

CENTRAL HOCKEY LEAGUE

2009-2010



COACH'S MANUAL and RULE BOOK



A WORD OF WELCOME

We, the Governors of the Central Hockey League, salute you, the coaches and everyone involved in helping our young players in their appreciation of hockey within the coming months. We want to assure you of our support and commitment in coordinating the activities of the League in a spirit of service to players, coaches, trainers and parents.

We share a common goal, which is the healthy development of hockey skills among the young, based on respect for each other and respect for the rules of play.

This manual outlines the philosophy of the League, and explains the rules, adopted in a democratic manner, which are in force this season. These rules exist to ensure orderly functioning, foster healthy rivalry and good hockey.

As the season begins, we wish to thank you for your commitment, and ask for your cooperation in adhering to the rules and policies of the League.

For the next season, we will be hosting our schedules and statistics on the CHL web site at www.bk-scheduling.com

Have a great season!

The Governors for 2009-2010

Dion Shea

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Kevin Whitehall

Les Yersh

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Ile Bizard

Lakeshore

Pierrefonds

West Island

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1) CENTRAL HOCKEY LEAGUE MEMBERSHIP

ASSOCIATION	GOVERNOR	DISCIPLINE	ICE SCHEDULER
DOLLARD	Dion Shea 514-683-0518 dion.c.shea@sympatico.ca	Dion Shea 514-683-0518 dion.c.shea@sympatico.ca	Dino Gangai 514-626-2819 gangai@videotron.ca
ILE BIZARD	Benoit Latreille 514-696-1606 benoit.latreille@sympatico.ca	Benoit Latreille 514-696-1606 benoit.latreille@sympatico.ca	Gilbert Hamaoui 514-696-1566 ghamaoui@videotron.ca
LAKESHORE	Kevin Whitehall 514-428-9383 kwhitehall@sympatico.ca	Daniel Guay 514-695-8022 danielguayavocat@hotmail.com	Deborah Carriere 514-426-4503 dhcarriere@sympatico.ca
PIERREFONDS	Les Yersh 514-594-6218 lyersh@sympatico.ca	Pierre Belleau 514-696-5997 pbelleau@videotron.ca	Helga Kessler 514-624-2494 kesslerhelga@gmail.com Pat O'Halloran 514-684-0723 p.ohalloran@sympatico.ca
WEST ISLAND	Marcel Lafleur 514-426-9952 hwi-vpsl@hockeywestisland.org Marcel.lafleur@videotron.ca	Geoff Phillips 514-422-9122 Geoff.Phillips@mcgill.ca	Butch Kennedy 450-424-9746 scheduler.wsi@sympatico.ca

2) TEAM NAMES

Team Names	DOLLARD	ILE BIZARD	LAKESHORE	PIERREFONDS	WEST-ISLAND
1 st	Civics	Aigles	Jaguars	Barons	Kings
2 nd	Centennials	Faucons	Leopards	Marquis	Knights
3 rd	Citadels	Eperviers	Lions	Royals	Remparts
4 th	Capitals	Cardinaux	Tigers	Vicomtes	Aces
5 th	Cavaliers	Alouettes	Cougars	Ducs	Senators
6 th			Bengals	Chevaliers	
7 th			Lynx	Seigneurs	
8 th			Bobcats		
9 th			Panthers		

3) ARENAS

CITY	RINK	ADDRESS	DIRECTIONS
BEACONSFIELD	Recreation Center	1974 City Lane 514-695-0810	St. Charles South off Highway 20 or 40. Right On Beaconsfield Blvd. Right on City Lane.
DOLLARD	Civic Center	12001 de Salaberry 514-683-3825	Highway 40, boul. Des Sources North, left on de Salaberry
DORVAL Arena (DVL)	Municipal Arena	1450 Dawson 514-633-4010	Highway 20 East, exit Pine Beach, right on Pine Beach, left on Dawson
DORVAL WESTWOOD Arena (W W)	Westwood Arena	750 Thorncrest 514-633-4002	Donegani (at Pointe Claire Shopping Center) east, left at Thorncrest which is almost at the airport
ILE BIZARD	Complexe Sportif Saint-Raphael (CSSR)	750 Jacques Bizard 514-620-5444	St. Johns North, Pierrefonds Blvd left, Jacques Bizard right, to the end
KIRKLAND	Municipal Arena	16950 Hymus Blvd. 514-694-4100	St. Charles North from Highway 20, right on Hymus
PIERREFONDS	Sportsplex 4 Glaces	14700 Pierrefonds Blvd 514-626-2500	North on St. Johns, left on Pierrefonds Blvd.
POINTE CLAIRE	Bob Birnie Arena	96 Douglas Shand 514-630-1211	South on St. Jean from Highway 40, left on Douglas Shand
STE ANNE-de-BELLEVUE	Glenfinnian Rink	Macdonald / McGill Campus 514-457-2000	Highway 20 or 40 west, follow signs to join campus of Macdonald College / John Abbott Cegep

4) CENTRAL HOCKEY LEAGUE PHILOSOPHY

- **It is our philosophy to allow all players to participate on an equal time basis, in a fun atmosphere. FAIR PLAY is essential**
- We want to have as balanced a program as possible in all levels of play.
- Skills must be developed in an environment of good sportsmanship and teamwork.
- All those involved with our program must help in the development of discipline and a good self-image for everyone.
- Our coaches should be excellent role models for children and always well organized for practices and games.

