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OBMHL

## PLAYING RULES AND REGULATIONS

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# OBMHL: Playing Rules and Regulations

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## 1. INTERPRETATION

### In these playing rules:

- a) **League Executive:** **League Executive** means the **Executive Members** of the OBMHL.
- b) **Board of Directors** encompasses the League Executive, and B League Representatives from all registered Associations and all appointed members of the League.
- c) **League:** “B League” or the “League” means the OBMHL (Ottawa B Minor Hockey League) generally or the Board of Directors of the B League according to its Constitution and By-Laws.
- d) **HEO:** Means the Hockey Eastern Ontario (HEO), or HEO Minor Council.
- e) **Association:** Refers to any registered Association in HEO or Competitive Club within the OBMHL.

**All members of the Board of Directors will be required to declare any conflicts of interest at an OBMHL board meeting prior to the beginning of the season.**

## 2. CODE OF CONDUCT

- a) **Members:** Any team members, team, team officials, players and persons, Association, Club or League official whose conduct on or off the ice before, during or after any B League game, playoff or special event game is deemed to be detrimental to the interests of the B League, may be subject to suspension by the League Executive.
- b) For any team that receives 50% more penalty minutes than the average within their division, the Vice-President of Discipline and Appeals will notify the team and its Association. If the team's penalty minutes with respect to the division's average are not reduced within the next two consecutive games, the Coach and team may be subject to disciplinary action from the League's President or the League's Discipline and Appeals Committee at their discretion.

## 3. GENERAL

- a) **Playing Rules and General information:** can only be found on the B Official League Website and should be checked on a frequent basis during the season. [www.ottawableague.ca](http://www.ottawableague.ca) Version Control Page will indicate the last update.
- b) **General Playing Rules:** are subject to Hockey Canada rules plus the Minor Regulations and Code of Discipline as set by HEO. The following additional rules are specific to the operation of the B League.  
**NOTE:** Where discrepancies or disputes arise the League Executive will determine the interpretation of said playing rules. In all cases, the Executive will have the final decision on the OBMHL B League playing rules.
- c) **League Convenors:** The League Convenor for each division of the B League is responsible for ensuring that the B League playing rules are complied with by every team in his/her division.
- d) **Code of Discipline:** All teams, team officials, players and persons must adhere to the latest edition of the **HEO Code of Discipline for Minor Hockey** listed in the most recent **HEO** handbook and posted on the OBMHL and HEO (MINOR) website <http://www.heominor.ca/documents>. Teams, team officials, players and persons who do not adhere to these conditions face disciplinary action by the OBMHL B League discipline committee. All penalties incurred by teams, team officials, players and persons under the code must be reported to both the League Convenor and the respective District Chairperson within **24 HOURS** after the completion of the game in which the infraction(s) occurred and for tournament play prior to the next tournament game. This is in addition to any home Association/Club Policy.
- e) **Season:** The B League Executive shall determine the duration and format of both the League season and playoffs. It will also have the final decision on any OBMHL Special event for each division of the B League.

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- f) **SWEATERS and SOCKS:** Every member of the home team including goaltenders **must** wear light coloured team sweaters and socks issued by the minor hockey Association. The visiting team including goaltenders **must** wear distinctive dark-coloured sweaters and socks issued by the minor hockey Association. Failure to comply with this rule may result in the immediate expulsion from the game of the offending player(s). In the case of matching or confusing colours, the Home Team must change. The referee will decide if a change is required. Officials can use discretion pertaining to goalie socks.
- g) **HANDSHAKE:** Unless otherwise directed by the referee for safety or disciplinary reasons, the handshake shall take place at the **CONCLUSION** of each game.
- h) **Team/Coach Penalties:** B League Playing Rules are designed to ensure fairness to all teams and players. Failure to abide by any of these rules may result in the **FORFEITURE OF GAME POINTS** and the **SUSPENSIONS OF COACHES/TEAM OFFICIALS** for at least the next meaningful League, playoff or special event game as determined by the B League Executive.
- i) **Pre-game Activities:** No team will be allowed to conduct a pre-game event that may affect the playing time of any League, playoff, or special League event games without prior written authorization by the League Executive.
- j) **DRESS CODE:** All B League Associations/Club players and coaches must adhere to a dress code. This can consist of an Association/Club dress code already in place. If the Association does not have a mandatory dress code, the League will impose a mandatory dress code for the teams under its jurisdiction. This code will be in effect for all League functions when representing HEO and the OBMHL including out of Branch Tournaments. B League events are subject to a mandatory dress code at all times. League dress code will consist of shirt/tie, casual pants; or turtleneck or golf shirt or team tracksuit; no jeans, no holes in pants. Any infraction will result in a notice of non-compliance from the League Convenor to the respective B League Representative.
- k) **Fair Play:** All OBMHL associations and teams within the Hockey Canada Pathways stream will adhere to a policy of fair and equitable ice time for all players.

## 4. LEAGUE PLAY

- a) **Season:** The regular season shall consist of the following number of games: U10 to U13 will play a 24 game schedule; U14 and U15 will play a 28 game schedule; U16 and U18 will play a 30 game schedule. The League Executive shall determine the duration and format of both the League season and playoffs for each division of the B League. (see rule 3.e)
  - i) **Minimum Roster Size:** Teams registered and playing in the B League will be comprised of a minimum roster of players. From U10 to U13, team rosters will consist of a minimum of twelve (12) skaters and one (1) goalie. From U14 to U18, teams will consist of thirteen (13) skaters and one (1) goalie.
  - ii) No League team may start a season with less than the Minimum Roster Size for their designated playing level. Should a team lose players, such that their roster falls below the designated minimum, the League expects the team to use affiliates as need to meet this requirement.
  - iii) All teams playing within the B League must adhere to the Import Rule. This limits any team from using a maximum of 4 players from outside of their Association. This can consist of a maximum of four (4) skaters OR three (3) skaters and one (1) goalie. Any additional imports would need to come from an Association that has a Tier 3 hockey team at that level.
- b) **Members:** Teams willing to play League/playoff games through the Christmas and/or the March Break, may do so providing that the League Convenor has given permission and that both teams are in agreement.
- c) The League will schedule League games during the Thanksgiving weekend (Thursday thru Monday inclusive) as required.
- d) At no time will League games be allowed to be scheduled or permitted as part of any tournament play unless they are hosted by the B League.
- e) The League may host showcase events. This will be decided by the Executive.
  - i) The exact date(s) will be set by the Executive by the end of the month of May for the following year.
  - ii) All Member Associations are required to participate. Failure to do so could result in a fine and or the possible suspension of the team or team officials.

