

Nickel District Minor Hockey League (NDMHL)

2010-2011 Rules and Regulations



Revised June 2010

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Section 1 – Officials

1. The League will adopt a one Referee and two Linesmen except Novice which will utilize a two-man system. All Officials must be properly certified for the level of hockey they are officiating.
2. All member Associations will use N.O.H.A. referees rates (NOHA R.10.8) for League games.
3. Play-off rates will apply for all League play-off games in all Divisions

4. The Midget Division will have its own Assignor who assigns the Referee for all league, Playoff and Exhibition games in District 2 and 8. The Home Team supplies the Linesmen. The Assignor will be paid an honorarium of \$50.00 per team plus a maximum of \$100.00 for expenses.

Associations must pay travelling fees set by the NOHA constitution. Requests for outside officials must be made in writing to the League's Referee-in-Chief. The team submitting the request will be responsible for all extra costs. This applies only to Midgets. Bantam and down will not use outside officials at any time. Explanation of Outside Officials: *An Outside Official is an official who does not reside in either of the two districts playing.*

Section 2 – Games

1. Hockey rules, regulations and registration of players shall be governed by Hockey Canada, O.H.F., N.O.H.A. and NDMHL All member Associations agree to abide to these rules. Failure to comply or an attempt to circumvent these rules will mean that all its members will lose the privilege of participating in the League.
2. Teams will provide their home and practice ice times to the Division Convenors at the September AGM meeting.
3. Teams in the Novice Division must have a minimum of one hour ice time. All Teams in the Atom, Peewee, and Bantam Divisions must have at least one and a half hours of ice time per game. All Teams in the Midget Division must have at least two hours of ice time per game. All rescheduled games must have the required hours of ice.
4. ***Length of games for each Division (all stop time):***
 - ***NOVICE:*** 11 minute periods
 - ***ATOM:*** 14 minute periods
 - ***PEEWEE:*** 14 minute periods
 - ***BANTAM:*** 14 minute periods
 - ***MIDGET:*** 17 minute periods
5. Teams will have a 4 minute warm up at the start of the game. The Referee will blow the whistle at the 2-minute mark, which will indicate to the teams to pick up the pucks to enable to game to start on time.

Teams not abiding by the rules and not ready to play at the end of the 4 minute warm up will be assessed a penalty for delay of game.

6. Teams will shake hands prior to the game at the end of the pre-game warm up.
- 7 a Teams must realize that their obligation is to the League Schedule.
- b. Because ice time is extremely difficult to obtain, the rescheduling of games must be done 14 days in advance of the originally scheduled game. The teams will be allowed fourteen (14) days to come to a suitable rescheduling date; such date will be prior to the end of the regular schedule. Failing agreement, the League will impose a reschedule date. Rescheduling forms must be mailed or faxed to the Convenor and the President. The team requesting to make the change is responsible for completing the form. Failure to comply: see Constitution Article #4 (7).
- c. Only under extreme weather conditions and arena conditions will a two-hour notice of postponement of a game be allowed. The coaches or managers and the Convenor of the category must be contacted. A postponement of a game for any other reason or time will mean an automatic fine as per Constitution Article #4 (7). The Rescheduling form must be sent to the convenor and the President.

8 a. For the Bantam and Midget categories, the schedule starts the Sunday closest to October 1st and ends the Sunday closest to February 22nd. The regular season schedule for the Novice, Atom and Peewee Divisions will end the week before the March break. The Novice and Atom Divisions will play a maximum twenty four (24) game regular schedule and the remaining Divisions will play a maximum twenty eight (28) game regular schedule.

b. **"Tiering" of Divisions**

The League Executive will make a decision on the possibility of tiering a Division after a minimum of one (1) home and one (1) away game have been played between each team in the Division. A completion date for this home-and-home series for each Division will be provided by the Executive.

c. **Travel**

For ease of reference, teams participating in the league are from two distinct regions:

Region A – Teams from Associations within the City of Greater Sudbury (Copper Cliff, Nickel Centre, Sudbury Minor, Rayside-Balfour, Valley East, & Walden)

Region B – Teams from Associations other than Region A (Blind River, Elliot Lake, Espanola, Manitoulin & West Ferris)

Starting in the 2005/2006 season, in the Novice, Atom and Atom Divisions, all interlocking games between Region A and Region B are to be scheduled on weekend ice slots starting no earlier than 5:30pm on Fridays and no later than 5:00pm on Sundays.

