

GRAND RIVER LOCAL LEAGUE RULES AND REGULATIONS

The following is an outline of the rules and regulations for the Grand River Local League (GRL).

1. All disputes will be settled by the Grand River Local League. In areas where GRL League Rules and Regulations do not cover then Hockey Canada (HC) and Ontario Minor Hockey Association (OMHA) Rules and Regulations will apply.

2. Team Roster:

(A) As at December 31st of the current playing year:

Young Men's (Juvenile)	19 years old and younger
Midget	17 years old and younger
Bantam	14 years old and younger
Peewee	12 years old and younger
Atom	10 years old and younger
Novice	8 years old and younger

(B) All players playing in the league must be electronically Team Rostered with the OMHA. All team(s) electronic rosters not received by December 1st of the current playing season will not be eligible for further play in the GRL. No changes will be allowed to the electronic rosters after February 10th of the current playing season.

(C) All teams will be allowed to electronically roster six (6) players from lower age categories in their centre, (local league players only). Players are allowed to roster as an Affiliated Player (AP) with one team only. No changes will be allowed to the electronic Affiliated Players' rosters after midnight of January 15th of the current playing season.

3. All players will be OMHA local league players only, no representative (Rep/AE) electronic rostered players allowed.

4. Affiliated Players:

Affiliated Players may be brought up to older age categories on the understanding that:

(A) The Affiliated Players may only bring the total team number of skaters to 12 (Novice – Bantam) 13 skaters (Midget and Young Men's). NOTE: A player on the shorthanded team is not losing ice time because of the "AP" player.

(B) A skater is a player other than a goaltender.

(C) A goaltender may be allowed to cross-over from one team to another team in the same division in his home centre during the regular season to fill-in for a goaltender as a result of sickness or injury to the team's goaltender. This procedure will not be granted In GRLL playoffs except for a very extenuating circumstance. In both instances there must be written approval by the GRLL Convenor. If there is no GRLL Convenor written approval then OMHA Regulation 8.1(i) will be invoked. NOTE: E-mail correspondence will be accepted as written communication.

5. In the case of game reschedules, except for conditions beyond reasonable control (e.g. snow storm) a minimum of 72 hours' notice is required. Exceptions will be decided by the GRLL Convenor.

6. If a team does not show up without a valid excuse, the defaulting team's centre could be charged a fee to cover all game officials. Exceptions will be decided by the GRLL Convenor.

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

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

9. GRLL Suspensions:

The GRLL follows the OMHA Minimum Suspension List as outlined in the current OMHA Manual of Operations. The GRLL has additional suspensions which are outlined in its GRAND RIVER LOCAL LEAGUE RULES AND REGULATIONS.

(A) The Centre Contact will electronically submit a copy (front and back of the original copy) of all home games game sheet their team plays which contain suspensions to their specific Divisional Statistician. There will be a three (3) day period in which to submit the electronic copy of the game sheet. The electronic copy may be in the form of pdf or photograph. The original copy of each home game sheet will be sent to the Divisional Convenor within sixteen (16) days of the game date.

(B) Any player that accumulates three penalty infractions in a GRLL game will be expelled from the game immediately. The penalized player shall not serve the third penalty, they must go directly to the dressing room and a player that was on the ice at the time of the infraction must serve the penalty. NOTE: A Double Minor (e.g. 4 min Butt Ending will count as one penalty infraction).

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

(D) All players and team officials under suspension must be listed on the OMHA issued game sheet under the "List Suspended Players/Officials No. of Games" section with their game suspension number.

10. There is no appeal process for a player or Team Official given an OMHA automatic suspension as listed in the OMHA Manual of Operations.

11. All match penalties will go to the appropriate OMHA Regional Director as outlined in the GRLL Guidelines.

12. The OMHA issued game sheet will only have the names of the players who are playing. Any late players will be allowed to add their names to the game sheet after the game has started. Any extra name(s) on the game sheet that did not play will be deemed as an illegal player(s) and the appropriate penalty will be assessed.

