

**PRINCE GEORGE RECREATIONAL HOCKEY LEAGUE SOCIETY**

**LEAGUE HANDBOOK**

**Revised November 2008**

**RECREATION HOCKEY LEAGUE**

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**EXECUTIVE:**

President	Mike Doering
League Vice President	Al Clark
League Administrator	Allen Hines
Referee-in-Chief	Tim Taylor
Assistant Referee-in-Chief	Jim Lawrence
League Treasurer	Fowlie & Co., Chartered Accountants
Governor	Neil Fowlie
Governor	Wes Scott
Divisional Representative (Masters A)	Gord Padalec
Divisional Representative (Masters B)	Al Clark
Divisional Representative (Rec A)	Larry Ochitwa
Divisional Representative (Rec B)	Bruce Delisle
Divisional Representative (Rec C)	Scott Clements
Divisional Representative (Rec D)	Greg Felker

## LEAGUE PROCEDURES

### **Executive Board Members:**

The following positions on the Executive of the P.G. Recreation Hockey League are to be elected to these positions by the standing executive of the P.G. Recreation Hockey League: **President, Vice President, Secretary, Treasurer,**

All Past Presidents remain with the Executive as League Governors

### **1. Divisional Team Reps.**

A. The Team Reps. will be comprised of one member and two alternates from each team in the division.

B. Each Division will have a Division Representative. The Division Representative will be elected at the AGM in September and will be a member of the League Executive for 2 years following the election.

C. The Divisional Representative will attend League Executive meetings.

### **2. Meetings**

A. The Divisional Team Reps. should meet on a regular basis, approximately twice per year. Special meetings may be held at the division's discretion. The division is responsible for arranging a location for meetings.

B. The day of the meeting a member of the Divisional Team Reps. must obtain an information package from the League office containing information such as statistics and specific issues the League wishes to deal with. The League Administrator should be contacted prior to coming to the office as to the availability of the package.

C. If any specific information is required for the meeting (e.g. detailed information of specific players), this should be requested from the League Administrator three working days before the meeting.

D. No later than one week following any meetings the Divisional Representative must report to the President or League Administrator.

## FINANCES

### 1. Payment of Annual League Fee

All teams will pay their annual fees by submitting an initial payment of \$1000.00 to the league office by no later than the first Friday in August.

Teams must then bring one cheque for \$1500.00 to the Annual General Meeting held within the first two weeks of September. Any team that has not paid \$1000 by August 1 may be required to apply as a new team.

#### Teams are also required submit two (2) postdated cheques at the AGM.

The cheques are to be dated for October 31 and November 30 of the current year. The amounts will be specified by the League prior to beginning play each season.

If for any reason a team can not submit post dated cheques the team is responsible for bringing a cheque for the specified amount to the league office at least 1 week prior to the due date.

#### Beginning with the 2004 / 2005 season the following rules will apply without exception.

Any team that does not make their payments on time will pay a 5 % late payment penalty on the outstanding balance of that payment. A subsequent 5 % payment on any outstanding balance for that payment will be charged after 14 days.

The P.G. Rec. Hockey League reserves the right to expel any team that has missed a payment and to withhold any fee's that have been paid to recover the costs associated with rescheduling and restructuring.

Each team in The P.G. Rec. Hockey League is required to play approximately 14 to 18 games out of 45 that begin at 10:00 PM or later. (Late Games) If a team is unable to make their payments on time they will be given an additional late game per \$500.00 they are short for the payment. This will occur in addition to the 5% late payment penalty. If a team makes their payments on time as described above they will play the usual number of late games. (14 to 18)

If a team pays their total up front as follows they will play approximately one third less late games. (Between 8 and 10 of 45). In order to qualify for this opportunity a team must have been a member of the Labatt Rec. Hockey League for a minimum of the three previous seasons and must have made all of their payments on time during those three years. A team must make their initial first 2 payments on time and then pay the entire outstanding balance by no later than September 30 of the current year. This opportunity is only available to all teams that these deadlines however if more than 10 teams become eligible the percentage of late games will go up slightly.

A payment that is made on time is described as a cheque or money order in the amount specified that has been given to the P.G. Rec. Hockey League at least 48 hours prior to the date required and has sufficient funds available to be withdrawn on the account it is written from on that date.

## **2. NSF Cheques**

- A. There will be a \$100 fine for each NSF cheque.
- B. Any NSF cheque must be replaced within 48 hours with a certified cheque or money order to include the \$100 fine. Any cheque not replaced could result in immediate expulsion from the League.

