

Kingston Area Secondary Schools Athletics Association

BOYS' ICE HOCKEY PLAYING REGULATIONS - 2012

1. Eligibility:

- a) To represent a school in any activity coordinated by the Federation, a student must:
 - i) be certified as eligible by the Principal of the school;
 - ii) meet the following age requirement: the individual's birth certificate indicates that he has not reached his 19th birthday by January 1st prior to the start of the school year in which the competition is held;
 - iii) be in Grades 9-12;
 - iv) be eligible under the OFSAA Transfer Policy; (By-Law 5, Section 4(f)).
 - v) be eligible for no more than five (5) consecutive years from date of entry into Grade 9 (By-Law 5, Section 4(g));
 - vi) have signed the Rules of Behaviour signature form for the competition;
 - vii) have executed the Federation's "Release of Liability" form.
 - viii) Any athlete participating in an OFSAA Championship or an OFSAA qualifying event must have participated as a member of a bona fide high school program during the current season under the supervision of a teacher-coach as certified by the school principal.
 - ix) No competitor is eligible for the OFSAA Hockey Championship whose name has appeared on a game sheet, and has dressed, after December 1st for a team in "A", "B", "C", "D", Major Junior, Junior, Intermediate, Senior or GMHL divisions in any National and/or International Association, or any league deemed equivalent to "A", "B", "C", or "D".

2. Rules and Officials:

All players must wear ear flaps and throat guards. For goalies, a plastic throat protector (bib) attached to a mask is strongly recommended. The plastic throat protector does not replace a mandatory throat guard. Goalkeepers must wear a neck guard. Mouth guards are strongly recommended for all players, both skaters and goalies, as per OPHEA guidelines.

Canadian Amateur Hockey Association (C.A.H.A.) Rules will govern, with the following exceptions:

- a) All games, including the playoff games, shall consist of one (1) twelve minute period, followed by two (2) fifteen-minute, stop-time periods.
 - i) The Convenor should arrange a minimum of one (1) hour, thirty (30) minutes of ice time for each game, to accommodate the game time.
- b) Each team is allowed one (1) thirty (30) second time out per game.
- c) The maximum number of players permitted to dress for a game is twenty (20), eighteen (18) plus two (2) goalies.
- d) If a player receives a major penalty, his team will play shorthanded for five (5) minutes and that player is ineligible to play in the remainder of that game and in his team's next game. (See exception in (e) major for fighting).

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- e) If a player receives a match penalty or a major penalty for fighting his team will play shorthanded for five (5) minutes and that player is ineligible to play in the remainder of that game and in any further games that season.
- f) If a player receives a game misconduct penalty, that player is ineligible to play in the remainder of that game and his team's next game.
- g) If a player receives a gross misconduct penalty, that player is ineligible to play in the remainder of that game and his team's next game. The disciplinary review committee will review the offense and may assign a further suspension.
- h) If a player is assessed a two minute checking from behind penalty with a game misconduct, that player is ineligible to play in the remainder of that game. A player who is assessed a five minute "checking from behind will be ejected for the remainder of that game and his teams' next game.
- i) When a game cannot be played, a zero-zero tie will be declared and no points will be awarded either team.
- j) In the event of a tie game at the end regulation time in the **regular season**, the following penalty shot system will be used
 - i) 3 player pool from each team - total goals from three players will determine winner
 - ii) If still tied, the remaining players will take alternating shots until a winner is determined.
- k) A second ten (10) minute misconduct in the same game will remove that player from that game. Failure to do so will result in the forfeiture of that game.
- l) When a game is defaulted, after the start of the season, the players of the team that did not default are credited with a game played and the game also counts towards any game suspension totals. The defaulting team's players DO NOT receive credit towards the game played or game suspension totals. The score for a defaulted game is 1-0.
- m) The home team will wear white unless previously arranged.

