

Ottawa B Minor Hockey League

(OBMHL)

Coach/Manager Meeting

Executive

President - Paul MacInnis

Vice President - John Sunstrum

VP Discipline & Appeals - Mike Skeggs

Secretary - Joanne Hicks

Treasurer- Louise Groulx

Webmaster - Riccardo Panarella

Ice Scheduler - Holly Foley

Division Convenors

Greg Clarke - U10

Linda Thompson - U11

Brenda Neumann- U12

Shelley Zimmerman - U13

Paul MacInnis - U14

Riccardo Panarella- U15

John Sunstrum - U16

Mike Skeggs- U18

Welcome!

i Agenda

- League Play / Pathways
- Rules & Regulations
- Game Reporting
- Game Timing
- Game Re-
Scheduling/Swapping/Weather
- Playoffs
- Referees

League Play

- i The U10, U11, U12, and U13 divisions will play a **24 game** season as per the Hockey Canada Pathways directive.
- i U14 and U15 will play a **28 game** season as per the Hockey Canada Pathways directive.
- i U16 and U18 will continue to play a **30 game** season under our previous rule structure.
- i Start of league games is October 18th for U10 through U15
- i Start of league games is October 14th for U16 and U18
- i **Christmas Break: December 23, 2024 to January 3, 2025 at 6pm**
- i **U16-U18: End of Season February 6, 2025 / Playoffs start February 8, 2025**
- i **U16-U18: A Pool Final Round ends March 31, 2025**
- i **U10-U15: End of Season is February 9, 2025 / Round Robin Playoffs start Feb 15, 2025**
- i **U10-U15: Round Robin Playoffs end March 21 for U10-U15. Semi Finals and Finals to be played by March 31st, 2025.**

Game Precedence

League Games take precedence over tournament and exhibition games.

- Season, playoff and special League event games take precedence over tournament and exhibition games.
- Teams that place a priority over games other than League games against the direction of the Convenor, will forfeit points and the responsible coach will be suspended.
- If a team forfeits a game for any reason, the COACH and other TEAM OFFICIALS may be subject to disciplinary action by HEO Minor & the “B” League.
- The website’s game sheet will not be considered as 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.
- League’s website is a tool of the League to provide information to our membership
- the OFFICIAL GAME SHEET is the ORIGINAL Game Sheet.

Completion of League Schedule

- i All scheduled games **MUST** be played regardless of whether the outcome of the game will affect the status of the division's standings.
- i Unless determined otherwise by the League Executive, **failure to complete all scheduled games will result in suspension of the coach and/or the loss of points.**

Tournaments

- i Mandatory that all teams report suspensions within 24 hours of their return and submit copies of all tournament game sheets to their division Convenor within five (5) days of completion of tournament. Failure to comply will result in the suspension of the coach.
- i Teams will not be permitted to enter tournaments during the playoff schedule, unless prior approved by the League.
- i **Regular season, playoff, or special league event games take precedence over tournaments and exhibition games.**
- i All teams have to play league games following their participation in a tournament if it has been scheduled.
- i **FOR U10-U15:** Teams are responsible to their Associations and Districts to ensure they are compliant with the Hockey Canada Pathways policy;

Game Timing

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.

i.e. award presentations, national anthem, etc...

Game Timing

U10 - U13:

- i **Monday to Friday** – earliest start times all levels regular season & play-offs:
18:00 hours (6:00pm)
Weekend starts not before 9am (unless ice availability becomes an issue, and is approved by the League)

Required Ice Allotment times per Division (*excluding flood times*):

50 Minute Game: U10 to U13

- i Restrictions regarding the latest start time for regular season & 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)
- i **EXCEPTION:** Friday & Saturday start times may be extended by 30 minutes for all levels except games within these Divisions and games at other levels that may require extended ice (e.g. playoff games requiring a winner).