5) BILL OF RIGHTS FOR YOUNG ATHLETES

- Right to participate regardless the level of ability.
- Right to participate at a level that is commensurate with each child's developmental level.
- Right to have qualified adult leadership.
- Right to participate in a safe and healthy environment.
- Right to share in the leadership and decision making process.
- Right to play as a child and not as an adult.
- Right to proper preparation for participation.
- Right to an equal opportunity to strive for success.
- Right to be treated with dignity by all involved.
- Right to have fun through participation.

6) RULES AND REGULATIONS OF THE LEAGUE

These rules are an addendum to Hockey Canada and Hockey-Québec rules:

Please be advised that Hockey Canada, Hockey Québec and Hockey Lac St-Louis regulations take precedence over all our rules and regulations. Please review those regulations for clarification on any rules not indicated in this manual.

6.1 SEASON

6.1.1 MEMBER REGISTRATION

a) MEMBER OF A TEAM

Before being eligible to participate in a team's activities, each individual must be duly registered with said team.

b) RESPONSIBILITY

It is the responsibility of the organization's registrar to register all members under his/her jurisdiction.

c) PROCEDURE

Prior to a team's first regular season game, the organization registrar must register the members for said team.

The database must be update at the following dates:

December 1st	Ref. H.Q. 5.3.3 b)	Reduction for Junior
January 10th	Ref. H.Q. 5.8.3	Deadline for Release
January 15th	Ref. H.Q. 5.6.5	Deadline for affiliated player
February 10th	Ref. H.Q. 5.3.4	Deadline for new player

6.1.2 START DATES

Novice will start November 15th 2009, Atom will start on October 17th, 2009 and Peewee, Bantam & Midget will start October 13th 2009. All categories will finish by February 28th, 2010.

6.1.3 BLACK-OUT DATES

No games will be scheduled **after 15:00** on October 31st, 2009 (Peewee & lower); November 29th, 2009 (all levels) and February 7th, 2010 (all levels); and from December 23rd, 2009 to January 2nd, 2010 inclusive for all categories. If deemed necessary, games between teams from the same association could be scheduled on December 27th, 28th, 29th, 30th, 2009 and January 2nd, 2010.

6.1.4 Game schedules shall be prepared in advance for the entire season.

6.1.5 CHL playoffs are to begin on Sunday March 7th, 2010.

6.1.6 Regional playoffs are scheduled by the region.

6.1.7 Total number of games is 18 for Novice & Atom and 24 for Peewee, Bantam and Midget.

6.1.8 There will be one (1) division per category.

6.2 GAME TIMES, FREQUENCY, SCORESHEETS

6.2.1 GAMES PER DAY

A maximum of one game per day will be scheduled. However a second game may be scheduled to make up cancelled games or to play a tournament game.

6.2.2 GAME DURATION

Stop time will be used. Games are to be divided in the following manner.

CATEGORY	1 st Period	2 nd Period	3 rd Period
All Categories	10 Minutes	10 Minutes	**CHL Rule

**** CHL Rule: The Third Period: The referees will calculate the third period as follows.**

To play the third, the referees must take the available time divide it by two (2) and add two (2) minutes to this time to determine the length of the third period.

EX: The time is 20:06 and the rental period is over at 20:20. The remaining ice available is 14 minutes. (14 minutes divided by 2 = 7 minutes) (7 minutes + 2 minutes = 9 minutes). In the case of an odd number of minutes remaining, the result would be rounded down to the nearest minute.

6.2.3 START – FINISH TIMES

CATEGORY	START Mon to Fri	FINISH Sun to Thurs	START Sat to Sun	FINISH Fri to Sat
Novice	18:00	20:00	8:00	20:00
Atom	18:00	20:30	8:00	20:30
Peewee	18:00	21:15	8:00	21:30
Bantam	18:00	22:15	8:00	22:30
Midget	18:00	23:15	8:00	23:30

6.2.4 SCORESHEET LABELS

Pre-printed stickers (labels) with the players' names and sweater numbers printed on the stickers (labels) are mandatory for all scoresheets, indicating all players present for that game. The captain and assistants must also be indicated in the appropriate place on the scoresheet. (See Appendix 1 - Scoresheet). **Failure to abide by the above rule will result in receiving a 2 minutes delay of game penalty to be served at the beginning of the game.**

6.2.5 MINIMUM NUMBER OF PLAYERS

A team must present itself at the beginning of the game with a minimum of 8 players and 1 goalie in uniform. If a team has less than 8 skaters + 1 goalie at the start of the game the clock will run for 10 minutes. If no players show up after 10 minutes, then the game is lost by default. If a player shows up to make 8 + 1 players the game is valid, but a two (2) minute penalty is assessed to the team, stop time is resumed and the game continues at that point. The original 10 minutes will be included in the timeframe of the game.

NOTE: Goaltender's minimum requirements for equipment are; an approved face mask, rigid throat protector (in addition to B.N.Q. neck protector) and a goalie stick.

6.2.6 SCORESHEET

It is the responsibility of the HOME team to ensure that the Category, Place, Date, Game Number and team names are clearly indicated on the scoresheet. If this is not completed, a \$10 fine will be assessed to the home team. These incidents will be tracked by the league statistician.

