

## GRAND RIVER LOCAL LEAGUE RULES AND REGUALATIONS

The following is an outline of the rules to be followed by the Grand River Local League:

1. In areas where League Rules do not cover then C.H.A. and O.M.H.A. rules will apply.

### 2. Team Roster

(A)	<i>Young Men's</i>	<i>19 years old and younger</i>
	<i>Midget</i>	<i>17 years old and younger</i>
	<i>Bantam</i>	<i>14 years old and younger</i>
	<i>Pee Wee</i>	<i>12 years old and younger</i>
	<i>Atom</i>	<i>10 years old and younger</i>
	<i>Novice</i>	<i>8 years old and younger</i>

(B) All players playing in the league must be **Team Rostered**. All teams/team rosters not received by December 1<sup>st</sup> of the current playing year, will not be eligible for further play in the G.R.L.L. All rosters are to be frozen after the last Saturday in January.

(C) All teams will be allow to roster six (6) players from a lower age categories in their center, (**local league players only**). All affiliate player rosters to be received by **December 1<sup>st</sup>** of the current playing year. All rosters to be frozen after the last Saturday in January

3. All players will be O.M.H.A. local league players only, **no** representative (**Rep./AE**) carded players allowed.

4. Affiliated players may be brought up to older age categories on the understanding that:

(A) The team is shorthanded and under 12 skaters *at Novice, Atom Pee Wee and Bantam.*

(B) *The team is shorthanded and under 13 skaters at Midget and Young Men's .*

(C) The affiliated players may only bring the total team number of skaters to 12 (Novice – Bantam) 13 skaters (Midget and Young Men's) or their register roster limit.

(D) A skater is a player other than a goaltender

(E) A player on the shorthanded team is not losing ice time because of the “**AP**” player

5. In the case of game reschedules, except for conditions beyond reasonable control (e.g. snow storm) a minimum of **72 hours notice** is required.

6. If a team does not show up without a valid excuse, the defaulting teams' center could be charged a fee to cover all game officials.

7. All Novice, Atom, Pee Wee, and Bantam will use at least three **10 Minute Stop Time Periods**. Midget and Young Men's games are recommended to be 10 – 10 – 15 stop time periods.

8. A three man referee system is recommended for Midget and Young Men's Division.

## **9. Suspension**

(A) If a player acquires **30** or more penalties in a *season*, that player shall be suspended for the balance of the season. ***Team officials are responsible for maintaining an accurate account.***

***(B) Note: A Double Minor (e.g. 4 min Butt Ending will count as two penalties.***

Any player that accumulates three penalties in a game will be **expelled from the game immediately**. The penalized player **shall not serve** the third penalty, they must go directly to the dressing room and a player that was on the ice at the time of the infraction must serve the penalty.

***(C) It is the responsibility of the Team Officials to ensure that the penalized player does not participate in any further play, even if the Referees differ in opinion.*** Failure to comply with Rule 9 (B) will be an automatic game suspension for the ***carded coach*** of the offending player and will cause the team to forfeit the game regardless of the score of the game.

***(D) All major Penalties will be double up the following matter. Each*** coded major Penalty is separate. (e.g. GM58 – Elbowing and GM53 - High Sticking will double up. Infractions must be the same code to double up).

***\*\* All suspensions s per the O.M.H.A. Manual of Operations Suspensions List***

**E.g.**           **First Major Offence - as per the OMHA Manual of Operations –  
Suspension List  
Second Major Offence - as per the OMHA Manual of Operations –  
Suspension List plus 1 Game  
Third Major Offence - as per the OMHA Manual of Operations –  
Suspension List plus 2 Games  
Fourth Major Offence - as per the OMHA Manual of Operations –  
Suspension List plus 4 Games**

**\* GM 30 FIGHTING WILL FOLLOW O.M.H.A. MANUAL OF OPERATIONS\***

***(E) All game misconducts will be accumulative in the same manner as Major Penalties in Rule 9 (D).***

***(F) All players under suspension must be identified to all centers through the Discipline Committee. Also suspended player's name is the listed on the game sheet with "suspended" marked by name.***

***(G) A player can ask for a hearing if it is thought that his/her penalty was too harsh. The final hearing will be by the Discipline Committee. The player will remain on suspension until a hearing is held.***

**10.** All disputes will be settled by the Grand River Local League.

**11.** All match penalties will go to the O.M.H.A. Executive Member.

## **12. Playoff Criteria**

***(A) Any player participating in the league playoffs must have been rostered to his/her team, or is on the team's affiliated players list prior to the last Saturday in January with the exception of goaltenders.***

(B) Except for affiliated players, all players must have played 50% of his/her league schedule to be eligible for playoffs.

(C) A player **shall not** be eligible for playoffs if he/she has played more than 5 games as an “AP” with any Rep/AE team. **Exception:** Because of registration numbers, the league membership will review and decide which team players having played more than 5 games will be allowed to play in the Grand River Local League playoffs.

13. In round robin play downs different “A”, “B”, “C” and “D” categories can be established if the numbers of teams warrant it (*see tie breaking procedures*). Teams tied for advancing position to division finals shall play another game with the winner advancing (*see tie breaking procedures*). This game shall include one (1) 10 – minute sudden victory overtime period.

14 Teams will be allowed **one 30 second timeout** in Round Robin and Divisional Final Series.

### 15 Division Finals

Division final will consist of a **best of three games**. The first place team in Round Robin play will be awarded game three/extra game in the final series. Teams will be awarded 2 points for a win. All games that are tied at the end of regulation time will go to a one 10 minute sudden victory overtime period. Games that remain tied after the overtime will result in a single point being awarded to each team. Where there is no defined winner at the end a series an additional game shall be played in the centre with the least number of games in that series, with the next team to win will win the final series. .

16. *Starting the 1994-95 season* the games sheet will only have the names of the names of the players who are playing. Any late players will be allowed to add their names to the game sheet after the game has started. **Any extra name (s)** on the game sheet **that did not play** will be deemed as an illegal player (s) and appropriate penalty will be assessed.

17. **All suspended players** will be listed on the game sheet as suspended.

18 Game change forms are to be used after the start of the season.

Copies to: Home Team Contact  
Visiting team Contact  
Statistician  
League Convenor (if required)

19. The price of \$2.00 will be charged only for Adults in regular season and playoff games **in all centers.**

## Grand River Local League Tie Breaking Procedures

### Regular Season Standings

1. Head to Head Competition
2. Most Wins
3. Coin Flip

### Round Robin Playoffs

If at the conclusion of the round robin series there is not a defined second place winner an additional game will be played to determine the winner. The game shall be hosted by the center with

1. Winner of the round robin game gains home ice.
2. Team with most wins gains home ice.
3. If still tied after applying 1 & 2 then team with the best goal average gains home ice. The goal average is determined in the following manner; Total number of goals for divided by total number of goals (for and against).

**NOTE:** Only the teams tied head to head scores will be used and if tied than all round robin scores will be used.

$$\begin{array}{lcl} \text{EXAMPLE} & \text{For} & = & 10 \\ \text{Against} & = & 4 & \\ \text{Percentage} & 10/(10+4) & = & .714 \end{array}$$

**NOTE: The higher percentage (1.0 being the highest attainable) gains home ice.**

4. If three (3) teams or more are tied, the teams will use Step 3 to determine who gains home ice. The highest place team will gain home ice and play the winner of the Second and Third place. The second placed team will gain home ice in this game.