### **C. New Team Information**

Team registration for existing teams and applications for new teams is done at any time. In order to reserve their spot with the league existing teams must make their first payment of \$1000. on or before the first Friday in August each year. Applications for new teams will be accepted at the league office suite 200-2700 Queensway. Applications for new teams must be accompanied by a Cheque or money order for \$350.00 and a new team information sheet (available from the league office) filled out completely. This is a one time "Charter fee that all new teams pay to become members of our league. You must also supply a list of the players you are planning to have on your team. You may add additional players at a later date but depending what division you are in those players may need to be approved by the team reps from your division. Once you have registered and paid your charter you are required to make all of your payments on time. Any new team that misses a payment may be suspended from play and will be removed from the league if payment is not made within 7 days. Costs do not vary by division other than our Novice Program. There is no minimum or maximum # of players I recommend 15 skaters and a goalie. A season has a guarantee of 45 games, however the executive reserves the option to change this in order to control costs and or scheduling issues. We do not register individual players other than in our Novice Program. We do take names and phone numbers and place them on a spare list that teams can use to add players to their teams. Average cost per player is \$450.00. Because our league will likely need to add additional ice times in order to accommodate new teams and because the only available ice is late ice each new team admitted to our league will be required to play more late games than established teams. Many of the teams in our league have been with the Labatt P.G. Rec. Hockey League for more than 10 years and some brought their own early ice when they joined our league. In order to not unfairly punish existing teams with a lot more late games new teams will be required to play approximately 20% more late games in their first season and 10% more in their second season while existing teams will play only about 3% to 5% more late games in order to accommodate the new teams. These figures may change if some of our existing teams do not return for the upcoming season. All new teams must consult with the league administrator and receive permission before selecting their jersey colors, unless they intend to have 2 sets of jerseys a dark and a light set.

**Obligations while using City facilities:**

**Alcohol in Public Facilities – Alcohol Policy**

**1: Players are not to have alcohol of any type inside City Arenas at any time with the exception of Licensed events.**

**2:** Any team or league member that violates this rule will be severely dealt with. The following are the guidelines that the President and League executive will use in regards to violations. Any team that is found to have liquor of any type inside of a city Arena will receive a \$500 fine for the first offence. Once a violation has been reported and confirmed the team involved will not be permitted to play in the league again until the fine is paid.

If the violation involves specific players those players will be suspended indefinitely and fined not less than \$100.00. The individuals will not be permitted to play again until their fines are paid.

**3:** Any team that is found to have liquor of any type inside of a city Arena a second time within a 2-year period will receive a \$1000.00 fine. The team in question will be suspended from play for the balance of the season and will forfeit any league fee's paid or be fined the \$1000.00 whichever is the greater amount. If there are less than 15 games remaining the team and all of its registered players will not be permitted to play the following year as well. This team and all of its players will not be again permitted to play in the league without posting a bond and will be on probation for a minimum 3 years following reinstatement.

**4:** Any team that is found to have alcohol anywhere inside a city arena while there is a licensed event being hosted in the lounge by the P.G. Rec. Hockey League will be dealt with under the guidelines of rule 3. If this is a second offence an additional \$500 fine will be levied or forfeit of balance league fees whichever is greater.

**5:** Any team that fails to control their fans in this regard will be required to supply security at every one of their games for the balance of the season and playoffs and will be responsible for the associated costs.

**6:** All teams are required to vacate the dressing room within ½ hour of the end of their game. If it is brought to the leagues attention that a team has refused to comply with this they will be fined not less than \$100 for a first incident and not less than \$250 for a second incident.

**7:** Any league member that damages or vandalizes anything on City Property will be suspended until further notice and will be required to pay all costs associated with repairs to damaged property. In addition at the cities discretion they may be prosecuted in a court of law.

**8: Any team whose players are reported using chewing tobacco or smoking anywhere inside the arenas will be fined \$200.00. In addition to the team fine any individual identified using chewing tobacco or smoking will be suspended indefinitely.**

## PLAYER ELIGIBILITY RULES

### 1. Prince George Recreational Hockey League Registration

In order for a player to be eligible to play in the League, the team Representative must register each player with the following information: Name, birth date, address, postal code and last team played for. If a player is not listed on the game information sheet that the team representatives get from the time keeper at the beginning of the game to cross off players not there for that game, then that player is not registered. **Any team that does not register a player by supplying the time keeper with this information will default any games that player plays in and be fined \$100.00. Any team that allows a player to play under an alias or under another players name will default that game and be fined \$200.00 for each incident.**

We strongly recommend that you include an accurate email address for every player on your team. This will assist all team representatives and the league in communicating with all of the members of the league.

At the beginning of the year you will be supplied with a sheet listing the players and their information that played last season. You must first cross off the players not returning then confirm that the information supplied for returning players is still correct.

All new players during the year must be registered using the New Player Info Sheet before the player can play. The team assumes the responsibility that the new player is not suspended or blacklisted. **No one under the age of 16 years old may play in the league and no one registered with any minor hockey league may play in the league.**

A "Blacklisted player" is a player that has left or changed teams owing money to the previous team or the League. The original team can blacklist the player, making this player ineligible to play on any team until the problem is resolved. To blacklist a player, a team must contact the League office, The League administrator will add the players name to the blacklist. The blacklist is Sent to all teams at the start of the season and updated for teams whenever a change to the list is made. A team using a blacklisted player will be subject to a fine of up to \$250 (Depending on the outstanding balance the player owes) and will default any games That the ineligible player played in.

### 2. Players Changing Teams During the Year

A player changing teams can only move to a team that is either in a higher division, the same division, or one division below the highest division he has played in, in the current and previous year, unless he receives Executive approval. Players that are not "Novice" (Entry level players ) may not play in the Rec. D Division.