6.2.7 COACH'S SIGNATURE

Prior to each game, the coach for that game of each team shall personally sign the league's official score sheet. (Réf. 7.2.3 H.Q.)

6.2.8 LEGAL PLAYER

A member is considered having taken part in a game when their name appears on the scoresheet with the following exceptions:

- a) If proven that a player has been present since the beginning of the game, the player may have their name added to the scoresheet if initially forgotten, prior to the end of the game.
- b) A player who is late may play if his name is on the scoresheet (at any time during the game)
- c) A player may not play if they arrive late and their name does not appear on the scoresheet at the beginning of the game.

6.2.9 EQUIPMENT MODIFICATIONS

Any player found to have modified originally designed equipment approved by "C.S.A.", and/or B.N.Q. may not play with said equipment.

6.2.10 ZAMBONI

No one, including referees, is permitted on the ice until the Zamboni has left the ice and the exit doors are closed.

6.3 OFFICIALS & TIMEKEEPERS

6.3.1 NUMBER OF OFFICIALS

Level	Class	Maximum No.	Minimum No.
Novice	A-B-C	2	1
Atom	A-B-C	2	1
Peewee	A-B	3	1
Bantam	A-B	3	2
Midget	A-B	3	2

NB: If the minimum number of officials is not met, the game will be rescheduled.

6.3.2 TIMEKEEPERS:

As per local association rules, if the assigned timekeeper is not present, the home team must find a suitable replacement.

6.3.3 REFEREE'S ROOM

The referees' room is off limits to all team personnel, organization or association.

6.4 GAME PROCEDURES

6.4.1 SWEATERS

The home team shall wear their white sweaters. The visiting team shall wear their dark sweaters. In the case whereby both teams arrive on the ice with the same sweaters, (white or dark), the home team shall change sweaters. All teams are required to have two (2) sets of sweaters.

6.4.2 WARM UP

The referee will indicate the start of the mandatory 2-minute warm-up. Teams are not to take to the ice until directed by the referee.

6.4.3 HAND SKAKE

To encourage respect for your opponent, the shaking of hands will be permitted at the end of a game. For any altercations by a coach or a player during the handshake, severe sanctions will be assessed in addition to the incidentals. See sanction table.

6.4.4 START OF GAME

In order to accelerate the start of a game and permit a full third period, both teams must be prepared to start play and be lined up for the face-off immediately at the end of the warm up.

6.4.5 COMPLETE/OFFICIAL GAME

In all categories and classes, a game will be considered to be complete after two (2) periods of 10 minutes duration have been played.

6.4.6 IN-COMPLETE GAME

A game will not be considered to be complete if the following circumstances impede the completion of two 10-minute periods:

- a) The game does not start at the appointed hour and no arrangements can be made to complete two periods.
- b) During the course of the game there is a delay or delays due to injuries, and two periods could not be completed.
- c) During the course of a game there is an electrical failure, arena equipment break down, or defects in the ice, such that two periods cannot be completed. In such circumstances the game will be rescheduled with open team roster, the official in charge of the game will report the facts on the reverse side of the scoresheet.

6.4.7 BETWEEN PERIODS

No rest time is permitted between periods.

6.4.8 MERCY RULE

During the regular season, once a goal spread of seven (7) goals is attained after the completion of the second period, the following rules will apply:

- a) The rest of the game will be played with running time only starting at the face off, after the 7th goal.
- b) Minor and major penalties will be stop time, time clock permitting.
- c) For the Standings, a maximum goal differential will always be registered at no more than 7 goals.
- d) Maximum scheduled game time is 50 minutes.

6.4.9 ELIGIBILITY

Any person acting in any capacity at the players' bench must be a member and his name and number shall appear on the score sheet prior to the beginning of the game. (Réf. 7.2.3 b H.Q.) **A maximum of five (5) members are permitted behind the bench, which at least one member must have Health and Safety Attendant accreditation.**

6.4.10 PARTICIPATING IN A GAME

A member is considered having taken part in a game when his name appears on the score sheet.

6.4.11 END OF GAME

Prior to the start of the game, the referee shall consult the local team in order to confirm the time at which the game must end. He shall advise the opposing team and they must put an end to the game, when the time allowed for ice is completed. Arena staff and/or timekeeper can also end the game.

6.5 SEASON SCHEDULING / GAME CHANGES / NO SHOWS

6.5.1 GAME CHANGES

No changes to the schedules are allowed during the season and the playoffs except for **TOURNAMENTS and EXCHANGES ONLY** and only when there is a game conflict. When there is a conflict, PLEASE FOLLOW PROCEDURE IN THE TOURNAMENT AND EXCHANGE SECTION.

6.5.2 GAME CHANGES WITHIN ASSOCIATION

Local associations can, however, request game changes, other than those indicated in Rule 6.5.1, as long as only their teams are affected and this does not change any other scheduled game. Permission from the local association as well as the League scheduler would still be required.

6.5.3 LATE ARRIVAL FOR A GAME

A) In the event that a team arrives late for a scheduled game, a delay of 10 minutes will be allowed to the team, after the warm up. As stated in rule 6.2.5

B) In addition, a two minute minor penalty for delaying the game will be assessed to the offending team.

