



## **Caledonia Oldtimers Hockey**

### **2018-2019 Policies and Procedures and Rule Amendments**

#### **1. Player Eligibility**

- 1.1. Players must be 35 years of age before the end of the season, with the exception of goalies.
- 1.2. Goalies are eligible to play in the league at the age of 30.

#### **2. Player-Team Assignments**

- 2.1. Players will be ranked by the executive and team reps. The players will be grouped according to their rank and position.
- 2.2. The Executive and Team Reps will hold a draft to select teams. The draft will be a snake draft. Each Team Rep will select a card to determine their draft position. The draft will start with forwards, followed by defence. The draft order will be 1 to 8, 8 to 1 and so on.
- 2.3. The goalies will not be assigned the evening of the team draft. The teams will be evaluated and the goalies assigned to a team by a select group chosen by the executive.
- 2.4. Goalies initial assignments are not considered final until at least 3 weeks of the season have been played up to a maximum of 5 weeks of play. After a maximum of 5 weeks of games completed, the goalie assignments must be finalized.
- 2.5. Any player is subject to reassignment at any point in season with 2/3 approval from team reps. In such a case a special meeting shall be called to discuss the matter and hold a balloted vote on the matter.

#### **3. Player Invites and Call Ups:**

- 3.1. In the event a goalie is missing, a goalie may be used from another team or the reserve list that the league has. All Goalie calls up are to be arranged by the President – please contact the President in this situation.
- 3.2. Goalies must be registered to play in the league or on the reserve list; outside goalies are not permitted.
- 3.3. Player call ups are permitted when a team is short skaters. This is allowed only when a team has less than 10 of its regular skaters.
- 3.4. A team may invite to play as many players as needed to reach a maximum of 10 skaters.
- 3.5. Players must come from other teams in the league and must be players who are registered to play in the league, outside players are not permitted.

- 3.6. When players are invited to play for another team, it must be an open invitation to all players on another team – the invite shall not be directed at 1 or 2 specific players.
- 3.7. From time to time, players will be invited to play with another team and after the invite has been extended, additional skaters of that team show up at the last minute. These situations shall be handled as follows:
  - 3.7.1. In the event that the 10 regular skaters show up prior to the start of the game (defined as puck drop), the extra players invited to play, shall not be allowed to play
  - 3.7.2. In the event that the regular players show up after the start of the game and the maximum number of skaters exceeds 10, the invited player shall be allowed to play the complete game as the team started the game with less than 10 regular skaters.

#### **4. Game Format**

- 4.1. Period Lengths – Two (2) Periods, 15 minutes in length
- 4.2. Time – The game will be stop time.
- 4.3. Penalty Length
  - 4.3.1. Minor Penalties are 2 minutes in length
  - 4.3.2. Major Penalties are 5 minutes in length (player is automatically ejected from the game unless the major is for an accidental high stick)

#### **5. Playoff Format**

- 5.1. Bracket Format – the bracket will be set based on the regular season standings
  - 1 Plays 8
  - 4 Plays 5
  - 3 Plays 6
  - 2 Plays 7Please refer to bracket document for full bracket format
  - 5.1.1. The Higher Seeded Team will be the Home Team Throughout all Brackets
  - 5.1.2. After the 1<sup>st</sup> round of the playoff, reseeding will be used in the A and B brackets to determine the match ups in the 2<sup>nd</sup> round. The reseeding will be based on regular seasons standings.
    - 5.1.2.1. High and Lowest Ranked Teams will play in the second round
    - 5.1.2.2. Two Middle Ranked Teams will play in the second round
- 5.2. Tie Break for Ties in Regular Season Standings. The tie break will be as follows in this order
  1. The Team with the Most Wins
  2. The Team with the Most Wins Head to Head
  3. The Team with the Higher % using this calculation
    - a.  $GF / (GF+GA)$

4. The Team with the Fewest Penalty Minutes for the Season
  - a. 10 Minute Misconducts are included in this calculation
  - b. This will be only valid where all game sheet are available and have been tracked for the season

### 5.3. Game Format

5.3.1. The Game Format remains unchanged from the regular season, only Overtime is added and a shoot-out if necessary when tied after 15 minutes of Overtime

5.3.2. Overtime – Format will be as follows:

5 Minutes 5 on 5

5 Minutes 4 on 4

5 Minutes 3 on 3

Follow by Shoot-out if Still tied after 15 minutes of Overtime

5.3.3. Shoot-Out Format

3 Shooters will shoot for Each Team. The team with the most goals after 3 shooters wins.

If tied after 3 shooters, each team will provide one shooter, until one team scores and the other team does not.

Both team's shooters will go at the same time

The Team Rep for each Team (or a person designated by the Team Rep) will select the shooters for the opposing team. They will notify the referees of their selections prior to the first 3 rounds (they must pick 3 shooters before the shootout can commence) and then prior to each additional round from round 4 until a winner is determined.

All players are to remain on their respective benches, except for the goalies, the players shooting and the Team Reps (or designates) after the initial 3 rounds.

The Team Reps (or designates) are to remain on the ice at the score box to select the opposing team's shooters from round 4 until a winner is determined. The intention is to have the shootout more quickly.

5.3.4. Penalties in Overtime – additional players will be added for the team on the power play to provide the appropriate advantage:

For 4 on 4 play, the offending team will play down two players (5 on 3) when two players are penalized

For 3 on 3 play, the offending team will play down one player (4 on 3) when one player is penalized

For 3 on 3 play, the offending team will play down two players (5 on 3) when two players are penalized

## **6. Face-off after a Penalty**

6.1. When a penalty is called, the resulting face-off will be in the defensive zone of the offending team.

## **7. Slap Shots**

7.1. Slap Shots are not permitted. Anything higher than the knee is whistled down and the face off is held in the offending player's defensive zone.

## **8. Icing**

8.1. Icing will be called from the Defensive Team's Blue Line (rather than the Center Redline).

## **9. High Sticking**

The rules indicated in the CARHA Rule book have been amended for Caledonia Oldtimers Hockey and are to be adhered as outlined in this section:

9.1. High sticking will be defined as contact with an opponent above the normal height of his shoulders or contact with the puck above the normal height of the offending player's shoulders.

9.2. High sticking of the puck above the offending player's shoulders is a 2 minute minor penalty - whether there is a player in the vicinity of the offending player or not.

9.3. Accidental High Sticking that contacts a player above the shoulders and does not result in injury is 2 minute minor penalty

9.4. Accidental High Sticking that contacts a player above the shoulders and does result in injury is 5 minute major and a game ejection.

9.4.1. There is no subsequent suspension, as it was deemed accidental by the referees.

9.5. Intentional High Sticking is a 5 minute major penalty, plus game ejection, plus game misconduct resulting in an automatic 1 game suspension. Additional supplemental discipline may be imposed by the League

9.6. Only the Referees may deem a high stick penalty to be accidental or intentional.

## **10. Major Penalties, Game Ejections and Supplemental Discipline**

10.1. Serving Major Penalties (Major penalties carry automatic game ejection unless the penalty call is an accidental high stick)- The penalized team does not have to have a player serve the penalty. After 5 minutes, they will add an additional player from their bench.

10.2. Abuse of any official will not be tolerated - You will receive a penalty and at the discretion of the referee, a possible game ejection. Supplemental discipline may be imposed by the League.

10.3. Major Penalties and Game Ejections may result in further discipline imposed by the League.

10.4. Supplemental Discipline – In the event supplemental discipline is required a discipline committee will hear the case and determine any and all supplemental discipline. Their decision is final and cannot be appealed.