suspension shall also apply to Select play, if applicable, on a game for game basis. In the event a Select player receives a multi-game suspension (defined as above), the suspension shall also apply to House League play, on a game for game basis.

## **9.0 DISCIPLINARY COMMITTEE**

- 9.1 The NYK Executive will form a Disciplinary Committee to deal with issues of a disciplinary nature which may arise over the course of the exhibition season, regular season or play-offs.

- 9.2 The Disciplinary Committee will be comprised of three Members of the NYK Executive or their designates.
- 9.3 In conjunction with the Referee-in-Chief and the Divisional Convenor, the Disciplinary Committee will review any automatic suspensions to ascertain whether circumstances warrant suspensions in excess of the minimum specified in the rules.
- 9.4 Any player, Coach, Manager or team official under disciplinary review may be required to appear before the Disciplinary Committee.
- 9.5 A Coach, Manager and/or any other team official of a team that accumulates twenty five (25) minutes or more in penalties in any one (1) game, must appear before the Disciplinary Committee. Failure to appear will result in the automatic and indefinite suspension of the Manager and/or Coach.
- 9.6 In the event a Coach, Manager or player is assessed suspensions totaling six games or more (including the game in question), an appeal may be filed with the NYKHA Executive. The matter under appeal will be referred to the Disciplinary Committee.
- ~~9.7~~ Any matter of appeal, protest or complaint for consideration by the Disciplinary Committee must be submitted to the NYKHA Executive in writing by the protesting party through the Divisional Convenor. This communication must be presented within 48 hours of the completion of the game surrounding the protest or complaint.

## **10.0 REVIEW COMMITTEE**

- 10.1 The NYK Executive will form a Review Committee to deal with issues of a non-disciplinary nature which may arise over the course of the exhibition season, regular season and or play-offs. Such matters typically involve interpretations issues arising from the NYKHA Rules and Regulations. A protest arising from an On-ice Official' s decision will not be considered .
- 10.2 In a game situation, an On-ice or Association Official shall have full authority and the final decision in all matters under dispute. Decisions of the On-ice Officials (e.g., call/perceived missed calls) are final and not subject to review or appeal.
- 10.3 Any matter of appeal, protest or complaint for consideration by the Review Committee must be submitted to the NYKHA Executive in writing by the protesting team official through the Divisional Convenor. This communication must be presented within 48 hours of the completion of the game surrounding the protest or complaint.

## **11.0 Play-off Rules**

- 11.1 To be eligible for playoffs, a player must have played at least fifty percent of the regular season league games. Exemption from this rule may be requested in writing to the Association Executive, citing the rationale behind the exception request. Only upon receipt of written approval from the Association Executive may the player in question be eligible to play.
- 11.2 NYKHA and HC/GTHL Rules remain in effect during the play-offs, unless specified otherwise.
- 11.3 The following regular season placement tie breaker rules are in effect for all divisions:
- 11.3.1 Teams may or may not play the same number of total games while some teams may have accumulated part of their record in another division. These factors will not matter - whatever a team's record is will be converted into a winning percentage which will determine end of season placement in the standings.
- 11.3.2 In the event two or more teams are tied in winning percentage, the following criteria will be applied (in order) in determining final placement in the standings:
- (i) a better record in games involving tied team(s).
  - (ii) greatest difference between 'goals for' and 'goals against' between tied teams in games against each other;
  - (iii) greatest difference between 'goals for' and 'goals against' in overall record;
  - (iv) coin flip by the Association Executive.

### **Three Minute Buzzer Divisions**

- 11.4 The following tie breaker rules during a play-off series are in effect in the Minor Novice and Novice Divisions. If a tie exists at the conclusion of regular time play in either a play-off single game elimination round or in a two game total goal round, there will be overtime in accordance with the following:
- (i) One extra three minute time period will be played running time with goalies remaining in the net for each team.
  - (ii) Any required second or subsequent three minute shifts will be played with five skaters (subject to usual rules re: penalties) but no goaltenders.
  - (iii) Players for all overtime shifts will follow the rotation as established by the Game Sheet.
  - (iv) All overtime shifts will be on a 'sudden death/victory' format.
  - (v) When a goaltender is removed under these rules, no player will be permitted to stand, lie or otherwise position themselves within the area of the goal crease.
- If this rule is breached, a two minute minor penalty will be given to the offending player to be served by the offending player during the shift when the infraction was committed and/or, if necessary, during the player's next scheduled shift under the established rotation.

(vi) For a goal to be scored when the goaltender is removed, the puck must leave the scorer's stick at a point inside the blue line of the team scored upon.

Note that the maximum three goal rule applies solely to each game individually (i.e., not over a two game, total goals series) and does not apply in sudden death overtime situations.