6.5.4 RESCHEDULED GAMES

Once the ice coordinator has been notified of a game cancellation, **the receiving representative must provide suitable ice to get the game rescheduled (off of the TBRS list) within the next 4 weeks.**

***Note**

When a minimum of 5 days notice is given to a team, rescheduled game dates cannot be refused for practice ice; hours proposed or team not being available. If the team is not scheduled on the league schedule, they are considered available.

6.5.5 NO-SHOWS

Any team not showing up will lose by default. A final score of 1-0 will be marked on the scoresheet by the referee indicating that the other team did not show up. After investigation, a team may be liable to a fine of \$100.00, if they do not show up for a scheduled game. The only acceptable no-shows are those caused by errors in the League schedule or by association ice schedulers. Such games are to be rescheduled.

6.6 REGISTRATION / DISCIPLINE / SUSPENSIONS OR NON-ELIGIBLE PLAYERS

6.6.1 SUSPENSIONS

Automatic suspensions are to be served as per League rules and Federation rules (See **Appendix 2** – Discipline Codes). Suspensions can only be served in regular league games, tournament games and playoffs.

6.6.2 PROOF OF SUSPENSIONS

Proof of suspensions received and/or served in any tournaments will be required. A copy of the scoresheet must be submitted to your respective discipline chairman.

6.6.3 RESPONSIBILITY FOR SUSPENSION VERIFICATIONS

The coach is responsible at all times for the action of his team and seeing that suspensions are served. Coaches must refer to **Appendix 2** (Discipline Codes) to assess the automatic suspension to a player (to be served immediately) and not wait for the discipline sanction report(s) from the league. If a sanction requires league intervention, the coach will be notified of the decision and any additional suspensions must be served immediately upon notification.

6.6.4 SUSPENSIONS ON SCORESHEET

The coach is responsible to indicate any player serving a suspension in the appropriate corner of the scoresheet and whether they are serving 1 of 1, or 1 of 2, etc. (See Appendix 1 - Scoresheet).

6.6.5 FAILURE TO SIT OUT SUSPENSIONS

Any game in which a suspended or non-eligible player plays or is present on the scoresheet will be forfeited. In addition, the player is still obliged to serve his suspension(s) and the assigned coach will also receive an automatic suspension.

6.6.6 CARRY-OVER SUSPENSIONS

A master list of suspensions carried over from the previous season will be provided by the League Discipline Chairman. Any carry-over suspensions are to be served during the regular season games the following year. The suspended player is allowed to participate in the pre-season evaluation process.

6.6.7 SUSPENSION (COACH)

After investigation, any coach under suspension or who has just been ejected from a game and tries to influence the game in any manner from the stands will receive an additional three (3) game suspension for this infraction. Penalties may be assessed at any time before, during and after the game, when an offence is committed. (Rule 4.1,b) H.C).

6.6.8 THIRD MISCONDUCT PENALTY

Any player assessed a third C-61 misconduct penalty during the season shall receive a one (1) game suspension. This type of penalty shall be cumulative over the course of the season.

6.7 SPECIAL REGULATIONS

6.7.1 PROTESTS

All protests must be investigated under the following guidelines.

- 1) No protest regarding an official's (Referee, linesman) judgment call will be accepted; an official's decision is final.
- 2) All protests questioning the application or non-application of a playing rule must be done by a registered member.

Any protest will be invalid unless these procedures are followed:

- 1) A position to protest must be given to the referee at the time of the infraction or the first stoppage of play and must not be made public. The referee must indicate on the scoresheet the said protest at the time it was requested.
- 2) A protest must be formally tabled within 48 hours of the scheduled game time to the Central Hockey League Chairman by registered or electronic mail indicated at the front of this manual. (Weekends, and holidays exempted).
- 3) In the case where a team does not follow up with their protest, the head coach will receive a one game suspension. A dollar amount is required, as a deposit, for each protest. Please see the Hockey Québec rulebook to determine the exact dollar amount required for deposit. This deposit will be returned to the litigant only after a decision has been returned in their favor.

6.7.2 THREE (3) STICK INFRACTIONS

Any player incurring a total of three (3) or more stick infraction penalties during the same game shall be ejected from the game. Stick infraction penalties are considered to be: high sticking, crosschecking, slashing, spearing and butt-ending.

6.7.3 MOUTH GUARDS

'NEW'

As of the 2009-2010 season, the wearing of mouth guards is mandatory for all players on all teams and associations in the CHL (except for goaltenders).

The rule will be applied as follows:

1ST INFRACTION	a-The player is not wearing the mouth guard: warning to the coach, applicable to all players. b-The player is wearing the mouth guard incorrectly: Warning to the coach plus the player receives a minor penalty (A-74)
2nd INFRACTION:	(applicable the same way if the player wears it incorrectly or not at all) -The player at fault (even if it's a different player) receives a MISCONDUCT penalty (code C-74)
3rd INFRACTION:	(applicable the same way if the player wears it incorrectly or not at all) -The player at fault (even if it's a different player) will be ejected from the game (code D-61)

6.7.4 ONE GOALTENDER

In the event that only one goaltender is available, and is replaced due to injury, a maximum of 15 minutes will be allowed, to dress another goaltender. In the event of an ejection, no time will be allowed.

