



## **Caledonia Oldtimers Hockey**

### **2019-2020 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. Team Composition**

- 2.1. Our League Consists of 4 Teams
- 2.2. Each Team will have a Team Representative that acts as liaison between our board of directors and the players in our league.
- 2.3. Each Team is comprised of 1 Goalie and 11 Skaters.

#### **3. Player Ranking & Team Assignments**

- 3.1. Players will be ranked by the executive and team reps. The players will be grouped according to their rank and position.
- 3.2. 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 4, 4 to 1 and so on.
- 3.3. The draft is then completed by selecting defence first, followed by forwards and goalies last.
- 3.4. Goalie Assignment:
  - 3.4.1. Goalies were selected for the 4 available spots by Balloted Vote
  - 3.4.2. Each Goalie is ranked by the Team Reps and Executive
  - 3.4.3. Based on the original draft order, Team Reps select their goalie as the first player on their team
- 3.5. Any player is subject to reassignment at any point prior to the mid-point of the 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.

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

- 4.1. For the 2020-21 season, there will be no spare skaters due to COVID restrictions and 50 player Cohort Requirements.

- 4.2. Goalies must be registered on the Goalie Spares List; outside goalies are not permitted for any reason as they are not insured.
- 4.3. All call ups of players from the Spares List will be done by the Spares Coordinator on behalf of the Team Reps and League.
- 4.4. Selection of Call Up Player(s):
  - 4.4.1. The Spares Coordinator will select a player of equal or lesser ranking of those players absent from the team who are short players.
  - 4.4.2. In the event a goalie is missing, the only option is to select a goalie from the Spares List.
  - 4.4.3. The Spares Coordinator will do their best to select call up players to help maintain the balance between teams in our league.
  - 4.4.4. The Spares Coordinator will adjust the rankings of players from the Spares List as the season progresses so to allow for the best possible substitution in cases where teams are short players. This will be done in conjunction with the President and Vice-President.
- 4.5. Player call ups are permitted when a team is missing a goalie.
- 4.6. Availability
  - 4.6.1. All Players are to confirm their Availability and Complete their Health Check one hour before the start of the game. This is mandatory. Players who do not use the TeamSnap App will receive one warning and then be removed from the league.
  - 4.6.2. Maybe is considered no.

## **5. Playoff Format**

- 5.1. Playoff Format for the 2020-21 Season will be determined later in the season. Due to COVID restrictions, we are not clear about the playoff format at this time.
- 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

## **Rule Amendments and Additions to CARHA Rule Book**

### **A. Game Format**

A.1. Period Lengths – Two (2) Periods, 16 minutes in length

A.2. Time – The game will be stop time.

A.3. Penalty Length

A.3.1. Minor Penalties are 2 minutes in length

A.3.2. Major Penalties are 5 minutes in length (player is automatically ejected from the game including a major for an accidental high stick)

## **B. Penalties**

### **B.1. Face-off after a Penalty**

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

### **B.2. Serving a Penalty**

First player serves the penalty in the box

Then all subsequent players are to serve penalties from their bench

Second and subsequent penalized player to sit in the middle of the bench

After the first player leaves the box and there is stoppage in play before the second penalty expires, the player serving the penalty serving on the bench is to return to the penalty box to serve the remainder of their penalty.

## **C. Slap Shots**

C.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.

## **D. Icing**

D.1. Icing will be called from the Defensive Team's Blue Line (rather than the Center Redline).

## **E. 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:

E.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.

E.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.

E.3. Accidental High Sticking that contacts a player above the shoulders and does not result in injury is 2 minute minor penalty

E.4. Accidental High Sticking that contacts a player above the shoulders and does result in injury is 5 minute major and a game ejection.

E.4.1. There is no subsequent suspension, as it was deemed accidental by the referees.

E.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

E.6. Only the Referees may deem a high stick penalty to be accidental or intentional.

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

F.1. Serving Major Penalties:

- F.1.1. Major penalties carry automatic game ejection including an accidental high stick.
- F.1.2. 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.
- F.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.
- F.3. Major Penalties and Game Ejections may result in further discipline imposed by the League.
- F.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.