13. Gate Fees. The maximum price of \$2.00 may be charged only for Adults in regular season and playoff games in all centres.

14. Playoff Criteria:

(A) Any player participating in the league playoffs must have been electronically rostered to his/her team or is on the team's electronic Affiliated Players' roster in accordance with Sections 2(B), 2(C) and 4(C) above.

(B) Except for Affiliated Players, all players must have played 50% of his/her league schedule to which they are eligible to participate in the Round Robin Playoffs and Division Final.

15. In Round Robin Playoffs different "A", "B", "C" and "D" categories can be established if the numbers of teams warrant it (see tie breaking procedures). Teams tied for advancing position to the Division Final shall play another game with the winner advancing (see tie breaking procedures). This game shall include one (1) 10 – minute sudden victory overtime period.

16. Teams will be allowed one 30 second timeout in Round Robin Playoffs and Division Final Series.

17. Division Final:

Division Final will consist of a best of three games series. Prior to commencement of the first game a Playoff Agreement (contract) must be signed by both Centres and/or Teams. The agreement will consist of Game Dates, Times, Location, Period Length, Time Outs, Overtime, Referee System and Breaks Between Periods. The **First** place team in Round Robin play will be awarded game three/extra game in the Final Series. Teams will be awarded 2 points for a win. All games that are tied at the end of regulation time will go to a one 10 minute sudden victory overtime period. Games that remain tied after the overtime will result in a single point being awarded to each team. Where there is no defined winner at the end of a series an additional game shall be played in the centre with the least number of games in that series. The next team to win will win the Final Series.

18. Grand River Local League Tie Breaking Procedures:

(A) Regular Season Standings:

Step 1: Head to Head Competition.

Step 2: Most Wins.

Step 3: Coin Flip.

(B) Round Robin Playoffs:

If at the conclusion of the Round Robin Playoffs, there is not a defined **First** or **Second** place winner an additional game will be played to determine the final seeding.

Step 1: The game shall be hosted by the centre who was the winner of their Round Robin game. This centre also gains home ice.

Step 2: If still tied, the team with most wins gains home ice.

Step 3: If still tied after applying Step 1 & Step 2 then the team with the best Goal Average gains home ice. The Goal Average is determined in the following manner; Total Number of Goals For divided by the Total Number of Goals (For and Against).

NOTE: Only the tied teams' head-to-head scores will be used and if tied then all Round Robin scores will be used.

EXAMPLE:

Goals for = 10

Goals against = 4

Percentage = $10 / (10+4) = .714$

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

Step 4: If still tied, regular season standings will be used for final seeding.

NOTE:

- A. If three (3) teams are tied for **First** seed (place), a tie breaker game will be played to determine the final seeding. The highest seeded team will gain home ice for the Championship series and play the winner of the Second and Third seed game. The second seeded team will gain home ice for this tie breaker game.
- B. If four (4) teams are tied for **First** seed (place), the teams will use Step 3 or Step 4 to determine seeding (1st, 2nd, 3rd, 4th) – First (1st) vs Fourth (4th), Second (2nd) vs Third (3rd) with the highest seeded team gaining home ice. The winners of these games will play for the Championship with the highest seeded team gaining home ice.

NOTE:

- C. If three (3) teams are tied for **Second** seed (place), two (2) tie breaker games will be played to determine final seeding. The highest seeded team will gain home ice for the game and play the winner of the Second and Third seed game. The second seeded team will gain home ice for this tie breaker game.
- D. If four (4) teams are tied for **Second** seed (place), the teams will use Step 3 or Step 4 to determine seeding (1st, 2nd, 3rd, 4th): First (1st) vs Fourth (4th), Second (2nd) vs Third (3rd) with the highest seeded teams gaining home ice. The winners of these games will play a second game with the highest seeded team gaining home ice to determine the final second seeded team.

Updated: May 10, 2016

September 13, 2016