6.7.5 DISCIPLINE 20 MINUTE RULE

Any team assessed 20 minutes or more in penalties during one game will have their head coach, as indicated on the scoresheet, subjected to Discipline as described in the **Appendix 2** – Discipline Codes. Only the A (2 Minutes) or B (5 Minutes) code penalties are used for this calculation.

6.7.6 BANGING THE BOARDS BY THE PLAYER'S BENCH

It is forbidden to bang the boards (both the inside and the outside with the stick). A minor bench penalty will be assessed to the team at fault.

6.7.7 END OF GAME A-88 PENALTIES

At the end of the game, the players who are on the bench must remain there and the players on the ice must return immediately to their respective bench. If there is a failure to abide by this rule, the coach will be assessed an A-88 penalty. This will result in the following sanctions:

- 1st Offence: warning
- 2nd Offence: warning
- 3rd Offence: warning
- 4th & Subsequent Offence: 1 game suspension

In the case of Novice and Atom, the on-ice officials are asked to consider the spirit of this rule and are encouraged to remind the teams as they near the end of the game to avoid unnecessary or unwarranted penalties for beginners.

6.7.8 DELIBERATELY DELAYING THE GAME (REF. 10.1 E H.C.)

A penalty shot will be awarded to the non-offending team, if in the last two (2) minutes of ice time allowed (Ref. 6.06 Regional Leagues) a member deliberately delays the game in order to take advantage of this situation for his team. In the event that a penalty shot is granted and the arena employee (Zamboni) refuses to give the necessary time for the penalty shot, the referee shall report the incident to the President of the League.

6.8 STANDINGS & STATISTICS

6.8.1 STANDINGS

The CHL statistician on a weekly basis provides the actual statistics to be hosted on the CHL Website. The integrity of the standings depends solely on the participation of each association. To report any errors or concerns with the standings, please contact your respective Governor. Please refer to the following website for CHL standings, results & schedules: www.bk-scheduling.com

6.8.2 REPORTING OF SCORES VIA EMAIL

'NEW'

As of this season, all **HOME TEAMS** are required to report the results of their game within 24 hours via email. The form to be used is very simple and is available online at:

www.bk-scheduling.com/CHL/CHLGameScore.htm

(If you experience problems connecting to this link, please verify that your email view is set to Plain Text instead of HTML)

7) AFFILIATED PLAYERS

7.1 GRADUATING PLAYERS

The Lac St Louis Region has formally adopted specific rules and guidelines for the graduating of all players. For detailed information on these rules please refer to the LSL website at: <http://www.hockeylacst-louis.qc.ca/documents>

7.2 USAGE & MOVEMENT OF AFFILIATED PLAYERS:

See **Appendix 3** – Call-up Grid for Affiliated Players

7.3 AFFILIATED PLAYERS

Pre-Novice, Novice & Atom

All players participating in the Initiation and PIJE program (Novice & Atom) must not participate in more than five (5) games during the entire season as an affiliated player. This excludes games played in festivals and tournaments. Any team requiring a player for a 6th game must follow regulation 7.1 before the game is played. See **Appendix 4** for specific rules & details for the use of callups

Peewee, Bantam, Midget

Please refer to **Appendix 4** for specific rules & details on the use of callus

7.4 MODIFICATIONS TO CALL UP RULES **NEW for 2009-10**

- 1) Goalies can be a call up for 2 different teams but only at different levels as per chart (i.e. Bantam B can go to Bantam A and Midget B);
- 2) A call-up SKATER may not play more than 2 consecutive regular season games.
- 3) The 2 consecutive game rule no longer applies to goaltenders

**** Please refer to table on page 24***

7.5 NOTIFICATION

The coach of a team wishing to use an affiliated player MUST notify the coach of the team from which the player is being used before contacting the player. A player may only be on one reserve (affiliated) list.

7.6 SCORESHEET DESIGNATION

The affiliated player must be designated on the scoresheet, in the appropriate column, as either “JA” or “AP”. (See **Appendix 1** - Scoresheet.)

8) TOURNAMENTS, EXCHANGES & SCHEDULING

The maximum number of allowable tournaments or exchanges for Novice and Atom is three (3), and four (4) for Peewee, Bantam and Midget. While recognizing the importance and desirability of exchanges and tournaments, the League emphasizes the primacy of league play and set out the following rules, which should be fair to all teams.

NB: Exchanges count as one tournament.

8.1 NO GAME CHANGES ARE PERMITTED DURING THE FIRST 10 DAYS OF THE PLAYOFFS of the division, WITH THE EXCEPTION OF CONFLICTS WITH THE REGIONALS.

AFTER the first 10 days of the playoffs of the division, the **ONLY** possible changes that will be considered shall be when a team can provide **written justification** that they have requested a schedule change with the tournament which was denied by the tournament. These potential changes are subject to the usual game change delays and league rules as well as subject to scheduling availability.

8.2 Communications will only be between the League scheduler and the ice coordinator of your association.

8.3 Only regular season games conflicting with exchanges and Federated sanctioned tournaments may be rescheduled.

8.4 All tournament schedules and information must be submitted to your ice scheduler immediately upon receipt as soon as possible and game results must also be reported within 2 hours after completion.