Game Timing

U14 - U18:

Monday to Friday – earliest start times all levels regular season & play-offs:

18:00 hours (6:00pm)

Weekend starts not before 9am (unless ice availability becomes an issue, and is approved by the League)

Required Ice Allotment times per Division (*excluding flood times*):

80 Minute Game: U14 to U18

i Restrictions regarding the latest start time for regular season & play-off games:

- 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)

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

Timekeeping

- i TIMEKEEPERS: Home team must provide an HEO Minor certified timekeeper for all League and playoff games and must be clearly identified with contact number on the game sheet.
- i TIMEKEEPERS/SCORER: Must ensure all suspensions currently in force are clearly shown on the game sheet and initialled by the REFEREE PRIOR to the BEGINNING of the game. In addition, ALL AFFILIATED PLAYERS must be clearly identified on the game sheet as “AP”.
- i Timekeeper/scorer must ensure that any stop-time left over at the end of the game is clearly noted on the game sheet.
- i Timekeeper/scorer records goals and assists as instructed by the referee.
- i Timekeeper/scorer records all penalties assessed by the referee in the correct manner, using the abbreviations shown on the back of the game sheets.
- i Timekeeper/scorer will ensure that the buzzer to end the game is sounded as soon as the correct stop time for the third period has expired or **immediately** after the running time limit for the game has elapsed, whichever comes first.
- i Timekeeper/scorer records the end time of the game on the game sheet.
- i Timekeeper/scorer ensures that the game sheet is signed by the referee and linesmen prior to distribution of game sheets.

Clock & Warm Up

- i TIMEKEEPER RULES: Timekeepers must enter the start and end time on the game sheet. The start time is the same as the scheduled game time unless a delay has occurred. The timekeeper must also record any unused stop time if a period or game is terminated by running time.
- i The run-time clock is started at the scheduled game time; this clock is started at the warm-up. The timekeeper must sound the buzzer at least 30 seconds prior to the end of the warm-up to prepare teams for game start.
- i After warm-up, the timekeeper/scorer enters the applicable stop time on the clock and re-starts the GAME clock for the first period as soon as the referee drops the puck and then times the game strictly in accordance with the official time chart. Running time remains in effect from the start of the warm-up.
- i **TIMING: ARENA CLOCKS** are considered the official timepiece for determining the scheduled start and end of all OBMHL League and playoff games.
- i **WARM-UP: A three 3 minute warm-up** will commence at the scheduled START TIME of the game.

TIME OUTS

**TIME OUTS
are NOT PERMITTED
in ANY “B” League regular
season or play-off game!
PERIOD!**

Running Time

i RUNNING TIME - OBMHL:

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

U10 To U13 Running Time

- i All games will consist of two (2) ten minute STOP TIME periods, and one (1) 12 minute STOP TIME period (third) with 1 minute running time interval between periods.
- i Running clock shall be set to 50 minutes and started at the beginning of the time slot. If the 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. **Once started the running clock shall not be stopped.**
- i Game ends when the first of the following happens: **the third period ends, the running clock expires, or the arena staff ends the time period.**

All rinks should have a visible clock that shows the running time.

U14 to U18 Running Time

- i All games will consist of two (2) fifteen minute STOP TIME periods, and one (1) 18 minute STOP TIME period (third) with 1 minute running time interval between periods.
- i Running clock shall be set to 80 minutes and started at the beginning of the time slot. If the 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.
Once started the running clock shall not be stopped.
- i Game ends when the first of the following happens: **the third period ends, the running clock expires, or the arena staff ends the time period.**

All rinks should have a visible clock that shows the running time.

Delayed Games

- i 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, the arena staff and/or a home association official. Both coaches must indicate their awareness of the delay and/or extension by initialling the game sheet revised start time and end time prior to the start of play.
- i 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 League will rule as to its outcome.
- i 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 protest is lodged.
- i If a game starts late, and no agreement has been reached to change the official start and end times, the game must end at its originally scheduled time.
- i *NOTE: Causes for ice to be “unavailable for play” include power failures, unsafe ice, 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.*

Clock Failure

- i 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).
- i 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 (7); Ten minute penalties will remain ten minutes.
- i 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).

