



ALLIANCE HOCKEY

71 Albert Street Stratford, ON N5A 3K2

519-273-7209

www.alliancehockey.com

2019-2020 ALLIANCE Hockey Additional Information, Updates and Special Rules

Note: The ALLIANCE Hockey Manual of Operations is available at: www.alliancehockey.com.

1. **GAME CURFEWS** – Curfews will be permitted at all levels of Representative and Minor Development Hockey. Curfew times if required by the Centre, will be listed on the game sheet. Upon reaching the end of the scheduled ice time, the game is to be suspended.
2. **(Reminder) GAME START & BREAK PROCEDURES** – During the warm-up, the referee will blow his/her whistle with 30 seconds remaining at which time teams need to pick up their pucks and complete their final skate prior to the start of the game. In games where there is no flood between periods, the timekeeper shall put 1:00 minute on the clock at the end of the period and allow the time to run down to zero, at which time the teams will be ready to start the next period.
Note: If a team delays the game for too long, a bench minor could be assessed.
3. **POST-GAME HANDSHAKE** – For all ALLIANCE Hockey AAA, Seeded and MD games, players will meet at center-ice and shake hands at the conclusion of the game, unless at the discretion of the referee(s) it is inadvisable to do so for reasons of player safety. In Play-downs and Play-offs Minor Bantam and above handshakes will take place at the conclusion of the series.
4. **NECK GUARD POLICY** – The wearing of a BNQ approved throat protector will be mandatory for all ALLIANCE Hockey HCOP on-ice Officials (implemented as of the 2010-11 season).
5. **TIME-OUTS** – Time-outs are permitted in ALLIANCE Hockey AAA, AA & A regular season, play-down and playoff games. Time-outs will **not** be permitted in MD (East/Central and West) regular season, play-off or exhibition games. Time-outs are permitted in ALLIANCE Hockey MD (East/Central and West) play-downs and in the ALLIANCE Hockey MD Championships. NOTE: Tournaments may allow time-outs so please carefully review tournament rules. Please follow Hockey Canada rules (Rule 84 f) for time-out procedures and reference ALLIANCE Hockey Structure Policy 11.14: Timeouts.
6. **MAJOR MIDGET MERCY RULE** – The ALLIANCE has a Mercy Rule for Major Midget AAA, AA, A and Midget MD. If at any time in the third period there is a five (5) goal differential in the score, the clock will begin to run on straight time and will continue running until the end of the game. If a timeout is called, the clock must be stopped for the duration of the timeout and re-started again at the drop of the puck. (If the difference in score becomes less than 5 goals, the clock continues running time.) All penalties assessed when the Mercy Rule is in effect, including those assessed at the end of the second period when a five goal difference exists to start of the third period, will be assessed at 1 ½ times their normal length (i.e. 2-minute minor would be 3-minute minor, 5-minute major would be 7 ½-minute major, 10-minute misconduct would be 15-minute misconduct). Penalties being served before the mercy rule goes into effect shall remain as originally called (no time adjustments). Also, a penalty cannot be completed during an on-ice stoppage of play. The penalized player must remain in the penalty box until the puck is dropped. The Mercy Rule does not apply in ALLIANCE Play-downs and League Playoffs.





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Where permitted (as per HC Rule 84 f), one thirty (30) second timeout per team will be allowed. In Midget AAA and Midget Seeded when a Mercy Rule is in effect, the clock must be stopped and started when the puck is dropped for a face-off.

