

Nickel District Minor Hockey League (NDMHL)

2017-2018 Rules and Regulations



Revised September 2017

Table of Contents

SECTION 1 – OFFICIALS.....	3
SECTION 2 – GAMES	4
SECTION 3 – PLAYOFFS.....	7
SECTION 4 – GENERAL.....	9
SECTION 5 – FINANCE	11
SECTION 6 – AWARDS	12
SECTION 7 – CHANGES OR MODIFICATIONS TO THE RULES & REGULATIONS	13
APPENDIX 1 – GE 56 CLARIFICATION	13

Section 1 – Officials

The League will adopt a one Referee and two Linesmen system in all Divisions except Novice which will utilize a two-man system. Associations may choose to assign a three-man system in Novice. All Officials must be properly certified for the level of hockey they are officiating.

1. All member Associations will use N.O.H.A. referees rates (NOHA R.10.8) for League games.
2. Play-off rates- see NOHA Regulations
3. Associations must pay travelling fees set by the NOHA constitution. Requests for *outside officials* must be made in writing to the League's President who will liase with the NOHA Referee-in-Chief. The team submitting the request will be responsible for all extra costs. This applies only to the Midget Division. Requests for outside officials in divisions under Midget will not be allowed.

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 any attempt to circumvent these rules may result in disciplinary action by the NDMHL whereby the Association affected and all of its members may lose the privilege of participating in the League.

2. Teams will provide their home and practice ice times to the Division Conveners at the September Coach's/Manager's meeting.

NEW (2016):

Teams **MUST** provide weekly home game slots starting October 1 of any season, which **DO NOT START** before 5:30 pm (weekdays) and **DO NOT END AFTER**:

- 1) 8:30pm for Novice and Atom
- 2) 10:00pm for PeeWee, Bantam and Midget

(Note: In addition to this, Novice and Atom teams are subject to weekend ice slots for long distance teams as per rule # 8 c.)

The number of home game slots which must be provided is:

- 1) Novice and Atom- 18 home game slots to facilitate 12 home games
- 2) PeeWee through Midget- 20 home game slots to facilitate 14 home games

At the September Coach's/Manager's meeting, all teams are to have home game slots, practice slots, blackout dates and contact information for all team staff, listed for the meeting with the divisional Convener.

(Conveners will only schedule games in practice slots as absolutely necessary to the completion of the schedule.)

3. Teams in the Novice Division must have a minimum of one hour ice time. All Teams in the Atom, PeeWee, Bantam and Midget Divisions must have at least one and a half 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:** 14 minute periods

5. Teams will have a 3 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 3 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.

NEW (2016):

- 7 a. Teams are ultimately responsible to the League schedule first, before any other commitments for the season.

All **rescheduling of games** or **switching of games** must be approved by the Convener of the division, before they become effective.

b. Rescheduled games

A "reschedule" of a game does not include a "switch" of a game, [see c) below.]

Teams may reschedule as many games as they need to change, up to midnight on November 1 of the season, provided the new date, time and location are agreed to by both teams involved.

After midnight on November 1, a maximum of 2 game reschedules may be requested by any team.

This rule does not apply to:

i) weather cancellations and the resulting rescheduling required.

ii) the rescheduling of long distance games between teams from Region A and Region B, which are rescheduled to weekend slots.

iii) discretionary rescheduling by the divisional Convener

Teams requesting to have a game rescheduled must complete the prescribed form, OR, complete an email message to the Convener of their division for consideration, **BEFORE** any rescheduling takes place. The Convener has complete authority to rule on any request.

No team will be allowed to engage any other team to reschedule any game without receiving approval from the Convener of the division. This rule does not apply to inclement weather related issues [see d) below]

c. *Switched games*

Visiting teams may switch games as needed.

A "switch" involves two visiting teams agreeing to switch their games, so that games still take place on the scheduled dates, but visiting teams originally scheduled in the two match-ups will change.

Once teams agree to switch games, both teams must advise the Convener no later than 72 hours before the first scheduled date of the games switched. The team requesting the switch will be responsible for informing the home team affected, no later than this same 72 hour period. The home team affected cannot refuse to play the switched visiting team. On the League schedule, new game numbers will be used, to accurately reflect the new matchups .

d) *Inclement weather cancellations*

Only under extreme weather conditions or arena conditions will a two-hour notice of postponement of a game be allowed.

Teams cannot cancel a game, due to weather, on their own.

No weather cancellations can be made without first contacting the Convener of the division, who has the authority to cancel games due to weather conditions. Contact will be made by phone, so as to expedite a decision to cancel.