## PLAYER ELIGIBILITY RULES (Cont.)

### 2. **Players Changing Teams During the Year** (cont'd)

Example:

- A. In 2002 Player X played in A Division. In 2003 he can play in A or B Divisions only. Assuming he plays in B Division in 2003, then in 2004 he can play in A, B, or C, divisions only. Assuming he plays in C Division in 2004, then in 2005 he can play in A, B, or C, Divisions.
- B. Before a player can change teams he must first be released from his current team. Release forms are available upon request. This release must happen in order to make sure players keep their dues paid up. If a player changes teams and has never been officially released, the new team could be fined, plus default any games played.
- C. If a team will not release a player, the player may appeal to the League Executive. A team withholding a release from a player without a valid reason will be subject to a review by the League Executive.
- D. In order to be eligible to play in the year-end playoffs the player must have played 10 games during the year for that team. A player that has been carded by the CAHA or Played Senior A or B Hockey, Professional Hockey, International Hockey or Junior Hockey in the previous 5 Years must play 15 games after his release in order to be eligible for the playoffs.

A team may apply to have a player with less than the required amount of games played, to be allowed to play in the playoffs. The request must be in writing. The player must have played the previous season for the team and/or have had a significant injury or work related situation that has prevented them from participating in the minimum number of games. This rule was made to prevent teams from picking up ringers for the playoffs, and in keeping with that theme a players ability will in some cases affect their eligibility.

The president, in consultation with team representatives from the division involved, will decide if a player will be allowed to participate in the playoffs.

- E. A player may change teams during the year, however once the player has played for another team he cannot play for any team he has previously played for that year without Executive approval (fines and/or suspensions **will be levied in the latter case**).
- F. Teams may not add players to their rosters with less than 9 games remaining in the season unless they will have less than 10 skaters (not including the goalie.) If the team has less than 10 skaters they may register a new player but only use that player during the balance of the schedule in games with less than 10 skaters. Any player added with less than 9 games remaining in the schedule may not play in the playoffs.

## **PLAYER ELIGIBILITY RULES (Cont.)**

### **3. Players Playing in Other Leagues**

**Because our liability insurance does not cover** the following players no player may play (is ineligible see rule 6) in the PG or Quesnel Recreation League if he is active in any other non-recreation league. This includes Junior Hockey, College/University Hockey or Minor Hockey. If a player plays in another recreation league then a team must contact the league administrator and provide details about the other league. The league administrator will consult with our liability insurance provider and will then let the team representative know if the player in question may play.

**Any team that allows a player that is active in any other league to participate in the P.G. or Quesnel Recreation Hockey league without following the guidelines listed above does assume the full responsibility for any liability that may arise from that players participation.**

### **4. Players Playing For More Than One Team**

A person may play for only one team within the League at any one time (excluding goalies). Once a player has played five games with one team he is considered a team member.

**A player may apply to play on 2 teams.** The player must apply in writing and must have met the required financial obligations of both teams..

#### **A. Using A Guest Player**

(A guest player is someone who is visiting the city who does not have a permanent address in the city or surrounding area and / or is not intending to join the team / league on a permanent basis)

A "Host Team" may under the following rules use a guest player.

A team may not use a guest player if he does not meet an age requirement or whose skill level is above the division they play in even if the other team initially agrees. Doing so will result in a default of the game.

The host team using the guest player must go to the opposition team and ask their permission. If you know you are using a guest player you should in advance contact the other team rep by phone and ask permission. If the opposition team agrees to allow the guest player to play the team must register the player and write "guest player" beside their name on the registration form. Because a guest player has no real consequence to his actions while playing in our league the "Host" team that allows a guest player will be held responsible if a guest player is involved in any serious incidents.

The following fines will be applied to the "Host" team for the following infractions.

Any single major penalty or single 10-minute or game misconduct \$100 fine

Any Gross misconduct, match penalty or multiple majors or misconduct penalties will result in a minimum \$200.00 fine and may be more depending on the incident.

**Failure to follow these guidelines every time you use a guest player will result in a minimum \$100.00 fine and default of the games involved.**

## **PLAYER ELIGIBILITY RULES (Cont.)**

B. If a team is playing an interlocking game out of town they may use players from other teams in their own division or in a lower division. (Rec. B may use Masters B or Rec. C. Rec A may use anyone in the Rec. Hockey League.) Masters A may use any player over 30 years of age from any division.

A team must fill out a player registration form for the borrowed player and place **borrowed from (team name)**” at the bottom of the registration form.

C .If a team is going to have 8 players or less for a regular season game they can pickup players from another team provided they get permission from the opposing team. (A team may only borrow enough players to give them 10 total skaters). The same procedure as listed in 4-B applies and the opposition team must sign the bottom of the registration form to show their approval.

### **5. Special Restrictions Rec. A Div. Masters A Div. Masters B Div And Novice Div.**

**A. Teams in the Novice Division may only add new players through a draft at the beginning of the season.**

**B.** Teams in Rec. A, Masters A and the Novice Division (After the Draft), who want to add a player to their roster must apply in writing for permission to the league administrator. The application must include the players **complete hockey history** age and any other information relevant or in support of the application. The application will be forwarded to the team representatives from the division and they will be given one vote each in favor or against allowing the application s approval. The majority rules but the executive reserves the right to overrule a vote in favor or against allowing a player to participate.

### **C. Players Who Have Previously Played Senior A or B Hockey, Professional Hockey International Hockey or Junior Hockey in the previous 5 Years.**

A. New players to the League who have played **any high level hockey** in any of the previous **Five** years must play in the Recreation A division provided they can find a team. If a player is 30 years of age or older they may apply to play in the Masters A Division. If a player cannot find a team in Rec. A or Masters A they can apply to play in Rec. B, but are not likely to be approved.