7. **ALLIANCE MAJOR MIDGET AAA HOCKEY OT/SHOOT OUT PROCEDURES (Regular Season)** - As per Structure Policy 5.6: At the end of regulation time where the game is tied, a **3 on 3 (New)**, 5 minutes sudden death overtime period will be played. In the event the game is still tied at the conclusion of the 5 minutes overtime period, the teams will commence a 3 man shoot out. In the event the game is still tied after the 3 man shoot out, each team will continue to shoot, one shooter at a time until one team gains the victory. No equipment or stick measurements will be allowed. The only penalties that may be called are: 5-minute major + GM, GM, GRM or MP during the Shoot Out. If an association has more than the allotted time to play a game the overtime must be completed in its entirety. If the overtime is curfewed, the game will end in a tie.
8. **MINOR, MAJOR MIDGET AAA and MAJOR MIDGET A/AA (New) 4-OFFICIAL SYSTEM FOR REGULAR SEASON & PLAYDOWNS** - The 4-official system will be used in Minor, Major Midget AAA and Major Midget A/AA for the 2019-2020 regular season and play-downs. **New:** All Minor and Major Midget AAA games are required to have an announcer who is responsible to announce Goals, Assists and Penalties. This must be done for all Regular Season and Play-down and Play-off games.
9. **HEAD COACH & GAME SHEET RESPONSIBILITIES** - The Coach in charge of any team must before any game, PRINT AND SIGN the game sheet in the spaces provided and he/she shall be regarded as the responsible official of the team for that game. (Minor Atom to Major Midget AAA E-Game Sheets). The first and last name of all players and coaches must be recorded on the game sheet. This individual will assume responsibility to the ALLIANCE for the eligibility of all players of the team in that game, and for the conduct of their team officials and players during the game, and while traveling to and from that game. Failure to PRINT AND SIGN the game sheet shall result in an automatic two (2) game suspension to the person(s) failing to do so. Electronic game sheets are mandatory for all Minor Atom to Midget AAA Regular Season Play-down and Play-off games. At Seeded and Minor Development it is optional for Electronic game sheets therefore all teams will receive a login for electronic game sheets. For the 2020-21 Season it will be mandatory for electronic game sheets at levels of AAA, Seeded and MD Hockey.
10. **MOUTH GUARDS** – Use is not mandatory by Hockey Canada or ALLIANCE Hockey. However, if a player chooses to wear a mouth guard, it must be worn properly. After one warning to the team (Coach), a Misconduct penalty may be assessed to any subsequent offending player. (See Situation 23 of Hockey Canada Rule 24, *Protective Equipment*)
Note: Each team would be entitled to a warning for the first violation of this rule by that team.
11. **CSA STICKERS ON HELMETS** – All players while on the ice, including goaltenders, are required to wear a CSA approved hockey helmet, to which a CSA approved facial protector, must be securely attached and not altered in any way. Any alteration to the CSA approved helmet or facial protector automatically destroys the certification. Removal of CSA stickers from the helmet or facial protectors is considered an alteration and is to be treated as an infraction under the Protective Equipment Rule.
12. **OTHER STICKERS APPLIED TO HELMETS** – Referees are not required to make decisions regarding the application of stickers on helmets and their effect on CSA certification. It is the sole responsibility of the equipment user to ensure that they are not applying adhesives or other materials that may affect the integrity of the helmet and ultimately





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void the CSA certification and/or manufacturer's warranty. (See Situation 19 of Hockey Canada Rule 24, *Protective Equipment*, for additional information.)

13. **ALLIANCE HOCKEY REP PLAYDOWNS** – All AAA, AA & A Final Round (Championship) Series Play-down games will be assigned out of the ALLIANCE Hockey Office. Official selection will be based upon performance and supervisions.
14. **JERSEYS** – For all AAA, Seeded AA/A & MD League games, the Home team shall wear their dark jerseys. All Visiting teams shall wear their light jerseys.
15. **BODY CHECKING** – Body Checking is NOT permitted below Minor Bantam at the Representative levels (AAA, AA, A,) in the OHF. The same holds true for all OHF sanctioned tournaments. **Note:** As of the 2011-2012 season, body checking was removed from all age divisions of House League and House League Select hockey in the OHF. As of the 2019-20 season body checking is removed from all levels of Minor Development Hockey.
16. **SUSPENSION AS A PLAYER OR TEAM OFFICIAL** - Any Referee, who is registered on an OHF Member Partner Hockey Team Roster as a player or team official and is suspended while in the capacity of a player or team official, may not officiate in any game while serving their suspension. The same holds true for a player or coach who is suspended during the duration of their suspension they are not permitted to officiate.
17. **CONFLICT OF INTEREST** - An ALLIANCE Hockey Official is not permitted to officiate in the same game in which an immediate family member (father, mother, sister, brother, son, daughter, etc.) is participating as a player or Coach, except in the case of emergency when no other qualified official is available to officiate the game.
18. **"IT'S THE KIDS' GAME"** – ALLIANCE Hockey is pursuing the initiative of placing the hockey playing participant in the forefront of the game. Hockey players deserve to play the great game of hockey without distraction. Through this initiative, ALLIANCE Hockey is reminding all involved; Coaches, Referees, Parents and Administrators of their responsibility to ensure that our youth have the best experience possible in learning and playing the game of hockey. This is best achieved if Coaches, Referees, Parents and Administrators work in partnership to provide this opportunity. Keeping the game safe and providing the kids with an awesome experience must be our #1 priority.
19. **(NEW) COACHES & PLAYER ACCUMULATED SANCTIONS** - There are new rules on Coach and Player accumulated suspensions in the New OHF Minimum Suspension List. **Please refer to list on Pages 6-9.