Completed Game

i GAME COMPLETED:

- Regular season games are considered complete if a minimum of one-half of the allocated stop time OR run time has been completed.
- Playoff games are considered complete if two periods of stop time OR run time have been completed.

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

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

Game Re-Scheduling

Swapping/Trading/Re-Scheduling

Swapping Games:

Visiting teams as shown on the League schedule may not reschedule any game(s) without first attempting to swap games with other visiting teams scheduled to play the same home team on a different date.

Once the teams have agreed to swap a game, the League Convenor must be notified by the team requesting the swap **no later than 72 hours** before the scheduled date of the first game that's involved in the switch.

The Convenor will notify the home team.

THE HOME TEAM CANNOT REFUSE TO PLAY THE SWAPPED TEAM.

Re-Scheduled Games

i Re-Scheduled Games:

Teams requesting to have a game *re-scheduled*, must make their 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.

No team will be allowed to engage with any other team to *re-schedule* any game without first receiving written approval from their Convenor. This rule does not apply to inclement weather related issues (refer to rule h).

To minimize schedule disruptions, the League has instituted a policy regarding game changes. A window exists to accommodate team needs:

- i. Visiting Teams may swap games if required: A swap 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;
- ii. **PRIOR TO MIDNIGHT ON NOV. 24**, teams may *re-schedule* as many games as they need to change, provided the new date, time and location are agreed to by both teams; and
- iii. **AFTER MIDNIGHT ON NOV. 24**, a maximum of **TWO (2)** game changes may be requested by any team.

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

i 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. The League expects that all games be scheduled by the start of the New Year.

Invalid Reasons for Re-Scheduling

- i **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.
- i **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.
- i **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.
- i **League Convenor’s Discretion:** To ensure the league schedule is completed within the prescribed time limits, the league convener 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 time frame.

Inclement Weather Re-Scheduling

Team officials **must contact** their League convenor who has the authority to postpone games due to weather conditions.

- If the convenor cannot be reached, team officials must contact the League President, Vice- President, Treasurer or Secretary who also have the authority to postpone games.
- The team official will then contact their District Referee Scheduler 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.

Approval Forms

-Located on B League Website

The B League Website contains all necessary forms:

- Request to re-schedule a game
- Request to swap a game

Form must be completed in full and submitted to Convenor.

Referees

Where feasible, the referee **MUST** be on the ice before scheduled **START TIME**. If **officials don't show**, home team must advise their League convenor within 24 hrs. Cancelled games due to absent officials to be rescheduled by convenor and home team.

All games to be played under a three-man system: **If only two officials available, the game WILL BE PLAYED with two officials. If only one qualified official, the game will be re-scheduled.**

Referee Game Sheet Responsibility: The game sheet must be provided to the home team in a timely manner (about 30 minutes). 1st copy goes to the home team, 2nd to the visiting team. The referee will retain one of the last two copies to report a game incident when necessary. Any suspension must be properly listed and readable before copies are given to teams. Referee to ensure that the game sheet is properly signed prior to returning to the team. If changes are made after teams have received their copies, the referee must contact a League official to advise of the change.

Off Ice Officials / Penalty Box Attendant

OFF-ICE OFFICIALS: *HEO Minor Certified timekeepers*

PENALTY BOX ATTENDANT must be provided by the home & visiting team for all games.

Note: No appeal on the timing of a game will be heard if a team did not provide a **PENALTY BOX ATTENDANT** for the entire game.

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

Note: No Box Attendant(s) are to engage with the referees.

Submission of Game Sheets

Submitting Game Information: (REGULAR SEASON & PLAYOFF)
At the conclusion of the game, the home team is responsible to post the game sheet information on the League website and scan and send the original copy to the division convenor, within 24 hours of game completion.

Playoffs: within 4 hours to your Convenor and posting of game sheet information to the website exactly as recorded.

If the referee is required to submit a written report, the referee will keep one of the last two for their reference. Referees will not keep the original; the home team must retain it for their records for the duration of the season.