Highly skilled players capable of playing in Rec. A will no longer be permitted to play in Rec. C or Masters B under any circumstances.

The executive **will** remove any player from a lower division if that player is obviously too skilled for the caliber of that division. The current standings of the team these players are playing for will no longer be a factor.

## **PLAYER ELIGIBILITY RULES (Cont.)**

### **6. Use of Illegal or ineligible Players**

Any team using an illegal or ineligible player will be subject to fines and forfeiture of all games in which this player played. The minimum fine for allowing an ineligible player to play is \$200.00. **See Rule 3.**

### **7. Masters A Division**

#### General

To be eligible to play in the Masters A Division a player must meet all previously mentioned eligibility rules. In addition he must meet the following criteria:

Age 30 by December 31 of the current season.

- a. A team may apply in writing to have an underage player participate. The other teams in the division each get 1 vote with the majority rules. The executive reserves the right to overrule a vote in favor of allowing a player to participate.
- b. Any underage player allowed to participate does so under very strict guidelines regarding violations to our rules. Any suspensions are automatically doubled and any serious infractions will revoke the underage players right to play until they are of age.

### **New Rules Effective February 17, 2006**

### **8. Masters B Division**

To be eligible to play in the Masters B Division a player must meet all previously mentioned eligibility rules. In addition a player must meet the following criteria:

- a. **Age 35 or older.**
- b. If a player **last** played in the Masters A or Rec. A Division or equivalent in another city, the team must apply in writing to the division for permission to add that player. The other teams in the division each get 1 vote with the majority rules. The executive reserves the right to overrule a vote in favor or against allowing a player to participate.
- c. Any player, **regardless of age** whose skill level is too advanced for the Masters B division will not be permitted to play Masters B under any circumstances. If a team adds a new player that is determined to meet this criteria that player could at anytime during the season be disallowed from playing in the Masters B and every effort will be made to find a suitable team and division for that player to join.

### **9. Masters A and B Division Goalies**

Each team must make every attempt to obtain a goalie that meets the general rules for eligibility in the Masters Divisions. If it is not possible to find a goalie meeting these criteria then the team may use another goalie after receiving approval from the divisional Vice-President or his representative.

## Rules regarding Team Jersey Selection And Jersey Conflicts:

A team may not change jersey colors without the permission of the league executive. If there is a jersey conflict the team that has had the color the longest does not change. The team that has had the color the least number of years, months, or weeks will be required to change jerseys for each game they have a conflict with the other team. If the team required to use an alternative color does not have access to a second set of jerseys they are required to wear a set of jerseys supplied by the league and pay a \$25 rental fee per usage. It is expected that if the team that has had the color the longest has a second set of jersey's they will volunteer to change colors as a courtesy.

Each team is required to have a full set of jerseys that are the same color and have a different number for each player. The referee can disallow a player from playing if they do not meet this criteria. If a team cannot meet this requirement for all of their players they may be required to rent the jerseys from the league.

### TEAM OBLIGATIONS

1. All teams must have a minimum of six skaters and a goalie ready to play at the beginning of the game. Failure to meet this obligation will result in forfeit of the game. Each team is given one incident of grace per season if they are unable to have a goalie at a game. **Beginning on November 12, 08 there is no game incident of grace for not having enough skaters.**  
If a team forfeits a game a minimum fine of \$200 will be levied by the League to a maximum of the total cost of the game (i.e. Ice time and officials. Money collected from these fines will be divided evenly among all the teams that were the opposition of a team that defaulted a game. (Even if there was no fine applied because of a goal tender default.) Teams will receive a credit towards their next season fees from their share of the fine money. There will be no refunds from default fine money and if a team folds their share will go into general revenue.
2. If a team does not have a goalie, the game is forfeit. A spare goalies list is available from the League. The teams may use the ice for a practice or scrimmage and the officials must remain to record any problems. At the officials' discretion the teams may be ordered off the ice if problems occur. The League will consider discipline if problems occur.
3. It is recommended that each team have 1 team captain and 2 assistants identified with **C** and **A** on the left chest of their jersey prior to the start of each game. **The following instructions will be given to the officials from our league. Officials are to only communicate with designated Captains or Assistant Captains if a team has a question about anything that has happened in the game. Players that are not wearing a C or A to designate them as a captain may not question the officials and are subject to misconduct penalties if they do so.**

### **Guidelines For Team Representatives**

If you are a team representative you should use the following guidelines to help you operate your team as expected under the terms and conditions as a member of the P.G. Rec. Hockey League.

Collect \$100 minimum from each returning player by July 1 for the upcoming season. This helps you to determine who is returning and who is not so you have all summer to recruit your replacement players. If a player does not pay you when they were expected to or promised to either remove them from your team or do not allow them to play until they have paid up to date.

Run your team like a business, give a receipt to every player when they pay you and keep a copy for yourself. Open a bank account in your team's name and place all funds collected into that account then pay with a cheque for all team purchases. Ask your bank to return all your cancelled cheques. This will protect you and your team members from any misunderstandings in addition to helping you keep an accurate accounting of team finances. Show your team members an accounting of team finances once a year.

Pay your fees and any other team invoices on time.

If you don't understand a rule or league expectation ask. Don't play dumb it is not an acceptable excuse.