20. **Regular Season Tournament Policy**

.1 ALLIANCE Hockey has implemented the following restrictions for Tournament play:

- AAA and Seeded Teams are permitted 4 tournaments plus one at Christmas during Regular Season play. No tournaments are permitted during Play-downs/Playoffs, two tournaments scheduled prior to the split and two after.
- MD Teams – Minor Atom to Midget are permitted 4 tournaments plus one at Christmas during Regular Season and Playoff Round Robin.
- Minor Novice MD are allowed 3 Festivals/Jamborees plus a year end Festival/Jamboree in April





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- Novice MD Teams are permitted to participate in a Four Tournaments, two half-ice prior to January 15th and two full-ice after. An additional tournament would be the MD Championships if teams qualify.
- Christmas Tournament is defined as the week between Christmas and New Years and count towards the allotted totals for Minor and Major Novice MD.

In most cases this would be tournaments but for definition purposes will include team functions other than tournaments, team building weekends, educational trips to NCAA Schools etc, and will be known as weekend omissions.

Pre-Season Tournaments will not count towards the Policy. Preseason is defined as the following:

AAA – Labour Day weekend or before

Seeded – The weekend after Labour Day or before

MD – The third weekend in September or before. **Please Note: Preseason exceptions do not apply to Novice.**

They are allowed 3 plus one at Christmas, no additional tournaments will be approved.

Representative Seeded League teams and Novice MD teams that split in November are permitted two weekend team omissions prior to the split to determine “AA” and “A” league play or Tiers in the case of Novice MD. The exceptions as outlined in 11.4 will be in addition to the Regular Season Tournament Policy. Addition to 11.4 as an exception for the Tournament Policy is an invitation from the OHL to participate in the “Battle of the Border” for Minor Midget and Midget AAA. Any additional tournaments requests must be directed to the Association Representative Council Member and will only be considered once Play-downs and Play-offs are complete or if a team can provide proof of an opening in the schedule due to a bye or early play-down exit. Cancelled Tournaments will be handled the same way. A Silver Stick tournament qualifier will count as one tournament should a team have success in advancing to a second event. Penalty to teams who do not adhere to the Tournament Policy will be a 5 game suspension to the Head Coach, a \$1500.00 fine to the Member Association and the immediate withdrawal of the Tournament for adherence to Policy.

ALLIANCE Hockey Black-out Dates

Showcase Weekends

- Bantam AAA, Sun County, (Essex Sept 13-14)
- Minor Bantam AAA, Elgin Middlesex (Komoka 20-22)
- Minor Midget AAA, Waterloo (Sept 20-22) & Woodstock (Nov 22 – Nov 24)
- Midget AAA, Brantford, (Gretzky Complex, September 27 - 29)

All-Star Weekend

- Minor Midget AAA November 24th ALLSTAR WEEKEND in Woodstock (40 players plus Coaches various teams)
- Bantam AAA All-Star Game Saturday November 23rd, Woodstock (40 players and Coaches various teams)
- Midget AAA All-Star Game Sunday November 24th, Woodstock (40 players and Coaches various teams)
- Toyota Challenge, Cambridge, Waterloo and Kitchener Minor Bantam AAA November 30th

Regular Season Start and End Date AAA

- Labour Day is September 2nd
- Minor Atom AAA to Minor Midget AAA start date is September 6th
- Bantam AAA and Minor Midget AAA, January 19th
- Atom AAA & Pee wee AAA, January 26th
- Midget AAA February 2rd (League Start September 21, 2019)





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- Minor Atom, Minor Peewee and Minor Bantam AAA February 9th

Regular Season Start and End Dates AA/A

- Start Date September 13th, Midget Seeded September 27th

End Dates

- Bantam Bristol A February 2nd
- Minor Atom to Bantam February 9th, Minor Midget and Midget Seeded January 26th
- Seeded Split 14 Teams or less 13 games or below November 3rd
- Seeded Split 15 Teams November 10th
- Seeded Split 16 Teams and above November 17th

21. (NEW) RESTRICTIONS FOR PLAYERS REGISTERED AS GOALTENDERS - For the age divisions of Minor Bantam and above in the categories of A, AA, & AAA and the category of Peewee AAA, a goaltender must be identified and registered as such on his Hockey Canada Registration. Players registered as goaltenders will not be permitted to play any other position in the age divisions and categories that are specified in this regulation.