If the Convener cannot be reached, the teams affected are to contact the League President, Vice President or any one of four (4) League Directors who also have the authority to cancel. This contact will also be by phone.

Any team cancelling a game without contacting members of the Executive as detailed above will have their Head Coach suspended for a minimum of 3 games. The League Executive will rule of the final length of this suspension.

Any game cancelled due to weather, has to be rescheduled.

In addition, the League has a rule application wherein a team may be fined up to \$400. for a game cancellation without merit.(see Section 5-Rule #7)

Unless otherwise determined by the League Executive, all regularly scheduled games must be played, regardless of whether the outcome affects any league standings.

e) *"14 Day Rule" for rescheduling*

The League has a "14 day rule" for game rescheduling for any reason, meaning that a new reschedule date must be agreed upon within 14 days of an approved reschedule

request or weather cancellation.

The agreed upon date does not have to be within 14 days of the original schedule date, but must be before January 31 of the season.

Failing agreement, the League will impose a reschedule date.

The January 31 date is to facilitate completing the League schedule.

(This would include "unscheduled games" appearing on the original schedule for a division, where a Convener could not find a slot to schedule a game.)

Rescheduling forms, or a detailed email, must be mailed, faxed or emailed to the Convener and the President. Both teams requesting to make the change are responsible for completing the form or email request.

(Failure to comply: A fine in accordance with Section 5 - Rule 7.)

8 a. **Regular Season Schedule**

For the Bantam I, Bantam II 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 and Bantam II 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. **Divisional Structure**

Each age group will be structured into Division I and II by caliber, where determined practical by the Executive. (Division I represents a stronger caliber than II.)

Associations will declare team applications within age groups at the AGM, without specifying which Divisional caliber they will compete for the next season.

The NDHL Executive, through a Team Review Committee, will review all applications received and advise the Associations as to acceptance or not into the League for the upcoming season.

At the September coach's meeting, the Associations will self identify which Division (I or II) within an age group, that their teams will compete.

Where the number of teams found necessary (4), to set up workable Divisions is not readily identifiable, the League may arrange an initial schedule amongst all the teams in an age group, with a cut-off date imposed, in order to provide a reasonable caliber split that will then be used to create Division I and Division II in that age group. This initial schedule provided may be a balanced home-and-home schedule or unbalanced, as found necessary by the Executive.

If the number of teams and caliber dictates, consideration of a Division III in any age group will be made by the Executive.

The progress of all Divisions will be monitored by the Executive for purposes of establishing whether any teams are found to be far too strong or too weak in any Division. If necessary, and if determined workable by the Executive, teams may be moved "up" or "down" to a Division of a more appropriate caliber, at any point within the regular season. The teams moved will continue to compete in their new division for the balance of the regular season and playoffs. Points earned before any moves by teams moving "down", will be retained by those teams while points earned by teams moving "up" will be reviewed and decided upon by the Executive at the time of the move.

Exceptional Novice and Atom teams may be considered for movement into older age groups.

Any other inter-age group consolidations will only be reviewed by exception and if found necessary 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)

In the Novice, Atom I and Atom II 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 in the Bantam I and Midget Divisions are to submit to the Convener 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.
- a. Requests by "AAA" Peewee (major and minor) and "AAA" Bantam (minor) teams to participate in the league will be reviewed by the Executive. The Executive may approve participation in a "partial" or "full" regular season schedule. Participation in playoffs will not be automatic and will be reviewed by the Executive.

- b. Female hockey teams approved to participate in the regular season will only be able to participate in playoffs where non-body contact rules apply.

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, B2, 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 and Pee wee Division playoffs will be a "tournament format".

Tournament Format

Divisions of 4 teams

Three game round-robin.

Top two teams move on to an "A" Championship.

All other teams eliminated.

Divisions of 5 teams

Four game round robin.

Top two teams move on to an "A" Championship.

Next two teams move on to a "B" Championship.

Fifth place team is eliminated.

Divisions of 6 teams

From regular season, teams are placed in two groups, whereby teams 1st, 4th and 5th play games against 2nd, 3rd and 6th.

Teams are reseeded 1st to 6th after these preliminary games.

Top four teams move on to "A" semi-finals where winners move on to "A" championship and losers are eliminated.

Bottom two teams move onto "B" Championship.

For 6 team Divisions, the League Executive may choose an earlier date than the regular season end date (cut-off date), in order to determine standings, to facilitate timely schedule making for the tournament. Teams will be advised of this earlier cut-off date, if applicable.