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## 5. GAMES START TIMES ALL DIVISIONS B

**Monday to Friday** – earliest start times all levels regular season and play-offs 6:00 pm (18:00 hours)

**Required Ice Allotment /curfew times per Division:** (These times exclude flood times)

50 Minute Game: OBMHL U10 to U13

80 Minute Game: OBMHL U14 to U18

**Restrictions regarding the latest start time for regular season and play-off games.**

U10 - 8:00 PM (20:00 hours)

U11 - 8:00 PM (20:00 hours)

U12 - 8:00 PM (20:00 hours)

U13 - 8:30 PM (20:30 hours)

U14 - 8:30 PM (20:30 hours)

U15 - 9:00 PM (21:00 hours)

U16 - 9:00 PM (21:00 hours)

U18 - 9:00 PM (21:00 hours)

**EXCEPTION:** Friday and Saturday start times may be extended by 30 minutes for all levels **except** games within the U10 and U11 Divisions and games at any other level that may require extended ice (e.g. playoff games requiring a winner).

## 6. REFEREES

- a) To the extent permitted at local arenas, the referee **MUST** be on the ice before the scheduled **STARTTIME**.
- b) Should a no-show of officials occur, the home team must advise the appropriate League Convenor within 24 hours. Games cancelled due to absent officials will be rescheduled by the League Convenor and the home team. In the case of no-show referees, teams should attempt to reach their convenor immediately. If the convenor or another member of the executive cannot be reached immediately, teams must wait until it is no longer possible to complete the game according to rule 7.p.
- c) **All games are to be played under a three-official system:** If only two qualified officials are available, the game **WILL BE PLAYED** with two officials. If only one qualified official is available, the game will be re-scheduled. (Note: The use of a 4-official system is forbidden).
- d) Referees **Game Sheet** Responsibility at the end of the game: The game sheet must be delivered to the home team by the referee in a timely manner of approximately 30 minutes. One copy goes to the home team and another copy goes to the visiting team. The referee will retain 1 of the 4 copies for reporting of a game incident **when necessary**. The referee must ensure that any suspension incurred is properly listed and readable prior to returning copies to the teams. He/she is responsible to ensure that the game sheet is properly signed and noted prior to returning to the team. If any changes are made to the game sheet after the teams have received their copies then the referee must immediately contact a League official and make him/her aware of the change.

- e) Referees must adhere to a dress code established by the referee body when assigned to "B" League games

**OFF-ICE OFFICIALS:** Certified off-ice officials i.e. Scorekeeper, timekeeper, must be provided by the home team. Each team must also provide a **PENALTY BOX ATTENDANT** for all home and away games. **Note:** No appeal on the timing of the game will be heard if the team did not provide a **PENALTY BOX ATTENDANT** during the entire game. Refer to OBMHL website for duties:

<http://ottawableague.pointstreaksites.com/view/ottawableague/latest-news-10/timekeepers-box>

**NOTE:** Penalty box attendant(s) are not timekeepers or scorekeepers.

## 7. TIMING OF GAMES + TIMEKEEPING RULES

**Start time:** Official Scheduled Time of Game (i.e. 7:00:00 pm) **End time:** end of 3<sup>rd</sup> period on stop/game clock; end of curfew time (i.e. 50 minutes = 7:50:00 pm or **80 minutes = 8:20:00 pm** –running time); or arena staff buzzes team off ice—end of ice contract.

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- a) **TIMEKEEPERS:** The Home Team must provide certified timekeeper/scorer for all “B” league and playoff games and must be clearly identified with certification number on the game sheet.
- TIMEKEEPERS/SCORER:** Coaches must ensure all suspensions currently in force will be clearly shown on the game sheet. Timekeeper/scorekeeper must ensure that these suspensions are initialed by the **REFEREE PRIOR** to the **BEGINNING** of the game. In addition, ALL **AFFILIATED PLAYERS** must be clearly identified by the coach/manager on the game sheet marked as “AP” as well as (1) Captain and up to (3) Alternate Captains.
- b) The timekeeper/scorer records the start time and the actual end time of the game on the game sheet in the appropriate area. The start time is the same as the scheduled game time unless a delay has occurred. The timekeeper must also record (top of gamesheet) any unused stop time if a period or game is terminated by running time.
- c) The timekeeper/scorer records goals and assists (#, time, time off, time on) as instructed by the referee.
- d) The timekeeper/scorer records all penalties assessed by the referee in the correct manner, using the abbreviations shown on the back of the game sheets.
- e) The timekeeper/scorer will ensure that the buzzer to end the game is sounded as soon as the correct stop time (game clock) for the third period has expired or immediately when the running time limit for the game has elapsed (i.e. 7:50:00), whichever comes first. The timekeeper must also sound the buzzer at least 30 seconds prior to the end of the warm-up to prepare the teams for the start of the game.
- f) The timekeeper/scorer ensures that the game sheet is signed-off by the referee and linesmen prior to distribution of game sheets.
- g) **TIMING: ARENA CLOCKS** are considered the official timepiece for determining the scheduled start and end of all OBMHL League and playoff games. Stopwatches/PDA, wristwatches are as back-up to arena clock or where there is no running clock. If the timekeeper/scorekeeper has to use a clock other than the arena game clock, they will announce to Coaches/penalty box attendants and if possible, to Officials, when ONE MINUTE of actual playing time remains in each regulation or overtime period and curfew time.
- h) **NO RUNNING CLOCK:** The timekeeper is additionally responsible for monitoring running time with a stopwatch and or wristwatch that has the same capability as a stopwatch. The stopwatch or wristwatch once started must not be stopped if there is no run time clock available. The stopwatch; wristwatch or run-time clock is started at the scheduled game time at the same time the game clock is started (7:00:00 pm); i.e. prior to warm-up, not at puck drop, and continues until it expires (i.e. 7:50:00 p.m. or 8:20:00 p.m.). It is never stopped by timekeeper.
- i) After the 3 minute warm-up, the timekeeper/scorer enters the applicable stop time (10 or 15 minutes) on the GAME clock for the first period and starts clock as soon as the referee drops the puck-
- j) **WARM-UP:** A **three 3 minute warm-up** will commence at the scheduled START TIME of the game.
- k) **TIME OUTS:** Are **NOT** permitted in any B League regular season or play-off game.
- l) **RUNNING TIME OBMHL**

In order to maintain uniformity throughout the League and be mindful of arena schedules, the following must be adhered to. It is the responsibility of every participating Association in the B League to educate and inform their volunteers.