9. The League will approve schedules for all Divisions. At the conclusion of the Schedule, teams are to submit to the Convenor their ice times in order to schedule Playoffs.

10. If a regular scheduled game or playoff game is not completed because of delays, the results will count as is except in the case of a deciding playoff game, (i.e. where one team may be eliminated). In this case, if the Executive board feels that the final result of the game was still in doubt, they may order the home team to provide ice time for the completion of the game.

11. "AAA" Peewee (major) and "AAA" Bantam (minor) will be allowed to participate in the NDMHL schedule and playoffs. These teams will compete one (1) level up.

12. **Tie Breaking rule:**

In the event of a tie for any position at the conclusion of the regular season schedule, the OHF tie breaking formula will apply. Modified only by rule A1) below

A) **If TWO (2) teams** are tied at the conclusion of the regular schedule then the following procedure will be used to determine the ranking.

A1) The winner of the series games between the two tied teams, gains the higher position.

A2) The team with the most wins at the end of the regular season schedule gains the higher position.

A3) If the two (2) teams are still tied after A1 and A2 have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner: Total number of goals for divided by the total number of goals (for and against).

NOTE: All leagues games are included.

NOTE: The higher percentage (1.0 being the highest attainable) gains the higher position.

A4) If the two (2) teams are still tied after A1, A2 and A3 have been applied, the team with the least number of minutes in penalties at the end of the regular schedule gains the higher position.

A5) If the two (2) teams are still tied after A1, A2, A3 and A4 have been applied, then the team that scored the first goal in the final game between the two (2) tied teams gains the higher position.

The following time allotments will be used for League tiebreakers:

- Game Misconducts are worth ten (10) minutes
- Misconducts are worth ten (10) minutes
- Match penalties are worth fifteen (15) minutes
- Gross Misconducts are worth fifteen (15) minutes

A6) If the two (2) teams are still tied after A1, A2, A3, A4, and A5 have been applied, then a single coin toss will determine which team gains the higher position.

B) **If THREE (3) teams** are more are tied at the conclusion of the regular schedule then the following procedure will be used to determine the ranking.

NOTE: The three team tiebreaker is used to determine the seeding of the 1st, 2nd, and 3rd place teams. If any step in the tiebreaker seeds only one

(1) team, that team assumes that position. The three team tiebreaker will be used to determine the seeding of the two (2) remaining teams. At no time will teams using this formula go back to the two team tiebreaker.

- B1) If three (3) teams or more are tied, the points record established in the games AMONG THE TIED TEAMS ONLY will be used as the first tie breaking formula in deciding the seeding.
- B2) The team(s) with the most wins would gain the highest position.
- B3) If the team(s) are still tied after B1, and B2 have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner. Total number of goals for divided by the total number of goals (for and against)

NOTE: All League games are included.

NOTE: The higher percentage (1.0 being the highest attainable) gains the higher position.

The exercise of B3 establishes the team or teams with the highest position(s) by percentage. If there are still teams tied, they go to the next step. They do not go back to the Two Team Tiebreaker.

B4) If teams are still tied after B1, B.2, and B3, the team with the fewest Goals Against in all League games at the end of the regular schedule will gain the highest position.

B5) If teams are still tied after B1, B2, B3, and B4 have been applied, the team with the most Goals For in all League games at the end of the regular schedule will gain the highest position.

B6) If teams are still tied after B1, B2, B3, B4, and B5 have been applied, the team to gain the highest position will be the team that received the least number of minutes in penalties throughout all league games during the regular season games.

The following time allotments will be used for League tiebreakers:

- Game Misconducts are worth ten (10) minutes
- Misconducts are worth ten (10) minutes
- Match penalties are worth fifteen(15) minutes
- Gross Misconducts are worth fifteen(15) minutes

B7) If the teams are still tied after B1, B2, B3, B4, B5, and B6 have been applied, then a coin toss will determine the winner. In a three coin toss, the Odd team gains the highest position.

Section 3 – Playoffs

- 1 a. The Novice, Atom, Peewee Division playoffs will be a "tournament format".
- 1 b. The Bantam and Midget Divisions will be "elimination type playoffs". Teams will start on the first available ice time. If the higher placed team can arrange an alternate time that is not conflicting to the opposition home ice, home ice advantage may be retained. There will be no home ice advantage for teams residing in the Greater City of Sudbury area who are competing against each other.
2. If a team has no ice time to play its home games it must play its games on opposition ice but shall retain any home team privileges (last line change, etc.).
3. Teams will play at specific times and locations as scheduled by the convenor. When scheduling playoffs, the convenor will use the teams' regular ice times as provided to them at the beginning of the season. Convenors have the option of scheduling playoff games at other alternate times provided by the

teams even while playoff series are underway. Any disagreements between teams regarding playoff scheduling which has been arranged by the Convenors will be resolved by the Executive Board.