You are responsible for your team!!!! Make sure they know it and make sure you operate your team with that fact in the back of your mind at all times.

### **ON-ICE ITEMS**

**The elected executive of the P. G. Recreation Hockey League is responsible for determining what is in the best interests of the league.**

The P.G. Rec. Hockey League follows CAHA rules as they are written in the current year's rulebook that is used as the official rulebook for CAHA hockey throughout Canada.

**The rules written in this handbook over ride any CAHA rules that would conflict with these handbook guidelines.**

The P.G. Rec. Hockey League reserves the right to suspend and or refuse the opportunity of any individual to participate in the league if it is in the opinion of the executive that it is in the league's best interest. Participation in the P.G. Rec. Hockey League is a privilege and not a right.

#### **1. Timing of Regular Season and Exhibition Games**

##### **A. Warm-up Period**

At exactly the time the game is scheduled, (i.e. 10:00, 8:30, etc.) 10 minutes are to be put on the clock and the clock started. The buzzer will sound with two minutes remaining in the warm-up period, so teams can go to their benches. Teams and officials must be ready to begin play at the 25-minute mark. Any team not ready will be assessed a delay of game minor penalty.

##### **B. Period 1**

As soon as the warm-up period is completed, the timekeeper will immediately put 25 minutes on the clock and start the clock. The last 30 seconds of this period will be stop-time.

**At the end of this period teams will change ends with no break. Goalies must not go to the player's bench. Teams will line up at center immediately.**

**(ON-ICE ITEMSCont.)**

**C. Period 2**

As soon as the first period is complete, the timekeeper will immediately put 25 minutes on the clock and start the clock (do not wait for the teams to change ends). The last 30 seconds of this period will be stop-time.

At the end of this period teams will change ends and they will break for exactly 2 minutes, the puck should be dropped at the 23:00 minute mark to begin the third period.

**D. Period 3**

As soon as the second period is complete, the timekeeper will immediately put 25 minutes on the clock (do not wait for the break to end).

**The last 5 minutes of this period will be stop-time.**

The on ice officials and the timekeeper are **not** permitted to make the decision to run straight time unless both teams request straight time be used for the final five minutes. An official will not request straight time be used because of rough play. If an official decides that a team or teams have caused the game to get out of control they will end the game at that time and send both teams from the ice without the normal hand shakes. If this occurs the on ice officials must submit a written report to the league administrator with in 24 hours for review and to consider additional disciplinary actions for teams and players involved.

**(ON-ICE ITEMSCont.)**

**New Rules effective September 26, 09**

In an effort to add some fun to our game this season will have shootouts to try and break tied games. If at the end of regulation time the game is tied each team will have 30 seconds to select 3 shooters each

The team that scored the last goal (tying goal) must shoot first. Teams must remain on their bench except for the 3 players from each team selected. Once the 6 shooters are selected the shootout begins. As soon as a player completes their turn the next shooter from the other team must be ready to go. If the first 2 shooters score for 1 team and the other teams first 2 do not, the 3<sup>rd</sup> shooters are not necessary. If one team outscores the other team in the shootout that team is given a 1-goal victory and 2 points and the other team will get 1 point for the original tie. If after all 6 players have shot in the shootout and the score is still tied the game will remain a tie and both teams get 1 point.

**Every effort must be made to conduct the shootout as quickly as possible. If a shootout is necessary please shake hands quickly and leave the ice once it is complete.**

## E. Penalties

All penalties are stop-time, except offsetting minors. Offsetting minors will be 3 minutes straight time.

## F. Stop-time

If, at any point in time, there is a delay during stop-time, the clock is to be started and run down. Games should generally take 90 minutes. If the game extends past this time, stop-time is not to be used.

## G. 7 Goal Mercy Rule:

Beginning with the **2007/2008** season the following rule will apply.

If a team wins a game by more than 7 goals the score of the game will be recorded as the score was. None of the points accumulated after the 7-point lead by the players will be recorded on their stats. The goals will be awarded to the dummy player.

To Clarify: If a team wins 8 to 1 that score will be recorded and all points accumulated by the players will be recoded but if a team wins 9 to 1 the game is recorded as a 9-1 win but the players who accumulated the points on the 9<sup>th</sup> goal would not be awarded those points. If a team is leading 9 to 1 and the other team scores and makes it 9 to 2 then the 9<sup>th</sup> goal is recorded and points awarded to the players. The time keepers will continue to record all the goals and assists but these adjustments will be made at the point of data entry.

## Fines and Suspensions

The League Executive will levy fines. The amount will be determined at the time of decision. The League Executive has the right to remove a player or team from league play if the Executive believes it is in the best interest of the League. All fines must be paid within 14 days of notification. Any individual player that is fined and / or suspended may not play again until the fine has been paid. A fine must be paid by cheque or money order at the league office suite 200-2700 Queensway.

The League President and members of the executive are the designated "Discipline Committee" for the P.G. Rec. Hockey League. The discipline committee is responsible for assessing rule violations and determining the length of suspensions, fines and any other sanctions to be levied against a player, based on the information from the score sheets and information from the officiating staff working the game.

## 4. Appeals:

If a member disagrees with a suspension handed down his team representative may appeal, **in writing**, to the League Executive. The appeal must include a \$100 fee payable to the League (fee refundable if appeal is changed in any way to favor the suspended player). The appeal will be ruled on by at least three members of the League Executive and or any members of the league, chosen as non partisan and having participated in the Prince George Rec. Hockey League for not less than 10 years and having a history of non aggressive behavior. The appeal committee members will not include members from teams involved in the incident.