### **U10 to U13:**

- All games will consist of two (2) ten minute STOP TIME periods, and one (1) twelve minute STOP TIME period (third) with one (1) minute running time interval between periods. The running clock shall be set for fifty (50) minutes and started at the beginning of the time slot (ie. 7:00:00 pm). If the game/running clock cannot be started at the beginning of the time slot then it shall be adjusted to the remaining time left in the slot and started immediately. (Note: this new time must be changed by the timekeeper on the game sheet; speak with Official so they can try to “make up” time during the game i.e. between periods, warm-up etc.). Once started the running clock shall not be stopped. The game ends whenever the first of the following happens: the third period ends, the running clock expires (ie. 7:50:00 pm), or the arena staff ends the time period—end of ice contract. All rinks should have a visible clock that shows the runningtime.

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## U14 to U18:

- All games will consist of two (2) fifteen minute STOP TIME periods, and one (1) 18 minute STOP TIME period (third) with one (1) minute running time interval between periods. The running clock shall be set for eighty (80) minutes and started at the beginning of the time slot (ie. 7:00:00 pm). If the game/running clock cannot be started at the beginning of the time slot then it shall be adjusted to the remaining time left in the slot and started immediately. (Note: this new time must be changed by the timekeeper on the game sheet; speak with Official so they can try to “make up” time during the game i.e. between periods, warm-up etc.). Once started the running clock shall not be stopped. The game ends whenever the first of the following happens: the third period ends, the running clock expires (ie. 8:20:00 pm), or the arena staff ends the time period—end of ice contract. All rinks should have a visible clock that shows the running time.
- m) **DELAYED GAMES:** If, for any valid reason i.e. bad weather, arena staff, injury in previous game, etc. the start of the game is significantly delayed, the game end time can be extended if an agreement is reached between coaches and/or a home association official AND the arena staff. Both coaches must indicate their awareness of the delay and/or extension by initialing the game sheet with the NEW start time/end time prior to the start of play. At the discretion of the two head coaches, they can modify the 3 minute warm-up and the 1 minute running time intervals. The game must be played and the B League will make a ruling as to its outcome. It is the Timekeepers responsibility to ensure that any changes to the published start time is duly noted on the game sheet in the event there is a disagreement and a formal protest is lodged. If a game starts late, and no agreement has been reached to change the official start time and end time, then the game must end at the originally scheduled time
- n) **CLOCK FAILURE:** If the arena time clock fails, the referee must consult with the timekeeper to ensure that a stopwatch or wristwatch with stop capabilities is used to complete the timing of the game. (See Section 7: Timekeeping Rules) If stop time cannot be recorded, the game will use running time with an adjustment to the penalties. Two minute penalties become three minutes in length; five minute penalties become seven minutes. Ten minute penalties will remain ten minutes. Should the clock fail at any time when there is a penalty, the remaining time will be multiplied by 1.5 and served at running time under the appropriate penalty rule.(i.e. Player A has 1:14 remaining in penalty when the clock fails. Upon game restart the penalty time will be set for 1:51 of running time.
- o) **GAME COMPLETED:** A regular season game is considered completed if a minimum of one-half of the allocated stop time OR run time has been completed during regular season play. In playoffs, a game is considered completed if two periods of stop time or run time have been completed.

**U10 to U13:** Season 16 minutes STOP or 25 minutes RUN; **Playoff**= 20 minutes STOP or 34 minutes RUN

**U14 to U18:** Season 24 minutes STOP or 40 minutes RUN; **Playoff**= 30 minutes STOP or 54 minutes RUN.

**NOTE:** Causes for ice to be “unavailable for play” include power failures, unsafe ice conditions, serious injury, etc. The timekeeper must note the stop times at the occurrence of the interruption, and the time it was cleared. A major altercation resulting in interruption of the game is not considered as justification for the application of this rule.

## 8. RESCHEDULING/ SWITCHED GAMES

The B League has instituted a policy regarding game changes to minimize disruption to the League schedule and to provide all teams with a reasonable window of time to meet their scheduling needs.

- a) **Switched Games (Game Swap):** Visiting teams, as shown on the B League schedule may not reschedule any game(s) without first attempting to switch games with other visiting teams scheduled to play the same home team on a different date. Once the teams involved have agreed to switch a game, the League Convenor must be notified by the team requesting the switch no later than 72 hours before the scheduled date of the first game involved in the switch. The convenor shall notify the home team. The home team cannot refuse to play the switched team.
  - i. **Re-Scheduled Games:** Teams requesting to have a game re-scheduled must make the request in writing and submit it to their division Convenor for consideration. Convenors are entrusted with the authority to either approve or deny all requests upon their submission. No team will be allowed to engage with any other team to re-schedule any game without first receiving written approval from their division convenor. This rule does not apply to inclement weather related issues. (Refer to rule h).

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- ii. Visiting Teams may switch games as required. A switch involves two visiting teams switching their games, so that games occur as scheduled, but the Game # on that given date changes. The game date, time and location remain unchanged. On the League schedule, the game number will change to reflect the correct match-up. (see point 8.a above)
- iii. Prior to midnight on Nov. 24, teams may reschedule as many games as they need to change, provided the new date, time and location are agreed to by both teams.
- iv. After midnight on Nov. 24, a maximum of two (2) game changes may be requested by any team
- v. To avoid numerous changes related to tournaments, association representatives should submit tournament blackouts for teams within their association prior to the creation of the league schedule.

### **ALL GAME CHANGES AND SWITCHES MUST BE APPROVED, IN ADVANCE, BY THE LEAGUE CONVENOR**

- b) **Scheduling Deadline:** Any games that have been cancelled and not re-scheduled must be scheduled by the end of December of the current playing season. It is the League's intention that once the League enters into the New Year, all games have been scheduled.
- c) **Invalid Reasons for Re-Scheduling Games:** No team will be allowed to re-schedule any League or playoff game for team activities, player/coaches absence, game starting time, playing games on successive nights etc. Any requests to have a game re-scheduled; must be sent in writing and receive the approval of the League Convenor.
- d) **Referee Costs:** Any additional costs charged to the B League in respect of the game officials assigned to a League or playoff game will be borne by the team that was responsible for incurring the additional costs.
- e) **Ice Costs:** If applicable, the incremental cost of the ice for the re-scheduled game will be borne by the team requesting the change, unless the teams involved agree to another payment arrangement.
- f) **League Convenor's Discretion:** To ensure the League schedule is completed within the prescribed time limits, the League Convenor has the authority to make a final decision for all rescheduled and switched games where the teams involved fail to reach an agreement within a reasonable timeframe.
- g) **Travelling Cost:** If applicable, the incremental cost of travelling to and from a switched game or re-scheduled game will be borne by the travelling team.
- h) **Inclement Weather Re-scheduling:**
  - i) Visiting team officials must contact their League Convenor who has the authority to postpone games due to weather conditions.
  - ii) If the League Convenor cannot be reached, team officials must contact the League President, Vice-President or the Treasurer or Secretary who also have the authority to postpone games.
  - iii) The Home team official will then contact the Referee Scheduler of their District to advise the officials that the game has been postponed and will be re-scheduled.

