



## **Caledonia Oldtimers Hockey**

### **2022-2023 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.
- 1.3. Spare Goalies are eligible to play in the league at the age of 18, due to the limited availability of goalies and the need to have goalies to have competitive and enjoyable games.

#### **2. Team Composition**

- 2.1. Our League Consists of 8 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 13 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 8, 8 to 1 and so on.
- 3.3. Team Assignments: The Team Reps will choose a Team in reverse order that they selected in the Player Draft.
- 3.4. Goalie Assignments for 2022-23 Season:
  - 3.4.1. The goalies will be assigned the evening of the team draft. The teams will be evaluated and the goalies assigned to a team based on the league's evaluation of goalie and team skill level in comparison to the other goalies and teams.
- 3.5. Player Trades and Re-assignments:
  - 3.5.1. All Skaters' and Goalies' initial assignments are not considered final until at least 5 weeks of the season have been played. After of 5 weeks of games completed, the player assignments will be finalized.

3.5.2. Any player is subject to reassignment at any point up to week 15 of the season with 2/3 approval from team reps. After week 14 of the season, the teams will be set for the remainder of season. In such a case, a special meeting shall be called to discuss the matter and hold a balloted vote on the matter

3.5.3. Changes to team between week 6 and week 14 may be necessitated by the lose of a full-time player from the league and not being able to replace the player in question with a replacement player who is very close or equal in skill set.

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

4.1. With the reduction of teams from 15 to 13 skaters for the 2019-2020 season, the league has implemented the use of a Spares List to call up players (skaters and goalies) when teams are short.

4.2. Skaters and Goalies must be registered to play in the league or on the Spares List; outside skaters and 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.

4.3.1. Under no circumstances shall a Team Rep go into other team's dressing rooms to ask players to play for their team because they are short.

4.3.2. If the Spares Coordinator cannot get someone from the Spares List, it is their responsible to contact players from other teams to see if they can help out by filling in for another team

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 no case shall a player of higher ranking be assigned to play for a short team without consent from the President or Vice-President. This shall only be permitted when no other option is available and current players from the league cannot assist in filling a roster

4.4.3. From time to time when we cannot get players from the Spares list to fill in for missing rostered player, we will extend an invite to a player with another team to fill the missing spot(s). ***This is being modified for the 2022-2023 season due to the short list of spare players.***

##### **4.4.3.1. Regular Season**

4.4.3.1.1. The two team reps may pull from the game prior to their game, so long as they are in agreement on which players will join their game.

4.4.3.1.2. Any disagreement between team reps on who is playing will result in the players being asked to play a second game ineligible.

4.4.3.1.3. This will only be in effect for the regular season and not allowed for the playoffs.

#### **4.4.3.2. Playoffs**

- 4.4.3.2.1. The Spares Coordinator will advise the President and Vice-President that we cannot get players from the Spares list to fill in for missing rostered player.
- 4.4.3.2.2. The President and Vice-President will assign three (3) Executive Members and, or Team Reps not playing in the playoff game in question to assign a player from another team.
- 4.4.3.2.3. The three Executive Members and, or Team Reps chosen will not be playing in the game in question, so that there is no conflict of interest. One of the three chosen will automatically be the Spare Coordinators, so long as they do not have a conflict of interest.

4.4.4. In the event a goalie is missing, the first option is to select a goalie from the Spares List. If a goalie from the Spares List is not available, a goalie may be used from another team or the reserve list that the league has - this is only for the Spares Coordinator to handle. Team Reps are not to do this on their own.

4.4.5. The Spares Coordinator will do their best to select call up players to help maintain the balance between teams in our league.

4.4.6. 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.

4.4.7. Should the Spares Coordinator be one of our Team Reps, they will have the President and Vice-President determine call-ups for their team or will have the opposing Team's Rep agree to the spare selection for the Spares Coordinator's team for the game in question.

4.5. Player call ups are permitted when a team is short skaters. In some cases, player call ups are mandatory.

4.5.1. Mandatory Call Ups:

4.5.1.1. When a team has less than 9 of its regular skaters, a Team Rep must contact the Spares Coordinator. The team will be given enough spares to get to 9 or 10 skaters.