Once an appeal is received the suspension / and or fines to the player involved can be reduced, left the same, **or increased**, based on any new information that may be received as a result of the appeal.

**A player that has been suspended may not Contact:**

**Any member of the executive.**

**The league administrator:**

**The officials involved**

**Anyone else directly involved.**

**Any player that does so loses their right to appeal.**

A Discipline Committee handles suspensions regarding abuse of officials.

The Referee-in-Chief may make a recommendation to the discipline committee who hand down the suspension. Appeals are handled as described in the preceding paragraph.

A player that has appealed a suspension can apply to continue to play in his team's regular schedule games, with these exceptions:

1. If his suspension has involved a Referee the player cannot play again until his appeal has been dealt with.
2. If the assessed penalty is a match or gross misconduct the player may not play until their appeal has been dealt with.
3. If the League Executive feels it is in the best interest of the League if the player does not play until his appeal has been dealt with.

## **AGGRESSIVE POINTS**

### **1. Point Accumulation**

A. Aggressive Points are accumulated when a player is assessed Aggressive Penalties. An Aggressive Penalty is defined as follows:

Any minor penalty except: tripping, holding, hooking, too many men, unsportsmanlike conduct, delay of game, and interference.

B. In any game where a player receives one or more aggressive penalties he will accumulate Aggressive Points as follows:

**Aggressive Minor**

Penalties	Major Penalty*	Aggressive Points
1	0	0.2
2	0	1.0
3 (**)	0	2.0

\* A major penalty in a game results in an automatic game misconduct for that game.

\*\* Three aggressive penalties in a game results in an automatic game misconduct for that game.

## 2. Suspensions

- A. Any player who accumulates five Aggressive points or more is subject to suspension as follows:
1. Once 5 Aggressive Points have been accumulated a player is suspended for one game.
  2. For 6 Aggressive Points the player is suspended for an additional game.
  3. For 7 Aggressive Points the player is suspended for two additional games.
  4. Any player who accumulates 8 or more Aggressive Points is suspended until further notice, and will be reviewed by the League Executive.
- B. Example:
- a. A player who has 5 Aggressive Points is suspended for his next game. If this player accumulates another Aggressive Point (i.e. his total for the year is now 6) he is suspended for another game, and so on.

### **AGGRESSIVE POINTS (cont'd)**

- b. A player who has 7 Aggressive Points will have been suspended a total of 4 games (one game at 5, one at 6, two at 7) and at 8 Aggressive Points will be reviewed by the League Executive.

### **New Rules Effective July 1, 2005**

Players given an aggressive minor penalty will be required to serve the entire 2 minutes even if a goal or goals are scored against their team.

Masters A division and the Novice (Rec. D.) divisions will now lower their suspensions for accumulated aggressive points to 4.0. What this means is the rules that apply to the other divisions at 5.0 will now follow the same pattern for these divisions beginning with 4.0 aggressive points.

Accumulated aggressive points will now be calculated based on how many games a player has played. If a player reaches 3.0 aggressive points in any division a review will be conducted. If a player is suspended under the rules listed below for accumulated aggressive points they will then be suspended following the same pattern that would have occurred if they were suspended at 5.0 in past seasons as they accumulate more aggressive points.

If a player is at 3.0 to 3.8 and has played less than 10 games they will be suspended for 1 game. This player then sits 2 games at 4.0, and is suspended indefinitely at 5.0.

If a player reaches 4.0 to 4.8 and has played less than 25 games they will be suspended for 1 game. This player then sits 1 game at 5.0, 2 at 6.0 and is suspended indefinitely at 7.0

If a player reaches 4.0 to 4.8 and has played less than 20 games they will be suspended for 2 games. This player is suspended indefinitely at 5.0

If a player reaches 4.0 to 4.8 and has played less than 15 games they will be suspended for 3 games. This player is suspended indefinitely at 5.0

If a player reaches 4.0 to 4.8 and has played less than 10 games they will be suspended indefinitely.

### **3. Carry-over of Aggressive Points from Season to Season**

Any player that finished the previous season with 6 or more aggressive points will begin the year with the following number of aggressive points on their record.

If a player finished last season with 6 Aggressive points they will start with 1 Aggressive point.

If a player finished last season with 7 Aggressive points they will start with 2 aggressive points.

If a player finished last season with 8 or more Aggressive points they will start with 3 aggressive points.

If a player played less than 25 games last year and finished with 4 or 5 aggressive points they will start with 1 aggressive point.

3(a) If a player carried aggressive points forward the year previous to last season only the points he accumulated during last season will be used to calculate his total in regards to carry over for the upcoming season. For example: If a player carried 2 aggressive points over to the 2002/2003 season from the 01 / 02 season and finished the 02/03 season with 6 we would only calculate that as 4 aggressive points and provided the player played more than 25 games they will not carry any points forward to the next season.

## **AGGRESSIVE POINTS (cont'd)**

### **4. Responsibility for Tracking Aggressive Points and Suspending Players**

The league administrator will inform teams when a player has reached 5 aggressive points and must be suspended. A player may sit his suspension prior to being officially notified by the administrator provided they have already hit the 5<sup>th</sup> point and they sit the very next game. To sit aggressive point suspensions prior to notification the league administrator must be informed prior to the game by fax , phone or email.