Other sized Divisions

The Executive will make a determination of structure where the above formats do not apply.

Bantam I, Bantam II and Midget Playoffs

- 1 b. The Bantam I, Bantam II and Midget Divisions will be "elimination type playoffs" (unless the Bantam I/II and/or Midget teams choose to participate in the tournament format and the Executive approves that choice). 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 convener. When scheduling playoffs, the convener will use the teams' regular ice times as provided to them at the beginning of the season. Conveners 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 Conveners 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 2- Rule 12 of these rules) will apply.
6. Playoffs are to be completed by March 31st.
7. The Division Conveners 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 I or Midget Divisions.

The league will schedule playoffs in Bantam I and Midget after the regular schedule ends (normally the Sunday closest to February 22), to be completed by March 31.

Teams may 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 (**see below**)

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, **6 point series**, 6 game maximum, and 14 days maximum to complete.
- For divisions with 5 teams or more, **4 point series**, 4 games maximum, and 10 days maximum to complete.

6th game (4th game) scenario("elimination playoffs"):

- The home team may arrange for an extra half hour of ice time for this game to allow for "sudden victory" overtime; if the Convener is advised and approves,
 - overtime would consist of 5 minutes, 5 on 5, followed by:
 - 2 minutes 4 on 4, followed by:
 - 2 minutes of 2 on 2, followed by:
 - 3 successive 2 minute periods of 1 on 1, until over
 - if a team has not won by this time, a shoot out will take place consisting of rounds of single shooters until over

If an extra half hour of ice is not obtained and approved for this game, 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 the 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.

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.

General

- Conveners will be allowed discretion in dealing with odd teams or numbers of teams in order to develop the championship round.

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
<u>7 teams</u>	1 st vs. 4 th 2 nd vs. 3 rd 1 st place receive a "bye"	winners of both advance to championship
<u>9 teams</u>	2 nd vs. 7 th 3 rd vs. 6 th 4 th vs. 5 th 1 st vs. 4 th 2 nd vs. 3 rd 8 th vs. 9 th	winners are then seeded by league standing 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
MANITOULIN
SUDBURY MINOR
BLIND RIVER
WEST FERRIS
NICKEL CITY HOCKEY ASSOCIATION
ELLIOT LAKE MINOR HOCKEY ASSOCIATION
SUDBURY DISTRICT GIRLS HOCKEY ASSOCIATION

NEW (2016)

Dark jerseys shall be worn at home games and white 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 **GE101** (Game Ejection). Any player receiving two **GE101's** in League play will be suspended for one league game. Any additional **GE101's** assessed to the same player in League play will result in one additional league game suspension for each additional **GE101** 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 (**GM55**), will **not** be included in this rule.
 - e. A player receiving a third minor penalty for Checking from behind (**GM55**) during the season will be suspended for two NDMHL games. Any additional **GM55's** assessed in League play will result in one additional League game suspension for each additional (**GM55**) 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 Convener and the President 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, Blind River Hockey Association, Elliot Lake 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 which normally play on weekends may be scheduled by the Convener during weeknights (Monday through Friday).

- 7 The use of affiliated players in NDHL regular season and playoff games, normally covered under NOHA and OWA rules, is modified as follows:
- a) Teams will NOT be allowed to draw affiliated players from teams in any member association, or guest entry team, who normally compete in the same division of the team wanting to use affiliated players.
 - b) Teams from the SDGHA, which are approved to participate in an age group which is the same as their age category, cannot draw affiliated players from older age groups; the reason for this rule is that the SDGHA teams have, in most years, been approved to "play down" a division.
 - c) Teams from any association, which are approved to "play down" an age group, are NOT allowed to draw overaged affiliate players to participate in NDHL games. These teams will only be allowed to draw affiliate players from teams who are the same age as the division that they are participating in.

Section 5 – FINANCES

- 1 Entry fees to the League will be determined on an annual basis by the Executive, on a per team basis. Team fees for the 2015/2016 season will be \$175. per team from Novice to Bantam and \$200. for Midget. (The Executive will advise all Associations of new fee structures for all seasons by August 31 of each upcoming season)

Entry fees are to be paid by October 1st.