22. SEEDED LEAGUE APPEAL PROCESS - ALLIANCE Hockey AA and A, and East/Central MD League competition are referred to as Seeded Leagues. The Seeded Leagues are considered two separate leagues known as the ALLIANCE Hockey AA/A Seeded League and the East/Central MD Seeded League. In both cases, the Seeded League teams will participate in the same schedule at which time teams will be split in order to participate at the AA or A category for Representative Hockey and Tier 1 or Tier 2 for MD Hockey. The specific dates to split into two separate leagues will be determined at the June Structure Meeting. The split will always be consistent for even and odd number entries in the following manner, when numbers are odd, less teams will be placed in the higher category with the even number of teams or more teams in the lower category, (example 11 teams 5 up and 6 down) even number (example 12 teams 6 up and 6 down). Consideration will also be given to eliminate byes in the play-offs whereby a division could consist of 8 teams. An appeal can be registered for adjustment to the split by a Member Association. Appeal will not be considered where a division goes below 5 teams and must be more than 4 points in requesting to move down a division. To move up a division the difference in points must be no greater than 3 points of the Tier 1 Division or a 6-point difference between 1st and 2nd place in the Tier 2 Division. The appeal must be submitted one week prior to the split date and must be signed by the Representative Council Member, President of the association and Coach.

23. GAME CANCELLATIONS - Ice Schedulers are the contact people for all game cancellations.

Inquiries on game cancellations must be made by a member of the affected Coaching Staff with their respective Ice Scheduler. The Ice-Scheduler will contact their counterpart to determine the next course of action.

- Coaching Staffs are to inform parents of the proper procedure for game cancellations and that they will be informed by Team Staff as to whether a game is cancelled or not.
- Coaching Staffs are not to contact anyone other than their respective Ice-Scheduler. Contacting opposition Team Staffs, etc. complicates the procedure and may result in disciplinary action.

Teams must be prepared to travel to each game until a game has been “officially” cancelled by their Ice Scheduler.

24. AFFILIATION - A player of a team of a lower Division or category of the same club, or of an affiliated team, or a specially affiliated player, may affiliate to a team or teams of higher Divisions and categories at any time, to a maximum of ten (10) games. However, if the player's registered team completes its regular season and playoffs





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before the player's affiliated team or teams, the player may thereafter affiliate an unlimited number of times. For goaltender exceptions see Regulations B.42, E36 (b).

- No new registration certificate is required or shall be issued for players so advancing, and such players are not numbered among the higher team's nineteen (19) registered players.
- Tournament and exhibition games shall not count as part of the ten games.
- No player may be used as an affiliated player without the consent of his/her ALLIANCE Hockey approved team.

25. **AFFILIATED PLAYERS PARTICIPATION IN GAME** - Any player participating as an affiliated player must be indicated on the game sheet by the notation "AP" beside his/her name. Appearance of the player's name on the official game sheet shall be considered participation in the game, except in the case of a substitute goaltender, in which case actual participation shall be specifically noted on the game sheet.

26. **MOVEMENT OF HOUSE LEAGUE PLAYERS THAT ARE AFFILIATED TO SELECT & MD OR 'A' TEAMS** - Players registered and approved on ALLIANCE House League rosters may play for two (2) additional ALLIANCE teams. With the third classification team being MD or higher, only five (5) games in total are permitted, provided they qualify by residence and age.

- House League players must fulfill their commitment to their House League team before playing as an affiliated player or for a House League Select or higher category team.

27. **MD TIE BREAKER** - In MD Hockey where the league is not seeded, the first-tiebreaker for play-off or play-down seeding determination will be regular season final standings. If teams are tied in regular season standings refer to 7.0 and apply tie-breaker to round robin play-off competition to break the tie.

28. **ACCUMULATED SUSPENSIONS PLAYERS AND COACHES** – The OHF Minimum Suspension List has accumulated Suspensions for both Players and Coaches. It is the responsibility of each Representative Council Member to make sure that each Coach is aware of these suspensions.

* Note: All Match Penalties listed as "Indefinite" must be dealt with by the Member Partner President in accordance to Hockey Canada Rule 4.1. The Member Partner may establish a set number of games that may not be lower than 4 games which is in compliance with Hockey Canada Rule 4.8.