The same rules apply for hitting 6 or 7 aggressive points.

At 8 aggressive points it is the teams responsibility to sit the player as soon as they go over the 8 aggressive point mark

## **SUSPENSIONS**

### **1. General Notes**

The purpose of this section is to outline the minimum suspensions the League will issue in certain circumstances. There is a number of other items for which suspensions could be issued for that are not discussed here (i.e. illegal use of players). If as part of their suspension a player receives a fine or is required to post a bond that player may not play until the fine is paid or the bond is posted. Contact the League Administrator to make arrangements for payment.

## 2. Minimum Suspensions

(Section 2 A and 2B are automatic and teams will not be notified. It is the team's responsibility to read their copy of every game sheet following the game.)

### A. Fighting Major

First Fight                      Game ejection + 1 game suspension  
Second Fight                    Game ejection + 5 games  
Third Fight                      Game ejection + 20 games or season (whichever is longer)

### B. Non-fighting Major

First major non-fighting                      Game ejection + 1 game suspension  
Second major non-fighting                    Game ejection + 5 games  
Third major non-fighting      Game ejection + reviewed by League Executive

### C. Off Ice Altercations

Hockey is a game off high emotion. However it is unacceptable to take any conflict with other players or officials off the ice. What happens on the ice must stay on the ice. Any altercation that occurs **anywhere** off the ice that is reported to the league authorities by anyone will result in the immediate suspension of all players involved. (Anywhere means anywhere, including the arena or any location away from the arenas. This extends to at any time if the altercation is determined to be a result of on ice conflict. Once a player has left the ice he is in the anywhere zone.) An immediate investigation by league authorities will be conducted. If it is concluded that an off ice altercation has occurred that is a result of on ice activity the players will be suspended not less than 1 year or 45 games whatever is longer, and should expect any suspension resulting to be longer than the minimum.

## (Suspensions Cont.)

### D. Leaving The Bench / Returning to the Ice

Any player that leaves the player's bench during an altercation will be given an automatic game misconduct and suspended **indefinitely**. The minimum suspension for leaving the player's bench during an altercation is 5 games in addition to any other penalties assessed at the time. Any player that has been ejected from a game and has left the ice and then returns for any reason will be suspended **indefinitely**. The minimum suspension a player ejected from a game and has left the ice and then returns for any reason is 5 games in addition to any other penalties assessed at the time.

## New Rules Effective February 17, 2006

### B. Game Misconduct and 10 minute Misconducts for Abuse of Officials

1. First game misconduct – elimination from remainder of game **1 Game suspension.**
2. Second game misconduct – **3 game suspension \$50 Fine**
3. Third game misconduct – **suspension until further notice \$100 fine**
4. Second 10 minute misconduct of season **1 game suspension**

5. Third 10 minute misconduct 2 game suspension **\$25 Fine**
6. Fourth 10 minute misconduct Suspended until reviewed by league. **\$50 fine**
7. The league administrator will inform teams when a player has received their first game misconduct or 2nd 10-minute misconduct and must be suspended. A player may sit his suspension prior to being officially notified by the administrator.  
To sit accumulative misconduct suspensions prior to notification the league administrator must be informed prior to the game by fax , phone or email.  
The same rules apply for to a player who receives additional misconducts.  
**At a 3rd game misconduct or 4thth 10 minute misconduct it is the teams responsibility to sit the player as soon as they receive these penalties and to not allow them to play until they are reviewed by the league.**

#### **F. Match Penalties**

The Discipline Committee will review each match penalty. The player is immediately suspended until further notice.

#### **G. Gross Misconduct Penalties**

Will be reviewed by Discipline Committee. The player is immediately suspended until further notice.

#### **(Suspensions Cont.)**

**H. It is now mandatory that an official must make a formal complaint with the RCMP against any player that makes a threat against an official.**

### **3. Other Suspensions**

#### **A. Abuse of Officials**

The League Executive deals with all such penalties. The player who commits such a violation is suspended until further notice.

Any player that is abusive to the timekeeper will receive an automatic game misconduct. If the abuse is of a more serious nature the penalty will be a gross misconduct.

#### **A. Players Entering The Officials Room**

**Any member of the P.G. Rec. Hockey League that enters the official's room uninvited for any reason will be suspended for a minimum of 10 games. This is the minimum suspension and in almost every situation will be increased depending on what happens once a league member enters the official's room.**

### **New Rules Effective July 1, 2005**

Any player who enters the referee's room uninvited will be fined \$100.00 payable prior to being eligible to play again. This is in addition to the automatic 10 game suspension that is already in our rules.

#### **C. Complaints about officials:**

If a team has a complaint about an official they may make a registered complaint with the league within 48 hours of the game they wish to complain about. **The complaint must be in writing and come from one of the three legitimate registered team representatives only.** Players who have a complaint must have their complaint delivered by their team representatives. The complaint must include specific details in regards to what the problems with the official were. The complaint must be emailed to the league administrator at [info@pgrhl.ca](mailto:info@pgrhl.ca) (faxes not accepted). **Under no circumstances will a team or players be permitted to make a complaint verbally, doing so could result in team fines and will void the complaint.** We want to keep our officials accountable. We do not want to deal with an endless string of complaints that are not legitimate. If a problem exists take the time to write it down and email it to the administrator.