Reporting Suspensions

- i Coaches/managers must report all suspensions assessed during **League and out-of-league play to their Convenor and respective District Chairperson within 24 hours of game completion.**
- i The Convenor may provide advice regarding a suspension, however the final decision comes from their District Chair.
- i Any changes to a suspension must be immediately notified to the Convenor.
- i The Convenor is responsible to ensure that every incurred suspension is properly served.

Suspensions...

- i The referee only provides the ruling!

Don't ask him or her how many games. Don't debate the call.

- i District should track history and provide the suspension and record that suspensions are served.
- i Ottawa B League will ensure that players and coaches serve their suspensions as reported.

Meaningful Games...

- i Meaningful games – are league, playoff, and tournament games.
- i Forfeit games are not considered a meaningful game.
- i Under no circumstances will exhibition and all-star games be played or used to serve suspensions.

Ineligible Players

- ; Hockey Canada: when a team is found guilty of using an ineligible player, points will be automatically removed from the offending team, no additional points will be awarded to the compliant team.
- ; Per HEO Code of Discipline the Head Coach of the game with the ineligible player is subject to sanction, including suspension.
- ; **The League may apply additional suspensions to the coach and/or other team officials.**
- ; The Convenor will adjust the divisional standings to reflect the points and wins/ties forfeited by the team. The home & visiting team official is responsible for reporting to their respective District Chairperson.

Code of Discipline

- i Team officials: (Coaches, Assistant Coaches, Managers and Trainers) are responsible to ensure that the Code of Discipline is followed during “B” League games, exhibition games and tournaments.
- Players must fully comply with Hockey Canada, HEO Minor & “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 management responsible.
- The home & visiting team official is responsible for reporting to their respective District Chairperson.

Playoffs – Top 8 Series

- i Within the U16 and U18 divisions, playoffs will be comprised of the 8 teams with the highest regular season standing, unless otherwise directed by the League. Teams outside of the top 8 will compete in the B-side Playoffs.
- i **Play-off Format:** League Executive will specify the start and end dates for all playoff rounds. No changes will be permitted to home ice dates once submitted and accepted by the League. Convenors will be responsible to schedule all play-off games within their division.
- i **Playoff Game Notification:** Every attempt will be made to provide play-off game notification thirty-six (36) hrs before the scheduled game time/date. In some circumstances, notification may be less than thirty-six (36) hrs. Teams waiting for another series to finish will be advised 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 refuses to play a play-off game as scheduled will be subject to immediate disciplinary action, including FORFEITURE OF POINTS AND SUSPENSION OF THE COACH for at least the next meaningful game.**
- i **Home Ice Advantage:** In any series, the team that finished the regular season highest in League standings has “Home Ice Advantage”. Home ice advantage is not automatically guaranteed the first game of a series on 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 association.
- i **Completion of the Playoffs:** All playoff rounds for all divisions must be completed by the date listed on the OBMHL website, inclusive of any League imposed blackout periods.
- i **March Break:** The League will schedule no games, from 12:01am the first Friday of the March Break until 6:00pm of the second Sunday, inclusive. Teams may elect to play during the March Break, provided 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 3- e).

End of Season Standings

- i. 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:
 - i. Team with most wins overall;
 - ii. Team with most wins against other tied teams;
 - iii. Team with best plus – minus record (goals for – goals against = plus/minus rating) in league play;
 - iv. Team with best plus – minus record (goals for – goals against = plus/minus rating) in head to head;
 - v. Team with most goals for;
 - vi. Team with least goals against;
 - vii. Teams with the least penalty minutes;
 - viii. Coin toss by League Convenor.

U10-U15 Playoffs

- As per Hockey Canada requirements, the playoff format for U10-U15 must be a tournament Round Robin format in which all teams participate.
- 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.
 - The top two teams in each pool shall advance to a single game semi-final where 2nd in pool B will play AT 1st in pool A and 2nd in pool A will play AT 1st in pool B. The winners in the two semi-final games will play in the championship game.
 - The championship game will be hosted by the highest-ranking team during the regular season.
- The round robin format will be played according to the format outlined in Annex 2 which can be found on the OBMHL website under the Rules & Regulations.