8.5 Game conflicts for tournaments or exchanges must be reported to the scheduler as soon as they are known and a **MINIMUM of 14 days** before the league game to be considered.

8.6 Games possibly on hold must be reported to the scheduler as soon as they are known and a **MINIMUM of 7 days** before the league game to be considered.

8.7 A rest period of four (4) hours beginning at the **scheduled** end of the first game is mandatory when a team has to play two games in the same day.

8.8 The only other reasons for rescheduling a game are specifically; an act of God, an error in scheduling, or a lack of referees or equivalent.

8.9 The League scheduler will publish a weekly list of all cancelled and rescheduled games. It is the responsibility of the ice scheduler of each association to ensure that their teams are advised.

8.10 Failure to abide by the above rules will cause offending team to lose the game by default. Repeat offenders will be reviewed by the League Discipline Committee.

9) PLAYOFF RULES

(Novice A-B-C / Atom A-B-C / Peewee A-B / Bantam A-B / Midget A-B)

Playoffs will begin on Sunday, March 7th, 2010. The playoff schedule will be made available in advance (middle of February).

9.1 Scheduling

The Central Hockey League will only schedule a team one time during the opening weekend of the playoffs so as to not eliminate such a team within that first weekend. Playoff games will **NOT** be re-scheduled due to tournament conflicts. Only exception will be for Regional championships.

Details of the playoffs schedules and the location of the finals will be communicated to all governors by the league scheduler, prior to the playoffs

9.2 Final Standings / Breaking Ties

The final season standings used to determine playoff placement will use the following criteria:

- 1) The team with most points places first, the team with the next highest number of point's places second, and so on.
- 2) If a tie exists between two or more teams, the team with the most wins will finish higher in the standing.
- 3) If a tie still exists between two or more teams, the team with the least amount of defeats will finish higher in the standings.
- 4) If a tie still exists, the team with the most points accumulated during the season played in games against the teams with which it is tied will be classed higher.
- 5) If a tie still exists, the difference of goals for and against in games between the tied teams will determine the order of finish, with the team with the higher plus differential placed higher.
- 6) If a tie still exists between two or more teams, the difference of goals for and against will determine the order of finish, with the team with the higher plus differential placed higher.
- 7) If a tie still exists, a coin flip will determine the team to be placed higher in the standings.

9.3 Playoff Game Duration

All 3 periods will be played stopped time, three (3) ten (10) minute periods. **Each team is allowed a 30 second timeout in playoff games only.**

9.4 Mercy Rule (Playoffs ONLY & in ALL Rounds)

If at any time after two periods have been completed there exists a goal spread of seven (7) or more, **the game will end immediately.**

9.5 Home & Visitor Scoresheets in Playoffs

The HOME team will always be the team that finished higher in the consolidated league standings regardless of the arena in which the game is being played. The HOME team is responsible for providing and preparing the scoresheet.

9.6 FINAL Round

The team which placed higher in the consolidated standings will be the home team for the 1st and 3rd game for the best of 3 series. The HOME team is responsible for supplying and the preparation of the scoresheet.

9.7 Overtime

At the end of regulation time, if the score is tied, there will be a sudden death overtime period(s) to determine the winner in the following manner:

FRANC JEU IS TO BE APPLIED AT THE END OF REGULATION PLAY (See Appendix 5 – Franc Jeu Table)

Preliminary Rounds:

5 minute stop-time sudden Death Overtime Followed by a shoot-out if no goal is scored

Semi-Final and Final Rounds:

10 minute stop time sudden death Overtime period followed by a shoot if no goal is scored

Skaters in Overtime Play

4 skaters vs. 4 skaters and a goalkeeper, except for penalized players who must serve their respective penalties or for the application of “Franc Jeu” regulations.

The first (1st) goal legally scored ends the game.

If the tie persists after this overtime period, the “shoot-out” procedure shall apply as described in Article 9.7.2.

Minimum Number of Players in Overtime

In accordance with hockey playing rules, there can never be less than three (3) skaters and one goaltender on the ice for each team. Any team having incurred a penalty in regulation time and the duration of the penalty has not expired at the end of regulation time will adjust its number of skaters accordingly to start the overtime.

9.8 Shoot-Outs

- A.** For each game if the score remains tied after the overtime period, the Referee shall ask each coach to designate three (3) players for the first round of the shoot-out.
Should the score still be tied after this first round, the coach shall designate, in turn and one at a time, a player to take part in the shoot-out. All players other than goalkeepers must take part in the shoot-out before a player is permitted to return a second time.
- B.** A player serving a penalty at the end of overtime shall be eligible to take part in the shoot-out.
- C.** The “shoot-out” will be carried out as follows:
1. The Home Team shall have the choice of shooting first or second.
 2. Once this choice is made, the designated team sends its first player to attempt to score against the opposing goalkeeper. Then the opposing team does the same until all three (3) designated players of each team have had their turn.
 3. The choice made by the Coach does not indicate the order in which the players must appear on ice to take their shot.
 4. Playing rules related to penalty shots are in effect.
 5. Shots are taken in turn and no simultaneous shots will be permitted.
 6. The team having scored most goals in the complete round is declared the winner.
- D.** When it becomes necessary to conduct a second or third round to break the tie, the order in which the players will appear is at the coach's discretion and may well not be the same as in the first round. However, for each full round, all players on the team's roster at the end of the game must have their turn before a player may return for another try.
The game ends when the tie is broken following an equal number of shots taken by each team.