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3. PLAYOFFS:

- a) Top eight (8) teams in KASSAA standings will compete in the playoffs.
Final league standings will be determined by the following criteria: (in order):
 - i) highest regular season points
 - ii) highest number of wins
 - iii) head to head winner
 - iv) goals for minus goals against divided by goals against
 - v) most goals for
 - vi) fewest goals against
 - vii) a coin toss
- b) Playoff series are single elimination matches in quarter-final, semi-final and championship matches.
- c) For all playoff games, schools shall arrange a minimum of two hours of ice time to accommodate the game.
- d) For the final, a referee and two (2) lines-person crew will be used for all games.
- e) In the event of a tie game at the end regulation time in the playoffs, the following format will be used
 - (a) Overtime period is stop time
 - (b) Overtime is sudden victory except in a first phase of shootout
 - (c) One ten (10) minute overtime - (5 on 5)
 - (d) If still tied, a penalty shot system will be used
 - (e) 5 player pool from each team - total goals from five players will determine winner
 - (f) If still tied, the remaining players will take alternating shots until a winner is determined.
 - (g) Every player on the bench must be used before a player gets a second opportunity to shoot
 - (h) The home team will have the choice to shoot first or second in the shootout.

Exception:

- (a) A player who has been assessed any penalty and has not fully served the penalty prior to the shootout is ineligible for the shootout process.

2. Coaches Duties:

- a) Suspensions and ejections are to be reported to the convenor by the end of the following school day.
- b) It is the coaches' responsibility to supervise any player ejected from a game.
- c) Any coach wishing to reschedule a game must contact the convenor and opposing coach to arrange a suitable date and time. If none is agreed upon, then the game is to be played as originally scheduled.

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3. Supervision of Teams/Individuals:
 - a) All teams, or individuals, must have on site supervision by a member of the teaching staff or retired teacher from the school that they represent.
 - b) This teacher shall be responsible to the KASSAA for the conduct of his/her team and shall be the only person involved in all exchanges with officials, opposing teacher/coaches and members of school staffs.
 - c) A non-teacher (community volunteer, parent, etc.) is permitted to assist in the coaching of an individual or team provided that a teacher is present and responsible.
 - d) The teacher must be present on the bench for team sports or in the immediate vicinity for all other sports.
 - e) Unless the staff member (as defined in Section 1 a) – above) of the competing school is present, the opposing teacher/coach and/or convenor shall not allow the game to begin or an individual to compete and the competition shall be forfeited.
 - f) No teacher/coach shall officiate a game involving his/her team.
 - g) It is the teacher/coaches' duty to ensure the accuracy of the information provided on the game sheets.

4. Inclement Weather
 - a) In the event of inclement weather, games may be cancelled and rescheduled if: the transportation company (bus) cancels the booking OR
 - b) the school principal determines that the weather is unsafe for teams to travel OR
 - c) Whenever possible, it is recommended that a decision to cancel a game due to inclement weather be made by 1:00 p.m. the day of the game.
 - d) Once this has happened the coach or AD of the school canceling shall
 - i) notify the school(s) being played that they will not be able to play due to inclement weather;
 - ii) contact the KASSA Convenor that the game is being cancelled due to inclement weather;
 - iii) make arrangements with the school(s) involved to reschedule the game(s) at a date that is acceptable to all parties and fits within the established master schedule. Should a mutually agreeable date to reschedule not be found within forty-eight (48) hours, the convenor will assign a date that fits in to the master schedule.

5. The KASSAA will:
 - a) keep a record of cancelled games in order to ensure that they are rescheduled
 - b) notify the referee assignor that the games are cancelled and will be rescheduled so that unnecessary travel by officials can be avoided.

6. Qualifying to EOSSAA:
 - a) All teams regardless of classification (A, AA, AAA, and AAAA) will have access to the KASSAA championships. Following the championships, the highest placing team from each classification will advance to OFSAA. This may require a head-to-head playoff. An A or AA classified school wins the KASSAA championship; they will be the Association representative to OFSAA for their classification. In all other circumstances where there are two (2) or more teams at the A or AA levels, a separate playoff will be held to determine the

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Association representative at those levels.