### **Non-Three Minute Buzzer Divisions**

11.5 The following tie breaker rules during a play-off series are in effect in the Minor Atom, Atom, Minor Pee Wee, Pee Wee, Bantam, Minor Midget and Midget Divisions. If a tie exists at the conclusion of regular time play in either a play-off single game elimination round or in a two game total goal round, there will be overtime in accordance with the following:

- (i) One extra five minute period will be played – stop time; sudden death, with teams maintaining the same end of the ice.
- (ii) If still tied at the conclusion of the extra five minute period, then each team will select five players to take penalty shots.(NOTE)-Shoot-outs are to be conducted simultaneously(ie., players from both teams to skate toward the opposing goalie at the same time) All five players from each team will shoot.If still tied then a new set of five players will take penalty shots,and so on in proper rotation until a winner is declared.(In this set it is sudden death,not a total of the five shots) Every skater on a team must have taken one shot before any other player will be permitted to take a second shot.

11.6 In completing the Game Sheet, the name of any player missing a play-off game must be noted in the comments section of the Game Sheet, together with the reason for the absence.

11.7 Any player, coach or manager suspended during the last game in regular season will have their suspension carried over into the play-offs.

11.8 Players may only play on the team that they are registered with. Exemptions from this rule must be obtained in writing from the Association Executive. Requests are only considered to bring a team up to a maximum of 10 skaters and one goalie. If such a situation exists, then with league approval, a replacement player(s) or goaltender may be added.

In determining the replacement player(s), the following requirements apply

- (i) A replacement shall be a player of similar from another team in the same age division.
- (ii) A absent Select player may be replaced by a Select or non-Select player.
- (iii) An absent non-Select player may only be replaced by a non-Select player. An underage Select player may not be used to replace an absent non-Select player.
- (iv) The overriding principle and intent of this rule is that the team substituting a player should not be improved by reason of the substitution.

11.9 Any team with less than eight eligible players at the start of the game will automatically forfeit the game 5-0.

11.10 Any team employing an illegal player substitution in a game will automatically forfeit the game 5-0.

11.11 Any team in a Three Minute Buzzer Division failing to comply with the established player rotation during any one shift will be assessed a two minute minor bench penalty. Any team failing to comply with the established player rotation over more than one, three minute shift will automatically forfeit the game 5-0.

11.12 In the case of the Minor Midget and Midget Division, the play-off format will be two games, total points, as opposed to two games, total goals.

11.13 Requests for changes to the play-off scheduling will not be entertained by the Association Executive.

# **NORTH YORK KNIGHTS HOCKEY ASSOCIATION**

## **PLAYING RULES AND REGULATIONS 2011-2012 Season**

### **TABLE OF CONTENTS**

1.0	General
2.0	Game Sheets
3.0	At the Arena
4.0	Exhibition Season
5.0	Divisional Alignment/Team Balancing
6.0	NYKHA Modifications/Additions to HC/GTHL Rules
7.0	Guidelines - Acceptable/Unacceptable Body Contact
8.0	Automatic Suspensions
9.0	Disciplinary Committee
10.0	Review Committee
11.0	Play-off Rules

Appendix I Key Dates - Regular Season

Appendix II Divisional Convenors – Roles & Responsibilities

**NORTH YORK KNIGHTS  
HOCKEY ASSOCIATION  
2011-2012 Season**

**KEY DATES - REGULAR SEASON**

Sept 18	NYKHA Coaches Divisional Balancing Meeting
October 2	Exhibition Games (Minor Novice Only)
October 15/16	Season Starts
Oct/Nov	Team/Divisional Alignment Reviews
Nov 30	- Team rosters considered final (No more player movement) (Any player added to a team after this date is ineligible for the play-offs)
Dec 31	The following are in effect after this date: <ul style="list-style-type: none"><li>- Divisional Tiering, if applicable</li><li>- Rule Changes, if applicable</li><li>- Minor Novice Division no longer continuous play format</li></ul>

## *Appendix II*

### **NORTH YORK KNIGHTS HOCKEY ASSOCIATION 2011-2012 Season**

#### **DIVISIONAL CONVENORS**

##### Roles and Responsibilities

- Oversee the activities of the division, including competitive balancing activities and special events, such as divisional tournaments and Champions' day
- Convene a Coaches meeting of all Head and Assistant Coaches in the division with the intent of building consensus with regard to the Association's overall objective of ensuring an enjoyable hockey experience for all players
- Ensure that all Head coaches within the division have a copy of the current NYKHA Rules and Regulations, as well as a copy of amendments to the rules, if any, pertaining to the current season
- Present any matters or issues arising from the division to the NYKHA Executive for discussion, review and adjudication
- Represent the NYKHA in dealing with any incident meriting attention which may occur at the arena

- Review automatic suspensions assessed by the Game Officials and communicate any matters relating to a disciplinary review