4. The regular season standings will determine the position of the teams in the playoffs.
5. In the event of ties at the end of the regular league schedule the Tie Breaking Rule in Section 12 of these rules will apply.
6. Playoffs are to be completed by March 30th.
7. The Division Convenors may, with Executive Board approval, adjust the playoff format for his division, to resolve a particular situation which does not fall under the normal playoff format. This could include running a tournament playoff format in the Bantam or Midget Divisions.

The league will schedule playoffs after the regular schedule ends (normally the Sunday closest to February 22), to be

completed by March 31. Teams will not schedule tournaments during this period. The league will not stop playoffs for teams scheduling tournaments in this period, other than the "NOHA Tournament of Champions".

Only upon a request in writing to the Executive and approval by the Executive, will teams scheduling tournaments during playoffs be allowed to participate in league playoffs.

A Division Playoff

- In all divisions the top 4 teams will be "A division. The 4 teams will play an Elimination round. The Elimination Winners will play a 6-point series, 6 games maximum for the championship.
- 1st vs. 4th
- 2nd vs. 3rd
- 6-point series, 6 games maximum.
- 6th game will be played as follows.

Regulation time for the game, except that the third period will end with 10 minutes remaining on the curfew, to allow for a shootout.

Each team selects 5 players for a shootout.

Sudden victory on equal shots (if the first shooter scores on the first shot, the other team takes their shot)

Not all 5 shooters have to shoot, since sudden victory can end the game on equal shooters.

If the game does not end with the first set of shooters, each team selects another shooter, time permitting and repeat as necessary.

If the game is still tied after the curfew time expires, then the following determines the series winner:

- the team with the best goal average wins the series
- if still no winner, the team with the least penalty minutes wins the series
- if still no winner, a coin toss determines the winner with the "home team" making the call
- All Series are to be completed in 14 days, subject to direction as provided by the Executive.

B Division playoff

- The remaining teams will be aligned. Byes will be given to higher placed teams so that a balanced elimination format can be used. The teams will be eliminated by using:
- For divisions with 4 teams, best 3 of 5 series, 6 game maximum, and 14 days maximum to complete.
- For divisions with 5 teams or more, best 2 of 3 series, 4 games maximum, and 10 days maximum to complete.

6th game (4th game) scenario:

- The 6th game in a 6point series or 4th game in a 4-point series will be played as follows.
- Regulation time for the game, except that the third period will end with 10 minutes remaining on the curfew, if tied at that time, to allow for a shootout.
- If the game is not tied at that time, and becomes tied, the
- Game stops to allow for a shoot-out.
- Each team selects 5 players for a shootout.
- The home teams shoots first.
- Sudden victory on equal shots, teams alternate in succession (i.e. if the first shooter scores on the first shot, the other team gets to take their shot)
- Not all 5 shooters have to shoot, since sudden victory can end the game on equal shooters.
- If the game does not end with the first set of shooters, each team selects another shooter, time permitting and repeat as necessary.
- After the first 5 shooters, any player can be chosen again and again.

If the game is still tied after the curfew time expires, then the following determines the series winner:

- the team with the best goal average wins the series
- if still no winner, the team with the least penalty minutes wins the series
- if still no winner, a coin toss determines the winner with the "home team" making the call.
- Convenors will be allowed discretion in dealing with odd teams or numbers of teams in order to develop the championship round.
- All playoff formats are to be set before the regular season starts.
- Convenors will rule on playoffs problems and teams must abide by their rulings.

NOTE: *In many Arenas there is no ice after March 28th.*

Examples of unbalanced groups: In all divisions, the top 4 teams will be "A" division.