- b) If there are fewer than four (4) A or AA teams, these teams will be included in the existing league and playoffs.
 - c) When the top two (2) teams in a classification advance to the same standing, a head-to-head playoff will occur.
 - d) Where a classification is not represented in playoffs, the top team in each zone will play off or the top two (2) in league play (whichever applies).
 - e) Awards will be provided as outlined in the Constitution
7. Costs:
- a) The financial cost of the operation of the playoffs plus the assignor(s) fee(s) shall be shared equally by all schools participating in the league, regardless of classification (A, AA, AAA, and AAAA) on a per team basis.
8. Reporting Scores:
- a) For league games coaches are to report scores through the KASSAA website.
9. Awards:
- a) Individual medallions will be presented to the first and second place teams. A championship plaque and league trophy will be presented to the championship team.

SUSPENSION LIST - MINOR HOCKEY

(Adopted by the OHF Board of Directors)

Based upon minimums established by the OHF, this list is to be referred to with respect to suspensions incurred resulting from penalties as assessed. Please note that this list supersedes Regulation 2.5 - OMHA Manual of Operations in that the games must be served as stated, and that the seven days as prescribed by the Hockey Canada Rule Book is not applicable. For information regarding how suspensions are to be served, refer to Regulation 8.2 - OMHA Manual of Operations. Responsibility to ensure suspensions are appropriately served rests with team officials.

Misconducts & Game Misconducts		H.C. Rule#	Minimum Suspension
M10	Throwing Stick Over Boards	9.8 (d)	0 Games
M11	Refusing to Surrender Stick for Measurement	3.3 (f)	0 Games
M12	Player Interference/Distracton During Penalty Shot	4.9 (f)	0 Games
M13	Goalkeeper Violation/Infraction During Penalty Shot	4.9 (f)	0 Games
M14	Equipment/Facemask Worn Incorrectly	3.6 (d, f)	0 Games
M20	Disputing Call of Official	9.2 (a)	0 Games
M21	Harassment of Official/Unsportsmanlike Conduct	9.2 (b)	0 Games
M22	Inciting	9.2 (e)	0 Games
M23	Entering Officials Crease	9.2 (g)	0 Games
M34	Failure to go to the Player's Bench or Neutral Area	6.7 (g)	0 Games
M35	Failure to go directly to Penalty Bench	9.2 (d)	0 Games
M71	Checking to the Head (Minor + 10 Minutes)	6.5 (a)	0 Games
GM20	Disputing Call of Official	9.2 (a)	1 Game
GM21	Disputing Call with Official: Verbal Abuse Game Official	9.2 (b)	3 Games
GM26	Second Misconduct – Same Game	4.5 (c)	1 Game
GM28	Interference from the Bench	7.3 (c, d)	2 Games
GM30	Fighting		
	1st Offense	6.7	2 Games
	2nd Offense	6.7	4 Games
	3rd Offense	6.7	Indefinite
GM31	2nd Fight, Same stoppage of play (3rd, 4th, etc...)	6.7 (h)	3 Games
GM32	Player(s) 3rd, 4th, 5th Man into Fight	6.7 (h)	3 Games
GM33*	Leaving the Players bench or Penalty Box	9.5	3 Games
GM33*	Coach identified as having the 1st Player leave the players bench or penalty bench and GM34	9.5	3 Games
GM34	Leaving the Penalty Box to start a fight	9.5 (a)	4 Games
GM36	Instigator (minor + Game)	6.7 (b)	3 Games
GM37	Aggressor (minor + Game)	6.7 (b)	3 Games
GM39	Hairpulling, Grab Face Mask/Helmet/Chin Strap (Major + Game)	6.1 (d)	2 Games
GM50	Checking from Behind (Minor + Game)	6.4 (a)	1 Game
GM51	Checking from Behind (Major + Game)	6.4 (a)	3 Games
GM53	High Sticking (Major + Game)	8.3 (a, b)	2 Games
GM54	Cross Checking (Major + Game)	8.2 (a, b, c, d)	2 Games
GM55	Slashing (Major + Game)	8.4 (a, b)	2 Games
GE56	Game Ejections	4.6	0 Games
GM57	Boarding/Body Checking (Major + Game)	6.2	2 Games