**NOTE:** At no time may a team postpone a game on its own. If this is done the team will be subject to fine or suspension.

## **9. COMPLETION OF LEAGUE SCHEDULE**

- a) All scheduled League games **MUST** be played regardless of whether the outcome of the game will affect the status of the League standings. Unless determined otherwise by the League Executive, failure to complete all scheduled games will result in suspension of the coach, the team, the loss of points and/or other sanctions imposed as the League deems necessary.
- b) All divisions of B League must complete their regular League schedule by the final date determined by the League Executive under rule 3. e) (Season).



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## 10. GAME PRECEDENCE

- a) Regular season, playoff or special League event games take precedence over tournaments and exhibition games. Section 13b) may be invoked to address conflicts. Teams that place a priority over games other than those in the League against the direction of the Convenor will forfeit points and the responsible coach will be suspended.
- b) If a team forfeits a game for any reason, the **COACH**, other **TEAM OFFICIALS and Players** may be subject to disciplinary action by the **HEO Minor Council Discipline and Appeals Committee and/or the B League**. In addition, the team forfeiting will have 2 points deducted from either their current League or playoff standings, whichever is applicable. The team complying with the rules will NOT be awarded 2 points in the case of a forfeit where no game is actually played. The League Website will NOT show two points being awarded to the team in compliance. If for some reason the League Website either automatically awards points to the opposing team or allows suspensions to be shown as served in error, the original Convenor records shall prevail as the only recognized record. The League website game sheet will not be considered the Official Game Sheet --The Official Game sheet is the original Game Sheet signed by the attending officials. Under no circumstances can a forfeited game be used to serve suspensions. The League website is a tool of the League to provide information to our membership -- again the only OFFICIAL GAME SHEET is to be the ORIGINAL Game Sheet
- c) During play, if a team leaves the ice in contravention of the rules, they will forfeit any points to the team complying with the Rules and Regulations, and will be subject to disciplinary action at the League's discretion.

## 11. TOURNAMENTS

- a) It is mandatory that all teams in each division report suspensions prior to their next scheduled tournament game or within 24 hours of their return if the offence occurs in their final tournament game. Teams must submit copies of all tournament game sheets to their division Convenor within five (5) days of completion of said tournament. Failure to comply will result in the suspension of the responsible coach.
- b) No team will be permitted to enter any tournaments, during the playoff schedule, unless otherwise approved by the League.
- c) Regular season, playoff, or special League event games take precedence over tournaments and exhibition games. Teams that place a priority over games other than those in the League, against the direction of the Convenor will forfeit points and the responsible coach will be suspended.
- d) All teams will be subject to play League games following participation in a tournament if it has been so scheduled.

## 12. SUBMISSION OF GAME SHEETS/REPORTING OF SCORES AND SUSPENSIONS

- a) **Submitting Game Information:** (REGULAR SEASON and PLAYOFF) For all League play, at the conclusion of the game, teams are required to **post their game sheet information on the League website within 24 hours of the completion of the game**. Playoffs will require to be reported within **four (4) hours** to the division Convenor and posting of game sheet information on the website. Game sheet information **MUST** be posted on the League website exactly as they have been recorded on the original game sheet.
- b) **Submitting Game Sheets:** (REGULAR SEASON and PLAYOFF) For all League play, at the conclusion of the game, the referee must provide both teams with a signed copy of the game sheet, one of which must be the original copy.  
  
The home team is responsible for scanning the original copy of the game sheet for all home games to the division Convenor, within **24** hours of the completion of the game. If the referee is required to submit a written report, the referee will keep one of the last two remaining copies for his/her reference. Referees will not keep the original; the home team must retain it for their records for the duration of the season.
- c) **Submitting Game Sheets:** (EXHIBITION during Regular Season): Once a team has entered the League, at the conclusion of all exhibition games played and until the team is disbanded, the referee must provide both teams with a signed copy of the game sheet, one of which must be the original copy. The League team is responsible for scanning the original copy or a copy of the game sheet for all games to the League Convenor, within **five (5) days** of the completion of the game.
- d) **Submitting Game Sheets:** (TOURNAMENT during Regular Season) See Rule 11(a)

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- e) **Reporting Suspensions:** Coaches/managers must report all suspensions assessed during League and out-of-League play to both the League Convenor and their respective District Chairperson within 24 hours of the completion of the game. While the Convenor may provide advice regarding the suspension applicable to the penalty under the HEO Code of Discipline for Minor Hockey, the final decision comes from the District Chairperson. If the District Chairperson changes the original or initial suspension, the team must notify the Convenor IMMEDIATELY of this fact. The League Convenor is responsible for ensuring that every suspension incurred in his/her division is properly served.
- f) **Ineligible players:** Hockey Canada Regulations state that when a team is found guilty of using an ineligible player, points will be automatically removed from the offending team. Further, under the HEO Code of Discipline for Minor Hockey the Head Coach of the game with the ineligible player is suspended from all hockey activities until a hearing with the HEO Minor Council Discipline and Appeals Committee. For games in which the ineligible player participated, **no points** will be awarded to the **offending** team and two points will be awarded to the **compliant team**. Further suspensions from the League may be applied to the coach or other team officials. The League Convenor will adjust the divisional standings to reflect the points and wins/ties forfeited by a team. The **Home and Visiting** team official is responsible for reporting to their respective District Chairperson. If the District Chairperson changes the original or initial suspension, the team must IMMEDIATELY notify the Convenor of this fact.
- g) **Team officials:** (Coaches, Assistant Coaches, Managers and Trainers,) are responsible for ensuring that the Code of Discipline is followed during B League games, exhibition games, and tournaments. Players under their control must fully comply with **Hockey Canada, HEO and B League Playing Rules**. Failure to comply will result in disciplinary action by the League. In all instances, the coach or acting coach for that game will be responsible. The League will, at its discretion hold other team officials responsible. The **Home and Visiting** team official is responsible for reporting to their respective District Chairperson.
- h) **Failure to submit game sheets:** Game sheets not submitted in a timely fashion will be subject to a fine and additional discipline, according to the following schedule: 1) Failure to submit the game sheet after 72 hours: warning from Convenor; 2) After seven (7) days: 2nd warning to team provided by the Association's B Rep; 3) After ten (10) days: Association's B Rep notifies Association President and team is fined \$25; 4) After 30 Days: Additional discipline as directed by B League and may include a loss of points (i.e. deduct 1 point). Teams are provided with 60 days to pay fines. All fines not received within 60 days will be invoiced to the Association/Club directly.