Player Accumulation Sanctions				H.C. Rule	Offense Count			
<u>Majors Under Rule 6.2, 6.3, 6.4, 6.5, 6.6, 7.4, 8.2, and/or 8.4</u> Accumulation Sanctions apply for any collective accumulation of the below Majors in the same season					1 st MAJOR	2 nd AS104	3 rd AS105	4 ^{th±} AS106
AS104 AS105 AS106	GM41.01	Kneeing (Major + Game Misconduct)	6.6	2 Games	4 Games	6 Games	Indefinite*	
	GM41.02	Elbowing (Major + Game Misconduct)	6.6					
	GM41.03	Checking from Behind (Major + Game Misconduct)	6.4 (a)					
	GM41.04	Cross Checking (Major + Game Misconduct)	8.2 (a)					
	GM41.05	Cross Checking Above Shoulders (Major + Game Misconduct)	8.2 (b)					
	GM41.06	Cross Checking Goalie in Crease (Major + Game Misconduct)	8.2 (c)					
	GM41.07	Cross Checking Injury (Major + Game Misconduct)	8.2 (d)					
	GM41.08	Slashing (Major + Game Misconduct)	8.4 (a)					





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	GM41.09	Slashing Injury (Major + Game Misconduct)	8.4 (b)				
	GM41.10	Boarding (Major + Game Misconduct)	6.2 (a)				
	GM41.11	Body Checking (Major + Game Misconduct)	6.2 (b)				
	GM41.12	Charging (Major + Game Misconduct)	6.3				
	GM41.13	Head Contact (Major + Game Misconduct)	6.5 (b,e)				
	GM41.14	Tripping (Major + Game Misconduct)	7.4 (a)				

Player Accumulation Sanctions

Two (2) Match Penalties Under Rule 6.1, 6.2, 6.3

Accumulation Sanctions apply for any collective accumulation of the below Match Penalties in the same season

			H.C. Rule	Additional Games to Match Penalties
AS107	MP40.00	Attempt to Injure	6.1	2 Games
	MP40.01	Head Butting	6.1 (a)	
	MP40.02	Kicking	6.1 (a)	
	MP40.03	Grabbing Face Mask / Helmet / Chinstrap	6.1 (a)	
	MP40.04	Hair Pulling	6.1 (a)	
	MP40.05	Spearing	6.1 (a)	
	MP40.06	Butt Ending	6.1 (a)	
	MP40.07	Boarding	6.2 (a)	
	MP40.08	Body Checking	6.2 (b)	
	MP40.09	Charging	6.3 (c)	
	MP40.10	Kneeing	6.1 (a)	
	MP40.11	Elbowing	6.6 (c)	
	MP40.12	Spitting	9.7	
	MP41.00	Deliberate Injury	6.1 (b)	
	MP41.01	Head Butting	6.1 (b)	
	MP41.02	Kicking	6.1 (b)	
	MP41.03	Grabbing Face Mask / Helmet / Chinstrap	6.1 (b)	
	MP41.04	Hair Pulling	6.1 (b)	
	MP41.05	Spearing	6.1 (b)	
	MP41.06	Butt Ending	6.1 (b)	
	MP41.07	Boarding	6.2 (a)	
	MP41.08	Body Checking	6.2 (b)	
	MP41.09	Charging	6.3 (c)	
	MP41.10	Kneeing	6.1 (b)	
	MP41.11	Elbowing	6.6 (c)	
	MP41.12	Spitting	9.7	
	MP41.13	High Sticking	6.1 (b)	
	MP41.14	Cross-Checking	6.1 (b)	
	MP41.15	Facial Protector as Weapon	6.1 (b)	

Player Accumulation Sanctions

Two (2) Match Penalties Under Rule 6.4 and/or 6.5

Accumulation Sanctions apply for any collective accumulation of the below Match Penalties in the same season

			H.C. Rule	Additional Games to Match Penalties
AS108	MP50.1	Checking from Behind	6.4	4 Games
	MP50.3	Head Contact	6.5 (e)	
	MP50.4	Head Contact Attempt to Injure	6.5 (f)	

Player Accumulation Sanctions

Three (3) Match Penalties Under Rule 6.1, 6.2, 6.3, 6.4 and/or 6.5

Accumulation Sanctions apply for any collective accumulation of the below Match Penalties in the same season

			H.C. Rule	Additional Games to Match Penalties
AS109	MP40.00	Attempt to Injure	6.1	Indefinite*
	MP40.01	Head Butting	6.1 (a)	