4.5.1.2. When a Team has 9 skaters, a Team Rep may choose to ask for 1 spare skater so that they have 10 skaters.

4.5.1.3. When a team is missing a goalie, a Team Rep must contact the Spares Coordinator.

4.5.2. Should a spare player be called and a player who was supposed to be missing shows up, the spare player will play the game that they were called up to fill in for. This is the only case where a team shall have more than 10 skaters that includes a spare player.

#### 4.6. Availability

4.6.1. All Players are to confirm their Availability by 6pm to 7:30pm on the Sunday before the Monday game day. The TeamSnap App sets a deadline of completing your availability for a game 27 hours before the start of a game

4.6.2. Any player not responding by the deadline will be considered a No

4.6.3. Players are to respond that they can attend (Yes) or cannot attend (No).

4.6.4. Maybe is considered no.

4.6.4.1. If a player is uncertain about whether or not they can, they are required to send an email to their Team Rep and the Spares Coordinator to indicate the reason they are unsure. These are the only cases of "Legitimate Maybes".

4.6.4.2. The Spares Coordinator will decide if the player can be left as a "Maybe"

4.6.4.3. A Decision on whether the player can play (Yes or No) for "Legitimate Maybes" must be confirmed to their Team Rep and the Spares Coordinator by 5pm on Monday of the game day.

4.6.4.4. Abuse of this "Legitimate Maybe" rule may result in the League changing on how we handle these situations.

#### 4.6.5. Emergency Cancellations

4.6.5.1. Cancelling a confirmed yes after the Sunday deadline and before 12noon on Monday, requires the player to send an email to their Team Rep and the Spares Coordinator.

#### 4.6.6. Confirmed No

4.6.6.1. After the deadline Sunday a player is ineligible to play. The only way a player may play after confirming no requires the player to send an email to their Team Rep, President, Vice President and the Spares Coordinator – Approval will only come from the President or Vice-President

4.6.6.2. If a player chooses to show up after confirming no, they are ineligible to play. If an ineligible player participates in a game and the league is made aware of it, the following will occur:

4.6.6.2.1. 1st Occurrence - Their team will be given a loss regardless of the outcome of the game

4.6.6.2.2. 2nd Occurrence - Their team will be given a loss regardless of the outcome of the game and the player will be suspended for 1 game

4.6.6.2.3. 3rd Occurrence - Their team will be given a loss regardless of the outcome of the game and the player will be suspended for 3 game

4.6.6.2.4. 4th Occurrence - Their team will be given a loss regardless of the outcome of the game and the player will be suspended for the remainder of the season

4.6.7. The League will look at players who do not provide a response on availability on a regular basis. We will also look players who cancel or try to change their availability at the last minute on a regular basis. These will be handled on a case-by-case basis. The League reserves the right to review these situations and take appropriate actions based on the specific situations for the player in question.

#### 4.7. Game Limits

4.7.1. Players on the spares list can play a maximum of 14 games, including playoffs

### 5. Attendance with Minimum # of Games to Qualify for the Playoffs (*New for 2022-23*)

5.1. Players will be required to meet minimum attendance requirements in order to qualify for the Playoffs:

5.1.1. Players must play 4 out of the 1<sup>st</sup> 10 Games

5.1.2. Players must play 8 out of 21 games

5.2. The league may remove players from the league who do not meet these requirements. Any player who is going to miss a lot of games in the first 10 games and will have better attendance in weeks 11-21 will be considered for the playoffs.

5.3. Any player who has a confirmed, legitimate injury will be subject to consideration for exemption by the Executive. These will be case by case situations

5.4. Players are required to use the TeamSnap Attendance App. Failure to use this app may result in a player being removed from the league

### 6. Playoff Format

6.1. Bracket Format – the bracket will be set based on the regular season standings

1 Plays 8

4 Plays 5

3 Plays 6

2 Plays 7

Please refer to bracket document for full bracket format

6.1.1. The Higher Seeded Team will be the Home Team Throughout all Brackets

6.1.2. 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.

6.1.2.1. High and Lowest Ranked Teams will play in the second round

6.1.2.2. Two Middle Ranked Teams will play in the second round

6.2. 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

### 6.3. Game Format

6.3.1. 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

6.3.2. 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

### 6.3.3. 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.

6.3.4. 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. Face-off after a Penalty**

B.1. When a penalty is called, the resulting face-off will be in the defensive zone of the offending team.

### **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. This rule is at the referees' discretion – for example, if the heel of the stick is above the knee and the toe of the stick is at or below the knee, the referee may deem that the shot is legal.

### **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.