### 13a. PLAY-OFFS: Top 8 Series (U16-U18)

- a) **General:** Within each division, playoffs will be comprised of the eight teams with the highest regular season standing, unless otherwise directed by the League (RULE 3 e). Teams outside of the top eight will compete in the B-side Playoffs (see Rule 13b below). For submission of playoff game sheets, refer to Rule 12.
- b) **Play-off Format:** League Executive will specify the start and end dates for all playoff rounds, as outlined under Rule 3e. There will be no changes permitted to home ice dates once these have been submitted and accepted by the League. Convenors are responsible to schedule all play-off games within his/her division.
- c) **Playoff Game Notification:** Every attempt will be made to provide notification of playoff games thirty-six (36) hours before the scheduled time/date of a game. In extraordinary circumstances, notification may be less than thirty-six (36) hours. Teams waiting for another series to be finalized, will at the discretion of the League Convenor be informed to be ready to play on a certain day, even though the team they are to play has not been named, nor ice time confirmed. Any coach who declines to play a play-off game as scheduled by the League will be subject to immediate disciplinary action, including **FORFEITURE OF POINTS AND SUSPENSION OF THE COACH** for at least the next meaningful game.
- d) **Home Ice Advantage:** In any series, the team that finishes higher in the League's regular season standings has "Home Ice Advantage". A team with home ice advantage is not automatically guaranteed the first game of a series on its home ice. Associations are required to provide home ice for playoffs in a timely manner. If an Association cannot provide the required ice, the League will find ice and bill the responsible Association.
- e) **Completion of the Playoffs:** The completion of all playoff rounds within all divisions must be completed by April 11<sup>th</sup>, inclusive of any League imposed blackout periods
- f) **March Break all Levels:** The League will schedule no games, from 12:01 am the first Friday of the March Break until 6:00pm of the second Sunday, inclusive. Teams may elect to play during the March Break, providing both teams are in full agreement. Nonetheless, completion of playoff rounds will not be jeopardised by March Break thus, the Executive reserves the right to impose games during this period under Rule 3e).

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- g) **End of Season Standings:** If two or more teams are tied in points at the conclusion of the regular season, ties will be broken in the following order of precedence:
- Team with most wins overall;
  - Team with most wins against other tied teams;
  - Team with best plus – minus record (goals for – goals against = plus/minus rating) in League play;
  - Team with best plus – minus record (goals for – goals against = plus/minus rating) in head to head;
  - Team with most goals for;
  - Team with least goals against;
  - Teams with the least penalty minutes;
  - Coin toss by League Convenor.
- h) **Playoff Series:** The playoff schedule will be set as follows as per the League's final regular season standings.
- Quarter Finals:** Series A: (1<sup>st</sup> vs. 8<sup>th</sup>) (2<sup>nd</sup> vs. 7<sup>th</sup>) (3<sup>rd</sup> vs. 6<sup>th</sup>) (4<sup>th</sup> vs. 5<sup>th</sup>);
  - Semi-Finals:** Series B: Same Format as Series A as per standings of regular season;
  - League Final:** Series C: Winners of Series B advance to the finals.
- i) Home ice advantage goes to the highest team as per the League standings as listed in rule: (13a (d) Home Ice Advantage)
- j) **Format for Quarter Finals, Semi-Finals and Division Finals**
- Quarterfinals and Semi-finals will be a five (5) point series, unless otherwise directed by the League due to time constraints. Winner = 2 points, Loser = 0 points. Tied games will remain tied with each team receiving one (1) point.
  - If after four games, neither team has attained five points, a 5th game must be played with additional time (110 minute slot) allotted for sudden victory overtime. Game 5 must be played in its entirety (regulation time 15-15-18). The League curfew of 80 minutes run time is waived. If the game remains tied after overtime, a shootout will take place. The game will end when: 1) Game Clock ends the third period with a winner; or if it is still tied; 2) Sudden victory 4 on 4 for a 10 minute overtime resulting in a winner; 3) Or, if a game is still tied after the overtime period, a shootout will occur with each team selecting three (3) shooters (all three selected prior to the start of the shootout). The Home team will decide who shoots first. If the game is still tied after three (3) shooters for each team, the shootout will progress with one player from each team until a winner is determined after an equal number of shooters. Individual players cannot shoot twice until every player on the team (excluding goaltenders) has taken a shot. The Convenor or League Executive reserve the right to shorten or eliminate the overtime period if there have been any delays for injuries etc that limit the remaining time. In such case where the overtime and shootout cannot be completed, and the game remains tied, then a 6th game with the same rules will be hosted by the Visiting team.
- k) **Expediting Completion of Playoff Games/Series**
- If in any Series, it is the opinion of the League that time is of the essence, the League may require that the game be played on the first available ice regardless of where the game should normally be played. The normal home status rotation will remain in effect.
  - If in the opinion of the League, a Series is being delayed because of unavailability of ice, the League may direct that a game be played on another ice surface. At the discretion of the League, this other surface could be in either of the competing team's arenas or on a neutral site. Ice costs will be borne by the designated home team or as the League determines.

### 13b. PLAYOFFS: B-side Round Robin (U16-U18)

**General:** Within each division, the B-side Round Robin Playoffs will comprise all teams which did not qualify for the Top 8 Series Playoff, unless otherwise directed by the League.

- a) The Round Robin Series format is as follows:
- Each team will play each other team once, unless there are more than five teams involved. Divisions with more than five teams will play a maximum of four games in the Round Robin.