OHF Suspension List

Misconducts & Game Misconducts		H.C. Rule#	Minimum Suspension
GM58	Elbowing/Kneeing (Major + Game)	6.6	2 Games
GM59	Charging (Major + Game)	6.3	2 Games
GM63	Discriminatory Slur	9.2 (f)	Games
GM64	Trash Talking	9.2 (a)	2 Games
GM68	Kick Shot (with injury Major + Game)	9.4	2 Games
GM71	Head Contact (Double Minor + Game)	6.5 (b)	1 Game
GM72	Head Contact (Major + Game)	1st Offence	3 Games
		2nd Offence	4 Games
		3rd Offence	Indefinite
GM73	Tripping (Major + Game)	7.4 (a, b)	2 Games
GM74	Interference (Major + Game)	7.3 (a, b, e)	2 Games
GM75	Holding (Major + Game)	7.1 (a, b)	2 Games
GM76	Hooking (Major + Game)	7.2 (a, b)	2 Games
GM77	Roughing (Major + Game)	6.7 (k, i)	2 Games
GM78	Goaltender Drop Kick Puck (with injury – Major + Game)	4.11 (f)	2 Games
GM79	Refusing to Start Play (Coach – Major + Game)	10.14 (a)	Indefinite
GM80	Team Official Interference/Distracton during Penalty Shot	4.9 (f)	1 Game
GM81	Leaving the Bench without Clearance from the Referee (Assessed to coach if altercation results in penalties at end of game)	9.5 (j)	2 Games
Gross Misconducts		H.C. Rule#	Minimum Suspension
GRM60	Travesty of the Game	4.7	3 Games
GRM61	Obscene Gesture	4.7	3 Games
GRM62	Removing Helmet and/or chinstrap	3.6 (c)	3 Games
GRM63	Discriminatory Slur	9.2 (f)	Indefinite
GRM66	Head Butt – Team Official (Double Minor + Gross)	6.1 (b)	3 Games
GRM67	Butt End – Team Official (Double Minor + Gross)	8.1	3 Games
GRM68	Spearing – Team Official (Double Minor + Gross)	8.5	3 Games
GRM69	Goaltender Refusing to remove mask for Identification	3.5 (d)	3 Games
Match Penalties		H.C. Rule#	OMHA Suspension
MP24	Threatening an Official	9.6 (a)	Refer to OMHA Regional Executive Member for Suspension Details.
MP25	Physical Abuse of an Official	9.6 (b, c)	
MP29	Spitting	9.7	
MP38	Fighting – Ring or Tape on Hand(s)	6.7 (e)	
MP40	Attempt to Injure	6.1	
MP41	Deliberate Injury	6.1	
MP42	Butt Ending	8.1	
MP43	Grabbing Face Mask / Helmet / Chin Strap	6.1 (d)	
MP44	Hair Pulling	6.1 (d)	
MP45	Kicking	6.1 (c)	
MP46	Spearing	8.5	
MP47	Head Butting	6.1 (b)	
MP52	Checking from Behind	6.4	
MP72	Head Contact	1st Offence	6.5 (d, e)
		2nd Offence	6.5 (d, e)
* GM33 – Coaches' penalty will be noted on the front and back of the game sheet of the Officials' copy only. Penalty to coach is automatic as a result of player receiving GM33, coach not to be ejected as a result of this penalty being assessed.			
NOTICE RE: CLARIFICATIONS These are minimum suspensions. Additional suspensions will be imposed wherever conditions and circumstance warrant. It is the responsibility of each team manager and / or coach to ensure their players sit out their appropriate suspensions. When in doubt as to the relevant suspension, contact the association office. These suspensions are in addition to game incurred.			
M = Misconduct MP=Match Penalty GM=Game Misconduct GRM=Gross Misconduct			