Appendix 1 Scoresheet

The scoresheet form includes the following sections:

- Top Header:** Logos for CHL, EBC, and other sponsors.
- Left Side:**
 - LOC:** Home team information.
 - SIA:** Away team information.
- Center:**
 - Match Details:** Date, time, and location.
 - Match Result:** Score and status.
 - Player Grid:** A large grid for recording player statistics.
- Right Side:**
 - Game #:** Match number.
 - Class:** Player class (A, B, or C).
 - Division:** Player division (Novice to Midget).
 - SIA:** Away team information (repeated).
 - LOC:** Home team information (repeated).

**Suspended Players
/ name / 1 of?)**

**Captain (C)
Assistant (A)
Call ups (JA) or (AP)**

Division (Novice to Midget)

Class (A or B or C)

Game #

League: CHL

Appendix 2

Discipline Codes



HOCKEY LAC ST-LOUIS TABLEAU ABRÉGÉ DES SANCTIONS

Pour fins d'application des règlements de Hockey Québec 7.5.1, 7.5.2, 7.5.3, 7.5.4, 7.5.5 et 7.5.7

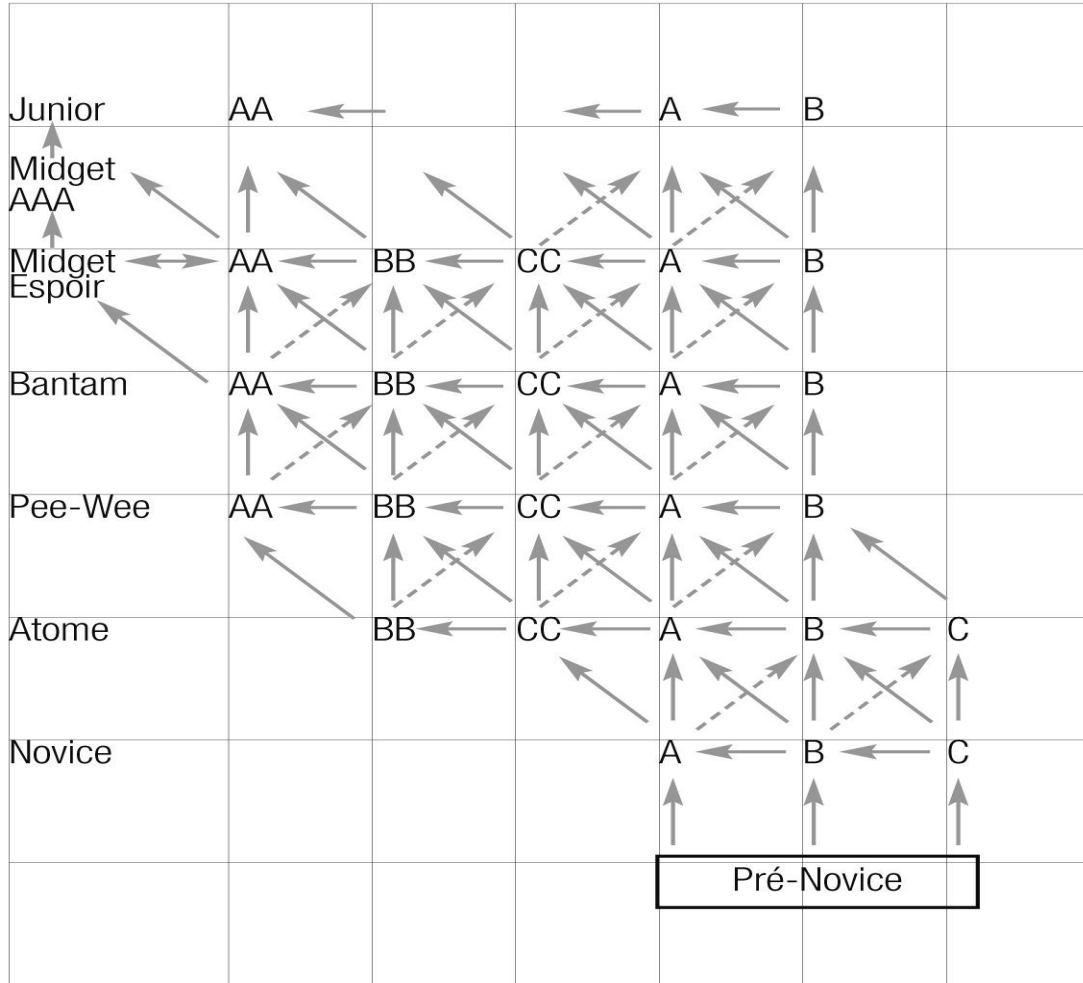
CODES	CATÉGORIES D'INFRACTIONS	OFFENSES ET SANCTIONS			
		1ère offense	2ème offense	3ème offense	4ème offense et +
A-1/4	Punition mineure de 2minutes pour Instigateur (A1), Agresseur (A4) HQ 7.5.1	2 matchs	4 matchs + CD	Suspension Indéfinie + CD	Suspension Indéfinie + CD
D7	Troisième homme Si 5 dernières minutes HQ 7.5.1	4 matchs +1 match	8 matchs + CD +2 matchs	Suspen. Indéf + CD	Suspen. Indéf + CD
D-1-2-3-4-6	Bataille	Joueur : 2 matchs	Joueur : 4 matchs + CD	Joueur : Indéf + CD Entraîneur : 1 match	Joueur : Indéf + CD Entraîneur : 1 match
	Si 5 dernières minutes HQ 7.5.2	Joueur : +1 match Entraîneur : Avert.	Joueur : +2 matchs Entraîneur : 1 match	Joueur : Indéf + CD Entraîneur : 2 matchs	Joueur : Indéf + CD Entraîneur : 2 matchs
D-40/48	Mise en échec par derrière et mise en échec à la tête HQ 7.5.3	Mineure : 1 match Majeure : 2 matchs	Mineure : 1 match Majeure : 2 matchs	Mineure : Indéf + CD Majeure : Indéf + CD	Mineure : Indéf + CD Majeure : Indéf + CD
D-#	Punition d'extrême inconduite ou d'inconduite grossière (joueur) HQ 7.5.4	1 match	2 matchs	Indéfinie + CD	Indéfinie + CD
D-#	Punition d'extrême inconduite ou d'inconduite grossière (resp. équipe)	2 matchs	4 matchs+CD	Indéfinie + CD	Indéfinie + CD
E-#	Punition de match HQ 7.5.5	3 matchs + CD	3 matchs + CD	Indéfinie + CD	Indéfinie + CD
20/28	20 Minutes = Match de 1 heure 28 Minutes = Match de 1.5 heure Cumulatif de toutes les punitions (A et B) imposées à l'équipe durant le match.	Avertissement	Avertissement	1 match	1 match
A88	Ne pas retenir ces joueurs au bans à la fin du match	Avertissement	Avertissement	Avertissement	1 match