- 2 All purchases shall be authorized by the Executive Board.
- 3 All accounts are to be paid by cheque and all cheques shall be signed by the President and Treasurer, or any other person designated by the Executive.
- 4 The League may choose to provide receipts from an official receipt book or email acknowledgement for monies received, if requested by any team or association.
- 5 All financial records pertaining to the League are to be available for audit by an Audit Committee selected by the Executive..
- 6 a. Each Association is to submit a "contact list" to the League President by August 1 of each year listing the Name, Address, Phone Number, Fax Numbers and E-mail Addresses of the both the Association's President and the Association's NDHL representative.
- b. All teams must submit a Team Registration Form, Team Management Pledge and Team Roster (or NOHA approved Roster) to their respective Convener by **October 15th**. Failure to do will result in a \$50.00 fine. Any changes must be reported to the Convener within 7 days of the change.

Fines are to be paid within fourteen (14) days of notice to the League Treasurer.

Conveners are responsible for keeping all team forms for their Divisions.

- 7 A fine of up to \$400 will be assessed to a team (or teams) for either cancelling or forfeiting a scheduled game(s) without reasons acceptable to the League, OR failing to provide proper notification and completing the rescheduling form in writing to the opposing team manager, the Convener of the category and the President. **Fines are to be paid to the League Treasurer within fourteen (14) days of notice.**
- 8 a. A team will be fined \$20.00 for each score sheet not received by the Convener of his Division. Score sheets MUST BE RECEIVED within 3 days of completing the game. Fines will be assessed immediately when reported by Conveners.
- b. A GAME REPORT SHEET, or a detailed email containing the same information for each game, must be completed and faxed, emailed or phoned to the Convenor no later than one day after the game as indicated on the GAME REPORT SHEET (Game Report Sheet is on the league website). Teams failing to comply will be fined \$20.00 for each occurrence.
- c. A team will be fined \$50 for each occurrence, after a first occurrence during the season, of a GM20, GM21 or Gross Misconduct assessed to any team staff in league play.
9. Each Association will post a \$500.00 bond to be used to pay fines assessed to their Teams. If the total amount is used, a further \$500.00 will be required to be deposited by the Association. The balance of the bond will be returned at the Annual Meeting , if requested in writing by a particular Association.
Bonds from guest entry teams or from Associations which cease to be members of the NDHL, which are not requested to be returned at the next AGM after participation in the League, will become general funds of the League.
10. Money owed to the League, for violation of the Rules and Regulations by the Teams, will be the responsibility of the Member Association involved; Failure to pay outstanding fines assessed by the League, may result in the suspension of the Association. Moneys owed are to be paid directly to the League. All notices of fines will be sent to the Member (parent) association.
11. All teams registered with the NICKEL DISTRICT MINOR HOCKEY LEAGUE shall be required to wear a NDMHL crest on the right sleeve (shoulder) of their jersey. Alternate jersey locations must be approved by the League. It is mandatory for all players on the ice to comply. A \$50.00 fine will be applied for failure to comply. This shall be effective November 1st and for the whole year.

Section 6 - 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

- TOE BLAKE – Winner “A” div. playoff
- GERALD MCCRORY – Winner “B” div. playoff

Atom – Division 2

- ALAN SECORD – Winner “A” div. playoff
- GEORGE ARMSTRONG – Winner “B” div. Playoff
- RANDY CARLYLE – Winner “C” div. playoff

Peewee Division 1

- ART BEAUPRE – Winner “A” div. playoff
- FRANK ST-MARSEILLE – Winner “B” div. playoff

Peewee Division 2

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

Peewee Division 3 (or PW 2-conference 2)

- COOKIE CAMPBELL – Winner “A” div. playoff
- RAYMOND GAGNON – Winner “B” div. playoff

Bantam Division 1

- LIZOTTE, FILLATOR – Team finishing in first place regular season
- KARLO BUBALO – Winner “A” div. playoff
- CRAIG DUNCANSON – Winner “B” div playoff

- GABE GUZZO – Most gentlemanly – Player in top scorers with least amount of penalties
- BEST PLAY MAKER – Player with highest assists
- TOP SCORER – Player with most points
- BEST GOALIES – Awarded to goalies with team who has lowest goals against

Bantam Division 2

- DEMARCO BROTHER – Team finishing in first place regular season
- HENRY LeBOUTHILLIER – Winner “A” div. playoff
- JOHN GRIGNON – Winner “B” div. playoff
- BEV McIVER – Winner “C” div playoff

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 scorers, with least amount of penalties.
- BEST PLAY MAKER – Player with highest assists

Section 7 - 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 101 Clarification

Appendix 1

NDMHL “four Penalty ejection - GE 101 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 four minute minor for a head-check
 - 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 **GE101**.

- This **GE101** will not count as a **GE101** occurrence for purposes of the league's **GE101** 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 **GE101**, this will still be counted as an occurrence of a **GE101** 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.