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- b) During Round Robin play, teams will be awarded 2 points for a win, 1 for a tie and 0 for a loss. Round Robin points will decide the final placement of teams. The top 2 teams will advance to a final Championship game (see 13b (f)).
- c) In the event of a tie at the end of the Round Robin Series between TWO TEAMS, for any position, the tie-break procedure outlined in 13a (g) will be used to break the tie. This rule will be applied to the games in the Round Robin series and not the Regular Season.
- d) IF 3 OR MORE TEAMS ARE TIED: NOTE: The three team tiebreaker is used to determine the seeding of the three tied teams. If any step in the tiebreaker only seeds one team, that team assumes that position. The three team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.
  - i. If three or more teams are tied, the point record established in the games among the tied teams only will be used as the first tie breaking formula in deciding which team(s) shall advance. This applies only if all of the tied teams have played each other during the Round Robin series.
  - ii. If still tied, the team with the most wins gains the highest position.
  - iii. If still tied, the team with the best goal average gains the highest position. The goal average of a team is determined as follows: divide the total number of goals for by the combined total goals for and against. The team with the highest percentage takes the highest position. *Example:* Goals for 10; goals against 4;  $10 \div 14 = 71.4\%$  NOTE: ALL ROUND ROBIN GAMES are included.
  - iv. If still tied, the team with the fewest goals against (all round robin games played) will gain the highest position.
  - v. If still tied, the team with the most goals for (all round robin games played) will gain the highest position.
  - vi. If still tied, a coin toss shall determine the winner. In a three-team coin toss, the odd team gains the highest position.
- e) Any team who opts out of the OBMHL – B side playoffs without permission from the OBMHL shall be fined \$250 to be paid by their Association.

### Final Round:

- a) The top two teams of the round robin series will play a single game championship final round. The first team to achieve two points wins the B-Side Playoff.
- b) If the game ends in a tie after regulation play the following overtime format will take place:
  - i. There will be one-10 minute, four on four, sudden death victory overtime period.
  - ii. If a game is still tied after this overtime period, a shootout will occur with each team selecting three (3) shooters. Home team decides who goes first.
  - iii. If game is still tied after three (3) shooters, the shootout will progress with one player from each team until a winner is declared. Individual players cannot shoot twice until every player on the team (excluding goaltenders) has taken a shot.

## 13c. U10 and U15 Playoffs

- a) As per Hockey Canada requirements, the playoff format for U10 and U15 must be a tournament format in which all teams participate. The rules and format of the tournament will be announced during the season by the League Executive.
- b) In the event of a tie at the end of the Round Robin Playoff Series between TWO TEAMS, for any position, the following tie-break procedure will be used to break the tie. This rule will be applied to the games in the Round Robin series and not the Regular Season.
  - i. The team with the most wins will gain the highest spot;
  - ii. If still tied, head-to-head winner among tied teams will gain the highest spot;
  - iii. If still tied, the team with the fewest goals allowed (all round robin games played) will gain the highest position;

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- iv. If still tied, the team with the best goal average will gain the highest position. The goal average of a team is determined as follows: divide the total number of goals for by the combined total goals for and against. The team with the highest percentage takes the highest position. Example: Goals for 10; goals against 4; 10 divided by 14 = 71.4% NOTE: ALL ROUND ROBIN GAMES are included;
  - v. If still tied, the team with fewest penalty minutes will gain the highest position;
  - vi. If still tied, a coin toss shall determine the winner.
- c) IF 3 OR MORE TEAMS ARE TIED: NOTE: The three-team tiebreaker is used to determine the seeding of the three tied teams. If any step in the tiebreaker only seeds one team, that team assumes that position.
- i. If three or more teams are tied, the point record established in the games among the tied teams only will be used as the first tie breaking formula in deciding which team(s) shall advance. This applies only if all of the tied teams have played each other during the Round Robin series.
  - ii. If still tied, the team with the most wins gains the highest position.
  - iii. If still tied, the team with the best goal average gains the highest position. The goal average of a team is determined as follows: divide the total number of goals for by the combined total goals for and against. The team with the highest percentage takes the highest position. Example: Goals for 10; goals against 4; 10 divided by 14 = 71.4% NOTE: ALL ROUND ROBIN GAMES are included.
  - iv. If still tied, the team with the fewest goals against (all round robin games played) will gain the highest position.
  - v. If still tied, the team with the fewest penalty minutes (all round robin games played) will gain the highest position.
  - vi. If still tied, a coin toss shall determine the winner. In a three team coin toss, the odd team gains the highest position.
  - vii. Once the highest ranking team of three or more tied teams has been determined, the tie breaking procedure will begin again at point (i) unless there are only two remaining tied teams in which case the tie breaking procedure outlined in 13c) b) (above) will be used to break the tie.
- d) The playoff format will be a weighted, round-robin format with the following characteristics:
- i. Each division will be divided into two pools;
  - ii. Each team will play a maximum of six games;
  - iii. Placement within each pool will be weighted to reward the higher placing teams;
  - iv. The top two teams in each pool shall advance to a single game semi-final where 2<sup>nd</sup> in pool B will play AT 1<sup>st</sup> in pool A and 2<sup>nd</sup> in pool A will play AT 1<sup>st</sup> in pool B. The winners in the two semi-final games will play in the championship game;
  - v. The championship game will be hosted by the highest-ranking team during the regular season;
  - vi. For semi-final and final games, games will be played with additional time (80 or 110 minutes) allotted for sudden victory overtime. Regulation time will be played in its entirety (regulation time 10-10-12 or 15-15-18). The league curfew of 50 or 80 minutes will be waived. If the game remains tied after overtime, a shootout will take place. The game will end when: (1) Game clock ends the third period with a winner; (2) Sudden victory 4-0n-4, 10 minute overtime resulting in a winner or; (3) if a game is tied after the overtime period, a shootout will occur with each team selecting three (3) shooters (all three selected prior to the start of the shootout). The home team decides which team will shoot first. If the game is still tied after three shooters for each team, the shootout will progress with one player from each team until a winner is determined after an equal number of shooters. Individual players cannot shoot twice until every player on a team (goaltenders excluded) has taken a shot. The Convenor or League Executive reserves the right to shorten or eliminate the overtime period if there have been any delays for injuries, etc. that may limit the remaining time;
  - vii. The OBMHL may reduce the number of round robin games if a division has fewer than fourteen teams;
  - viii. The round robin format will be played according to the format outlined in Annex 2

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- e) Any team who opts out of the OBMHL playoffs without permission from the OBMHL shall be fined \$250 to be paid by their Association.

### 14. PROTESTS

**APPEALS:** (see Annex 1 for prescribed procedures) the appellant must submit all game protests or appeals to the League in writing within 72 hours after the completion of the game that is in dispute. Any playoff game protest must be filed in writing within 24 hours of completion of the game and include full disclosure on the grounds of protest. The League, in its sole discretion may delay the playoff series until the hearing is completed and a decision is rendered.