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MP40.02	Kicking	6.1 (a)
MP40.03	Grabbing Face Mask / Helmet / Chinstrap	6.1 (a)
MP40.04	Hair Pulling	6.1 (a)
MP40.05	Spearing	6.1 (a)
MP40.06	Butt Ending	6.1 (a)
MP40.07	Boarding	6.2 (a)
MP40.08	Body Checking	6.2 (b)
MP40.09	Charging	6.3 (c)
MP40.10	Kneeing	6.1 (a)
MP40.11	Elbowing	6.6 (c)
MP40.12	Spitting	9.7
MP41.00	Deliberate Injury	6.1 (b)
MP41.01	Head Butting	6.1 (b)
MP41.02	Kicking	6.1 (b)
MP41.03	Grabbing Face Mask / Helmet / Chinstrap	6.1 (b)
MP41.04	Hair Pulling	6.1 (b)
MP41.05	Spearing	6.1 (b)
MP41.06	Butt Ending	6.1 (b)
MP41.07	Boarding	6.2 (a)
MP41.08	Body Checking	6.2 (b)
MP41.09	Charging	6.3 (c)
MP41.10	Kneeing	6.1 (b)
MP41.11	Elbowing	6.6 (c)
MP41.12	Spitting	9.7
MP41.13	High Sticking	6.1 (b)
MP41.14	Cross-Checking	6.1 (b)
MP41.15	Facial Protector as Weapon	6.1 (b)
MP50.1	Checking from Behind	6.4
MP50.3	Head Contact	6.5 (e)
MP50.4	Head Contact Attempt to Injure	6.5 (f)

Player Accumulation Sanctions

Game or Gross Misconducts Under Rule 9.2

Accumulation Sanctions apply for any collective accumulation of the below Game or Gross Misconducts in the same season

Player Accumulation Sanctions			H.C. Rule	Offense Count		
Game or Gross Misconducts Under Rule 9.2				1 st GM / GRM	2 nd AS110	3 rd AS111
Accumulation Sanctions apply for any collective accumulation of the below Game or Gross Misconducts in the same season						
AS110 AS111	GM20	Disputing Call of Official	9.2 (a)	Minimum Suspension	Minimum Suspension + 4 Games	Indefinite*
	GM21	Disputing Call with Official: Verbal Abuse of a Game Official	9.2 (b)			
	GRM21	Discriminatory Slur/	9.2 (f)			

Coaches Accumulation Sanctions

		H.C. Rule	Suspension
AS112	Any team receiving a combination equaling 3 x 5 minute penalties in the same game from a major penalty, match penalty or fighting infractions		1 Game
AS113	For a 2 nd violation of a team receiving a combination equaling 3 x 5 minute penalties in the same game from a major penalty, match penalty or fighting infractions		3 Games
AS114	For a 3 rd violation of a team receiving a combination equaling 3 x 5 minute penalties in the same game from a major penalty, match penalty or fighting infractions		Indefinite*
AS115	Any coach who received 2 Game or Gross Misconducts under rule 9.2 in a season	9.2	Minimum Suspension + 4 Games
AS116	Any coach who receives 3 Game or Gross Misconducts under rule 9.2 in a season	9.2	Indefinite*





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Player Accumulation Sanctions

Major Majors Under Rule 6.7

Accu Accumulation Sanctions apply for any collective accumulation of the below below Majors in the same season

<u>Player Accumulation Sanctions</u>				H.C. Rule	Offense Count			
<u>Major Majors Under Rule 6.7</u>					1 st GM30	2 nd AS117	3 rd AS118	4 th AS119
Accu Accumulation Sanctions apply for any collective accumulation of the below below Majors in the same season								
AS117	GM30	Fighting	6.7	2 Games	3 Games	5 Games	Indefinite*	
AS118								
AS119								

Player Accumulation Sanctions

Majors Under Rule 6.7 (b)

Accumulation Sanctions apply for any collective accumulation of the below Majors in the same season

<u>Player Accumulation Sanctions</u>				H.C. Rule	Offense Count		
<u>Majors Under Rule 6.7 (b)</u> Accumulation Sanctions apply for any collective accumulation of the below Majors in the same season					1st GM	2nd AS121	3rd AS122
AS121 AS122	GM38	Instigator of a fight (Minor + Game Misconduct)	6.7 (b)	1 Game	3 Games	4 Games	
	GM39	Aggressor of a fight (Minor + Game Misconduct)	6.7 (b)				

*All Indefinite Suspensions are subject pending a hearing.

APPROVED BY THE OHF BOARD OF DIRECTORS