### **Suspensions (cont'd)**

#### **4. Playing Suspended Players:**

Any team that allows a player that is under suspension to play will default the game that the player participates in. The players original suspension is doubled. In addition the team will be fined \$200.00 for the first incident and \$500.00 for a second incident. The offending team and the players registered to play for that team may also be expelled from the P.G. Rec. Hockey League. Any team representative that allows a suspended player to play puts himself and the P.G. Rec. Hockey League at risk to liability law suits should an incident occur involving the suspended player. **If you even think that there is a possibility that a player has been suspended you must not let that player play.** It is the team's responsibility to review their copy of every game sheet following the game.

#### **5. Problem Players or Teams**

The League Executive can be notified in writing about problem situations involving individual players or teams. The League Executive can remove any player or team if it is in the best interest of the League.

## Playoff Suspensions:

If a player is assessed a penalty that will require a suspension in their last game of the playoffs that player will receive double the normal suspension. This measure is taken to stop an incident where a player knowing they are out of the playoffs may take actions they would not normally and to prevent players from using an infraction to gain advantage over an opponent in a final or semi-final game. For example if a player is involved in a fight in their last game of the playoffs and they had a previous fight during the current season they will be suspended for 10 games instead of 5 games.

## Tie Breaker Rule for Final Regular Season Standings:

If at the conclusion of the season 2 teams are tied for points their final position in the standings will be determined as follows.

First Tie Breaker: Head to head record.

Second: Most wins.

Third: **Goals For Divided Into Goals For + Goals Against** (If head to head play or most wins can not be used to break the tie then this formula will be used. Here is an example of how it works. At the conclusion of the season team A has 14 goals for and 10 goals against. You would take 14 and divide it by 24 to give team A a **.583** average. Team B has 17 goals for and 13 against 17 divided by 30 for a **.566** average.

Team A would advance with the higher average.

## PLAYOFFS

### 2. Timing of Playoff Games

A. All games except semi-final and final games will be timed as above.  
(Exception See 2B)

#### B. **Overtime Procedure For Round Robin Games Only**

If at the conclusion of regulation time the teams are tied there will be a five-minute stop time sudden death period played with 4 skaters and a goalie for each team on the ice. If a goal is not scored during the 5-minute stop time period the game remains a tie.

**New Rule 08 / 09.**

Each team will receive a single point and if the game is decided in the overtime the winning team will get 2 points.

**(At this time our data program will not allow us to show a single point for a tie where a team has won in overtime. The Playoff standings on the web site would show the game as 2 point win for the winner and a loss for the other team. The single point will be added to the losing team for the purpose of the final standings in the round robin.)**

**There are no shoot-outs in the playoffs.** If a team is short handed and that carries over into the over time or if a team receives a penalty in the overtime the teams will play 4 on 3. If there has been offsetting penalties called that carry over into the overtime or if offsetting penalties are called in the overtime the teams play 4 on 4. If a team already shorthanded in the overtime receives another penalty the non-offending team adds a player and the game is played 5 on 3 until the conclusion of the first penalty. Following the conclusion of the first penalty and at the first stoppage in play the teams will go back to 4 on 3 until the second penalty ends.

B. Timing of semi-final and final is as follows:

The following format is the game timing procedure for the semi-finals and final games.

The first period is normal timing. 25 Minutes last 30 seconds stop time.

For the second period, put up 15 minutes (Last 30 seconds stop time) when the buzzer sounds there will be a flood. The remaining 10 minutes are played after the flood with the last 30 seconds stop time.

Third period is 25 minutes with the last 10 minutes stop time.

Overtime if required is sudden death (First goal wins) Place 20 minutes on the clock and run the time as stop time for the overtime.

For the finals there will be a short trophy presentation following each game prior to the flood.

**Player Eligibility for Playoffs**

See 2D in Player Eligibility Section. On Page 8

**Ice Times**

The same as the regular season except for semi-final and final games.

**Suspensions**

All regular season suspensions carry over to playoffs.

**Tie breaking formula for playoffs**

**Tie Breaking Formula:** The following formula will be used if 2 or more teams are tied at the conclusion of the round robin. The following are listed in the order they would be used to break a tie.

**#1 Head to Head Play** (If only 2 teams are tied and they played each other in the round robin the winner of that game would advance.)

If 3 teams are tied and team A and B beat team C then A and B are positioned higher with their head to head deciding final position.) For example if A defeated B in their head to head A is higher in final standings than B and C is behind B.

**#2 Goals For Divided Into Goals For + Goals Against** (If head to head play can not be used to break the tie then this formula will be used. Here is an example of how it works. At the conclusion of the round robin team A has 14 goals for and 10 goals against. You would take 14 and divide it by 24 to give team A a **.583** average. Team B has 17 goals for and 13 against 17 divided by 30 for a **.566** average.

Team A would advance with the higher average.

**#3 Most Goals For** If the formula above does not break the tie the team with the most goals for would advance.

**#4 Least Goals Against** If teams are still tied after # 3 the team with the least goals against would advance.

**#5 Least Penalty Minutes** If teams still tied after # 4 the team with the least penalty minutes advances.

**#6 Least Aggressive Penalty Minutes** If still tied after # 5 the team with the least aggressive penalty minutes based on aggressive minor penalties will advance.