TOUTES LES SANCTIONS INDIGUÉES DANS CE TABLEAU, SONT AUTOMATIQUES ET SANS DROIT D'APPEL. TOUTEFOIS, EN VERTU DES ARTICLES 11.6 et 11.7 DES RÈGLEMENTS ADMINISTRATIFS DE HOCKEY QUÉBEC, TOUTE DEMANDE DE RÉVISION ET/OU APPEL DEVRA ÊTRE FAIT PAR LE PRÉSIDENT ET/OU GOUVERNEUR DE L'ORGANISATION DOUBLE LETTRE ET/OU DE HOCKEY MINEUR DANS LES CAS OÙ LE GUIDE DE RÉFÉRENCE POUR COMITÉ DE DISCIPLINE DE LA RÉGION EST UTILISÉ. Suspension indéfinie : signifie que le joueur est suspendu indéfiniment jusqu'à ce que le comité de discipline rende une décision.

Appendix 3

Call-up Grid for Affiliated Players

(Please refer to the official Call-up Grid from Hockey-Quebec for clarifications)



Appendix 4

Call-Up Rules & Guidelines for 2009-10

	Novice & Atom	Peewee, Bantam, Midget
Max # games	5	- Unlimited up to Jan 10th - 5 games after Jan 10th
Tournaments / Festivals	<u>Don't</u> count in 5 games	<u>Don't</u> count in 5 games
Playoffs	Count in 5 Games	Count in 5 Games
Regionals	Count in 5 Games	<u>Don't</u> count in 5 games
Consecutive <u>Regular Season</u> games for <u>PLAYERS</u>	2	2
Consecutive <u>Regular Season</u> games for <u>GOALIES</u>	N/A	N/A
Consecutive games for <u>Player</u> in Playoffs, Tournaments, Regionals	N/A	N/A
Consecutive games for <u>Goalie</u> in Playoffs, Tournaments, Regionals	N/A	N/A

1-Callups can ONLY be used when you are missing players;

2-Callup goalies can only be used when a team is missing their regular goalie or goalies

3-Teams can sign a maximum of 19 callups per team;

4-Teams can use a maximum of 6 callups for a game;

5-Jan 15th is the deadline to sign/register a call up player (with the Region);

6-If a team invites a call up - they Must use them;

7-Goalies can be a call up for 2 different teams but only at different levels as per chart (i.e. Bantam B can go to Bantam A and Midget B);

8-Base team must be contacted BEFORE using a call up;

9-Callup requests cannot be refused by base team unless there is a conflict, discipline or attendance issue with the base team;

10-After Jan. 15th, a call up can be used a maximum of 5 times (all levels);

Consecutive games rule interpretation/application

Team cannot use a call up SKATER for more than 2 consecutive season games before using another callup:

EXAMPLE Game 1 Callup A used
 Game 2 Callup A used
 Game 3 No callup used
 Game 4 Callup A still NOT eligible until another callup is used in regular season game

Appendix 5

Franc Jeu Table

Division Penalties in Minutes (PIM) Points

<u>Division</u>	<u>Penalties (in minutes PIM)</u>	<u>Points</u>
Novice	8 minutes or less 9 minutes or more	1 0
Atom	10 minutes or less 11 minutes or more	1 0
Pee-Wee	12 minutes or less 13 minutes or more	1 0
Bantam	16 minutes or less 17 minutes or more	1 0
Midget	20 minutes or less 21 minutes or more	1 0