<u>5 teams</u>	1 st place receives a "bye" 4 th vs. 5 th 2 nd vs. 3 rd	winner advances to play 1 st place winner advances to play winner of 1 st vs. 4 th for championship
<u>6 teams</u>	1 st and 2 nd place receive a "bye" 3 rd vs. 6 th 4 th vs. 5 th	upon completion of the series, seeding will be determined by Regular season standing winners of both advance to championship
<u>7 teams</u>	1 st place receive a "bye" 2 nd vs. 7 th 3 rd vs. 6 th 4 th vs. 5 th	winners are then seeded by league standing winners of both advance to championship
<u>9 teams</u>	1 st vs. 4 th 2 nd vs. 3 rd 8 th vs. 9 th	winners of both advance to championship to determine last playoff spot

Section 4 – General

1. Team members and the Associations shall be responsible for the conduct of their Teams.

Founding Teams in the League carry their seniority with regards to ice time and team colours. If the scheduling of games is adversely affected, then the League may direct the team concerned to alter its choice. The order of entry into the league is as follows:

- COPPER CLIFF
- NICKEL CENTRE
- VALLEY EAST
- RAYSIDE BALFOUR
- WALDEN
- ESPANOLA
- MANITOULIN
- SUDBURIY MINOR
- BLIND RIVER
- WEST FERRIS

White jerseys shall be worn at home games and dark jerseys shall be worn for away games.

2. Should a team fail to complete the season, then that team must be accepted by a majority vote of the league the following year. Such a request is to be made at the AGM
3. Before any team from the NDMHL seeks entry to any other league, it must first consult the Executive NDMHL.
4. Division 2 teams in any age group do not have to consist solely of minor aged players.
- 5 a. A player or Coach will be ejected from an NDMHL game after any four penalties are assessed to such player or coach during any League or Playoff game (four-minute minor penalty call for butt ending and / or spearing will be counted as single penalties for the purpose of this rule).

- b. Upon assessment of a fourth penalty, the offending player (or coach) must leave the ice surface and proceed to the dressing room for the balance of the game. The Game Ejection will be marked on the score sheet as code GE. 56 (Game Ejection). Any player receiving two GE56's in League play will be suspended for one league game. Any additional GE56's assessed to the same player in League play will result in one additional league game suspension for each additional GE56 incurred by this player (*See Appendix 1 attached to Rules & Regulations*).
- c. Any player or coach removed from a game as a result of incurring four penalties as above may participate in the Team's next game, providing this is the first GE incurred by this player or coach.
- d. **League Suspension:** Any player or coach receiving any combination of GM (game misconducts), MP (match penalties) or GRM (gross misconducts), adding up to four during the season will automatically be suspended for two additional NDMHL games. Any additional GM, MP or GRM received after this two game suspension will result in one additional League game suspension for each additional occurrence. Minor Penalties for Checking from Behind (GM50), will **not** be included in this rule.
- e. A player receiving a third minor penalty for Checking from behind (GM50) during the season will be suspended for two NDMHL games. Any additional GM50's assessed in League play will result in one additional League game suspension for each additional (GM50) occurrence.
- f. A player receiving a five minute fighting penalty (GM30, GM31, or GM32) in League play will be automatically suspended for one additional League game, regardless of when the fight occurred during the game. This

suspension is in addition to any suspension applied under Rule 8d above.

Note: All of the above suspensions are in addition to those assessed by the N.O.H.A. and are to be served in NDMHL games. They will carry into, and include playoffs games.

- g. The onus will be on the teams themselves to ensure that the proper players and / or coaches serve these League suspensions once any League suspension is automatically incurred.

A Suspension Report must be filled and sent to the convenor and the Chair of the Discipline Committee for each suspension of one or more games received in any exhibition, league or tournament games.

- h. League Coach's suspensions

Bantam and Midget Divisions:

- i. A suspension of one game will automatically be levied to a team's Head Coach immediately following the first or second occurrence of that team incurring in excess of 60 penalty minutes in any NDMHL regular or playoff game.

ii.

A suspension of two games will automatically be levied to a team's Head Coach immediately following the third or subsequent occurrence of that team incurring in excess of 60 penalty minutes in any NDMHL regular or playoff game.

Novice, Atom, Peewee Divisions:

- iii. A suspension of one game will automatically be levied to a team's Head Coach immediately following the first or second occurrence of that team incurring in excess of 40 penalty minutes in any NDMHL regular or playoff game.

- iv. A suspension of two games will automatically be levied to a team's Head Coach immediately following the third or subsequent occurrence of that team incurring in excess of 40 penalty minutes in any NDMHL regular or playoff game.

- 6 **Manitoulin Hockey Association, Espanola Hockey Association, Blind River Hockey Association, or any "Region B" Association affected by Section 2.8(c) Travel.** In the event that an opposing team cancels out on these Associations' weekend games, these Associations' Managers may reschedule those games, if necessary, to weekdays – meaning Monday through Friday.