All appeals must be in writing, submitted to the League Director of D&A (Chairperson of the Appeal Committee). All letters of appeal must clearly state the grounds upon which the appeal is being made and what aspect of the game, in particular are being appealed.

An appeal fee in the form of a cheque payable to the OBMHL in the amount of \$150.00 dollars is to be paid at the hearing. Preferably comprised of two cheques of \$75.00.

At its sole discretion, the League will determine whether or not the appeal will be heard. Appeals of a frivolous, baseless or trivial nature will not be heard.

The League will not hear “timing” protests unless the protesting team had a representative in the penalty box for the duration of the game (Rule 6f).

League timekeepers and scorekeepers are representatives of the League and not their Association.

It should be understood, the OBMHL has no authority to overturn calls by the referee. These appeals must be submitted to the HEO Minor Council Discipline and Appeals Committee in consultation with the team’s respective Association President and/or District Chair, as required.

### ANNEX 1 - Appeal Procedures

#### OBMHL “B” APPEAL COMMITTEE

**GENERAL:** The “B” Appeals Committee will comprise a minimum of three (3) members plus the Chairperson. Prior to each Appeal hearing, the Chairperson will select the Appeal Committee members drawn from the sitting members of the “B” League Board of Directors. In the selection of these members, the Chairperson will exclude any person who may have any real, potential or perceived conflict-of-interest. The Chairperson of the Committee will be the Director of Discipline and Appeals of the “B” League. Appeals will be held as required, at times and places to be determined by the Chairperson. In the event that the Chairperson is unable to attend an appeal hearing, or for any other reason, the Chairperson may appoint an acting Chairperson drawn from sitting members of the “B” Executive Board of Directors.

#### APPEAL HEARING PROCEDURES:

The hearing procedures will be as follows:

- 1) The nature of the appeal will be summarized by the Chairperson who may call upon any witnesses to give testimony;
- 2) The Appellant or Representative will be provided an opportunity to present the case, to substantiate the nature of the appeal, to call witnesses and to ask questions;
- 3) Committee members, including non-voting League members and all witnesses will have the opportunity to ask questions and to explore in detail the nature of the appeal;
- 4) The Appellant or Representative will have the opportunity to summarize the case;
- 5) Voting by the Committee Members will take place, in camera, at the conclusion of the hearing. A simple majority will

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determine the outcome;

6) When the decision of the Appeals Committee is in favour of the appellant, one half of the appeal fee will be returned. In the event that appeal is not won, the appeal fee will be retained by OBMHL "B" League.

7) The result of the appeal will be forwarded to the Appellant or Representative in written form within 48 hours from the conclusion of the appeal. Copies will also be forwarded to Committee Members, Appellant's Association League representative and the Secretary of the OBMHL "B" League. If time is of the essence, the Chairperson may provide a verbal decision to the Appellant followed up by the written decision.

8) The decision of the "B" League Appeal's Committee is final subject to further appeal to the HEO Minor Council Discipline and Appeals Committee under prevailing appeal rules and guidelines of that Association.

Appeals should be forwarded to: OBMHL Vice-President Discipline and Appeals (see website for contact information).

## ANNEX 2 – Round Robin Playoff Format

### Division

### Six Game Round Robin

**12**

**teams**

	Pool A	Pool B
A	1	2
B	4	3
C	5	6
D	8	7
E	9	10
F	12	11

Pools A&B					
A-B	B-A	C-A	D-A	E-A	F-A
A-C	B-C	C-B	D-B	E-B	F-A
A-D	B-D	C-D	D-C	E-B	F-B
A-E	B-E	C-D	D-C	E-C	F-C
A-F	B-E	C-E	D-E	E-D	F-D
A-F	B-F	C-F	D-F	E-F	F-E

**13**

**teams**

	Pool A	Pool B
A	1	2
B	4	3
C	5	6
D	8	7
E	9	10
F	12	11
G	13	

Pool A						
A-B	B-A	C-A	D-A	E-A	F-A	G-A
A-C	B-C	C-B	D-B	E-B	F-B	G-B
A-D	B-D	C-D	D-C	E-C	F-C	G-C
A-E	B-E	C-E	D-E	E-D	F-D	G-D
A-F	B-F	C-F	D-F	E-F	F-E	G-E
A-G	B-G	C-G	D-G	E-G	F-G	G-F

Pool B					
A-B	B-A	C-A	D-A	E-A	F-A
A-C	B-C	C-B	D-B	E-B	F-A
A-D	B-D	C-D	D-C	E-B	F-B
A-E	B-E	C-D	D-C	E-C	F-C
A-F	B-E	C-E	D-E	E-D	F-D
A-F	B-F	C-F	D-F	E-F	F-E

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14 teams	Pool A	Pool B	Pools A&B							
	A	1	2	A-B	B-A	C-A	D-A	E-A	F-A	G-A
	B	4	3	A-C	B-C	C-B	D-B	E-B	F-B	G-B
	C	5	6	A-D	B-D	C-D	D-C	E-C	F-C	G-C
	D	8	7	A-E	B-E	C-E	D-E	E-D	F-D	G-D
	E	9	10	A-F	B-F	C-F	D-F	E-F	F-E	G-E
	F	12	11	A-G	B-G	C-G	D-G	E-G	F-G	G-F
	G	13	14							

15  
teams\*

	Pool A	Pool B
A	1	2
B	4	3
C	5	6
D	8	7
E	9	10
F	12	11
G	13	14
H	15	

Pool A							
A-C	B-C	C-A	D-A	E-A	F-A	G-A	H-A
A-D	B-D	C-B	D-B	E-B	F-B	G-B	H-B
A-E	B-E	C-E	D-E	E-C	F-C	G-C	H-C
A-F	B-F	C-F	D-F	E-D	F-D	G-D	H-D
A-G	B-G	C-G	D-G	E-G	F-G	G-E	H-E
A-H	B-H	C-H	D-H	E-H	F-H	G-F	H-F

Pool B						
A-B	B-A	C-A	D-A	E-A	F-A	G-A
A-C	B-C	C-B	D-B	E-B	F-B	G-B
A-D	B-D	C-D	D-C	E-C	F-C	G-C
A-E	B-E	C-E	D-E	E-D	F-D	G-D
A-F	B-F	C-F	D-F	E-F	F-E	G-E
A-G	B-G	C-G	D-G	E-G	F-G	G-F

16 teams		Pool A	Pool B
A	1	2	
B	4	3	
C	5	6	
D	8	7	
E	9	10	
F	12	11	
G	13	14	
H	16	15	