U16-U18 Playoff Series

- i Playoff Series: The playoff schedule will be set as follows as per the final standings based on the regular season.
 - Quarter Finals: Series A: (1st vs. 8th)
 - (2nd vs. 7th)
 - (3rd vs. 6th)
 - (4th vs. 5th);
 - 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)

U16 – U18 Quarters & Semis

i Format for Quarter Finals and Semi-Finals

- Quarterfinals and Semi-finals will be 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.
 - Game 5, if required, will have extra time allotted to allow for OT should the game be tied at the end of regulation time. The extra time will be played as sudden death OT.
 - (15-15-18-18-18 until end of running time of 110 minutes)

U16-U18 Finals

- i Division finals will be 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.
- i If after five games, neither team has attained five points or win of series, a sixth game must be played with additional time of 50 minutes allotted for sudden victory overtime. (15-15-18-18-18 until end of running time of 110 minutes). If game remains tied after overtime, game to be replayed in its entirety with overtime of 50 minutes allotted, ice to be designated by the League.
- i Expediting Completion of Playoff Games/Series
 - i. 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 would normally be played. The normal home status rotation will remain in effect.
 - ii. If in the opinion of the League, a series is delayed due to 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 teams' arenas or on neutral ice. Ice costs will be borne by the designated home team.

U16 – U18 B-Side Round Robin

- 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. **Rule 13(b)(e): Any team who opts out of the B side playoffs without permission from the OBMHL shall be fined \$250 to be paid by their association.**
- Round Robin Series format is as follows:
 - Each team will play each other team once, unless there are more than 5 teams involved. Divisions with more than 5 teams will play a maximum of four games in the Round Robin.
 - 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 final placement of teams. The top 2 teams will advance to a final Championship game (see 13b-f). In the event of a tie at the end of the Round Robin Series between TWO TEAMS, for any position, the tiebreak procedure outlined in 13a-g will be used.
- **IF 3 OR MORE TEAMS ARE TIED: NOTE:** The three team tiebreaker formula in the OBMHL Rules will be followed.

U16-U18 B-Side Finals

- i Top 2 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.
- i If 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 3 shooters. Home team decides who goes first.
 - iii. If game is still tied after 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.

Protests

- i **APPEALS:** (see Annex 1 for procedures) - appellant must submit **all game protests or appeals to the League within 72 hours after the completion of the game that is in dispute.** All appeals must be in writing, submitted to the League Director of D&A (Chairperson of the Appeal Committee). A fee in the form of a cheque payable to the OBMHL in the amount of **\$150.00 dollars must accompany the appeal letter.**
- i All letters of appeal must clearly state the grounds upon which the appeal is being made and what aspect of the game, in particular is being appealed. At its discretion, the League will determine whether or not the appeal will be heard by the League. Appeals of a frivolous 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. League timekeepers are representatives of the League and not the association.

Contact Information

Ottawableague.ca

Coach and team contact information will be shared with Convenors for each division.

What if scenarios

i No ice!

Have printed copies of the most updated schedule from the website, depending on whose mistake, they will have to rebook the ice.

i We have no refs!

We recommend 15 minutes prior to every game, a designated person verifies the refs have arrived and are present for their game.

If no refs, game needs to be re-scheduled by the Home team.
Game can be played with 2 refs as per rules.

i Family/coaches are not allowed to ref the game: Immediate family members CANNOT act as a referee for a family member's game as per HC Rule 5.2 (o)

“The referee and linesmen shall be thoroughly impartial parties”

What if scenarios

i No trainer

- Ask opposing team to borrow their trainer if needed.
- Verify if there is a nurse/firefighter in the stands.
- Referee must agree since the trainer is missing from your game sheet.

i Note: In the event one of the two trainers is not present, it must be noted on the game sheet and the game goes on.

i If trainers for both teams are not present, in order for the game to proceed, there must be a qualified First Aid provider identified to the Referee in the arena who will accept responsibility for both teams.