Playoff games involving centres that normally play on weekends may be scheduled by the Convenor during week nights (Monday through Friday).

Section 5 - Awards

1. The NDMHL will supply the Trophies and Banners with the official League and Division name on them to the winning teams in all final League Playoffs. The winning team players will be presented the Goal Medallion and the Runners Up will be presented the Silver Medallion.
2. The League shall hold responsible the team that wins any League Trophy to preserve, maintain (engrave properly) and replace if necessary (if it is damaged or lost) that trophy. All League trophies are to be returned to the League by January.

Award given in each division

Novice

- DAN SUSTERIC – Winner "A" div playoff
- AL ARBOUR – Winner "B" div playoff

Atom – Division 1

- ALAN SECORD – Winner "A" div. playoff
- GEORGE ARMSTRONG – Winner "B" div. Playoff

Atom – Division 2

- TOE BLAKE – Winner "A" div. playoff
- GERALD MCCRORY – Winner "B" div. playoff
- RANDY CARLYLE – Winner "C" div. playoff

Peewee Division 1

- ED SHACK – Winner "A" div. playoff
- JIM PAPPIN – Winner "B" div. playoff

Peewee Division 2

- DAVE TAYLOR – Winner "A" div. playoff
- FRANK ST-MARSEILLE – Winner "B" div. playoff

Bantam Division 1

- DEMARCO BROTHER – Team finishing in first place regular season
- HENRY LeBOUTHILLIER – Winner "A" div. playoff
- JOHN GRIGNON – Winner "B" div. playoff

Bantam Division 2

- LIZOTTE, FILLATOR – Team finishing in first place regular season
- KARLO BUBALO – Winner "A" div. playoff

- CRAIG DUNCANSON – Winner "B" div playoff
- BEV McIVER – Winner "C" div playoff
- GABE GUZZO – Most gentlemanly – Player in top scores with least amount of penalties
- BEST PLAY MAKER – Player with highest assists (Top scorer)
- TOP SCORER – Player with most points
- BEST GOALIES – Awarded to goalies with team who has lowest goals against

Midget

- YVAN CASTONGUAY – Team finishing in first place regular season
- JIM CONNER – Winner "A" div. playoff
- CHUCKER SMITH – Winner "B" div. playoff
- BEST GOALIES – Awarded to goalies with team who has lowest goals against
- TOP SCORER – Player with most points
- REFEREES ASSOCIATION – Most gentlemanly – Player in top scores with least amount of penalties.
- BEST PLAY MAKER – Player with highest assists (Top scorer)

Section 6 - Changes or Modifications to the Rules & Regulations

As per the Constitutional amendment which was passed at the 2004 Annual General Meeting, these Rules and Regulations may be modified by the Executive Board as required throughout the year without the formality of a Constitutional amendment.

Any proposed modification to the existing Rules and Regulations or any new proposed rule or regulation must be passed by a majority vote of the Executive Board, followed by a written notification to each Member Association of any such changes fourteen (14) days prior to the implementation of such change.

Appendix 1 – GE 56 Clarification

Appendix 1

NDMHL “four Penalty ejection - GE 56 rule”

5 a. Penalties which are coded automatically as two infractions, but are a single occurrence, will count as only one penalty for this rule.

- Example: a two minute minor for a head-check is coded as a two minute minor and a ten minute misconduct
 - This infraction will count as one penalty under this rule

5 b. “Coding”

A player receiving three (3) *stick infractions* under the NOHA rules automatically is ejected from the game and this game ejection is coded as a GE56.

- This GE56 will not count as a GE56 occurrence for purposes of the league’s GE56 rule, for four penalties

When a player receives four (4) penalties in a game and it is not properly coded on the score sheet with a GE56, this will still be counted as an occurrence of a GE56 under the NDMHL rules.

NDMHL suspensions for multiple GM, MP and GRM penalties

5 c. Combination GM penalties are sometimes automatically coded on score sheets for single infractions.

An example of this is where two players from each team each get involved in two separate fights.

- The first pair of players is assessed 5 minutes each for fighting with a GM30.
- The second pair of players is assessed 5 minutes each for fighting with a GM30 and a GM31, as the second fight in the same stoppage of play.

Where this type of situation occurs, the league will view the GM30+GM31, for the second set of players, to be a single occurrence of a GM fighting penalty. Under rule 5c., the NDMHL suspension will be one additional league game, in addition to those games assessed under the OHF guidelines.