Pools A&B							
A-C	B-C	C-A	D-A	E-A	F-A	G-A	H-A
A-D	B-D	C-B	D-B	E-B	F-B	G-B	H-B
A-E	B-E	C-E	D-E	E-C	F-C	G-C	H-C
A-F	B-F	C-F	D-F	E-D	F-D	G-D	H-D
A-G	B-G	C-G	D-G	E-G	F-G	G-E	H-E
A-H	B-H	C-H	D-H	E-H	F-H	G-F	H-F



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**17  
teams**

	Pool A	Pool B
A	1	2
B	4	3
C	5	6
D	8	7
E	9	10
F	12	11
G	13	14
H	16	15
I	17	

Pool A								
A-D	B-D	C-D	D-A	E-A	F-A	G-A	H-A	I-A
A-E	B-E	C-E	D-B	E-B	F-B	G-B	H-B	I-B
A-F	B-F	C-F	D-C	E-C	F-C	G-C	H-C	I-C
A-G	B-G	C-G	D-G	E-G	F-G	G-D	H-D	I-D
A-H	B-H	C-H	D-H	E-H	F-H	G-E	H-E	I-E
A-I	B-I	C-I	D-I	E-I	F-I	G-F	H-F	I-F

Pool B							
A-C	B-C	C-A	D-A	E-A	F-A	G-A	H-A
A-D	B-D	C-B	D-B	E-B	F-B	G-B	H-B
A-E	B-E	C-E	D-E	E-C	F-C	G-C	H-C
A-F	B-F	C-F	D-F	E-D	F-D	G-D	H-D
A-G	B-G	C-G	D-G	E-G	F-G	G-E	H-E
A-H	B-H	C-H	D-H	E-H	F-H	G-F	H-F

**18  
teams**

	Pool A	Pool B
A	1	2
B	4	3
C	5	6
D	8	7
E	9	10
F	12	11
G	13	14
H	16	15
I	17	18

Pools A&B								
A-D	B-D	C-D	D-A	E-A	F-A	G-A	H-A	I-A
A-E	B-E	C-E	D-B	E-B	F-B	G-B	H-B	I-B
A-F	B-F	C-F	D-C	E-C	F-C	G-C	H-C	I-C
A-G	B-G	C-G	D-G	E-G	F-G	G-D	H-D	I-D
A-H	B-H	C-H	D-H	E-H	F-H	G-E	H-E	I-E
A-I	B-I	C-I	D-I	E-I	F-I	G-F	H-F	I-F

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## Version Control

Date	Author	Revision
June 19 <sup>th</sup> , 2011	Sherry Malloy, President	V1: Initial Draft
June 24 <sup>th</sup> , 2011	Tammy Green, Secretary	V2: Revisions from input by B League Executive from June 23 <sup>rd</sup> , 2011 Meeting
July 7 <sup>th</sup> , 2011	Sherry Malloy/Tammy Green	V3: Revisions from input by B League Executives from July 7 <sup>th</sup> , 2011 Meeting and correspondence
July 21 <sup>st</sup> , 2011	Sherry Malloy, President	V4: Comments from July 21 <sup>st</sup> meeting & correspondence; August 18 <sup>th</sup> FINAL version
February 29 <sup>th</sup> , 2012	Sherry Malloy, President	V5: Tammy Green Motioned changes to 13a)j) ii & k)ii Playoff process; Approved by members Feb 29 <sup>th</sup>
August 30, 2012	Tammy Green, Secretary	V6: 12h) Fines to be applied for late game sheets
September 21 <sup>st</sup> , 2012	Sherry Malloy, President	V7: updated g/s fine wording and 13a.k)ii) OT for semis & finals, added 5. Major Novice to game timing
June 2013	Committee Review and Revised	V8; Timing and Timekeeper; 13j) & k)
September 8 <sup>th</sup> 2013	Greg Clarke, VP Rule changes adopted at the June 2013 Meeting	V9; Modifications to Rule 13 j) and k) Revision to Section 14 (Protests) Addition of 2(b)
January 30 <sup>th</sup> , 2014	Karen Crotty, Secretary	V10; Addition to Playoffs: B side Round Robin 13(f)
May 22 <sup>nd</sup> , 2015	Karen Crotty, Secretary Rule changes adopted at May 21 <sup>st</sup> 2015, AGM	V11; Modifications to Rule 2, a); 3 a), d), 4 a) b) c); 6 c), f); 7 a), p); 8, i), ii), e); 9 a); 10 b), c); 12 g); 13a. B), d), h) j) (i), (ii), l) (ii),
Oct 1 <sup>st</sup> , 2019	Riccardo Panarella, Webmaster. Rule changes adopted June 20 <sup>th</sup> , 2019	V12: Modifications to Rule 3 f), 4 a), a) (i); added 4 a) (iii); 5 – removed reference to Major Novice; 6 c), e); 7 a) m) remove novice
June 1 <sup>st</sup> , 2021	Riccardo Panarella, Webmaster. Division name changes as per Hockey Canada directives	V13: Updated all division names – U10 (Minor Atom); U11 (Major Atom); U12 (Minor Peewee); U13 (Major Peewee); U14 (Minor Bantam); U15 (Major Bantam); U16 (Minor Midget); U18 (Major Midget); updated playoff rule 13b c) and d); updated playoff format U10 and U11
October 26 <sup>th</sup> , 2021	Riccardo Panarella, Webmaster, Rule Changes adopted October 21 <sup>st</sup> , 2021	V14: Modification to Rule 12 a) and b). Suspended rule 8 (a) (iv) for 2021-22 season.
June 15 <sup>th</sup> , 2023	John Sunstrum, Vice-President, Rule changes adopted June 15 <sup>th</sup> , 2023	V15: Modification to rules 1a) (including the creation of 1b), 2b), 4a(i), 5), 6b), 6e), 7a), 7b), 7f), 7h), 8a), 8a(ii), 8a(iv), 11a), 12f, 13a(j), Annex 1(i) Add: 1) statement regarding conflict of interest, 8a(v)
January 22 <sup>nd</sup> , 2024	Riccardo Panarella, Webmaster, Playoff rule updates adopted	V16: Modification to rules 13a (j); 13a (k) and 13b Final Round (b)
Sept 1 <sup>st</sup> , 2024	Riccardo Panarella, Webmaster, Playoff rule updates for U12-U15	V17: Updated Playoff rules for U12-U15. Inserted Annex 2
May 30, 2025	John Sunstrum, Vice President, Playoff rule updates for U12-U15	V17.5: Updated Playoff tiebreaker rules for U12-U15.