



www.alliancehockey.com

ALLIANCE HOCKEY
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ALLIANCE Hockey Additional Information, Updates and Special Rules - 2023-2024 Season

Click to view: [ALLIANCE Hockey Manual of Operations](#)

- 1. GAME CURFEWS** – Curfews will be permitted at all levels of Representative AAA, AA-A, BB-B and U8/U9 MD 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. 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 Representative games (AAA, AA, A, BB-B), coaches and 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 participant safety. For all ALLIANCE Hockey Representative (AAA, AA, A, BB-B) Playdown series at U14 through U18, the players and Team Officials will shake hands upon the conclusion of their respective 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** – All Rep Hockey will be permitted as per HC Official Playing Rules, one (1) thirty (30) second time out per team. Where a Mercy Rule is in effect, the clock must be stopped and started when the puck is dropped for a face-off.

NOTE: Tournaments may allow time-outs so please carefully review tournament rules. Please follow Hockey Canada rules (Rule 10.17 (f)) for time-out procedures and reference ALLIANCE Hockey Structure Policy 11.14: Timeouts.

- 6. U18 MERCY RULE** – The ALLIANCE has a Mercy Rule for U18 AAA, AA, A and U18-NBC. 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





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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.

7. ALLIANCE U18 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, 5-minutes sudden death overtime period will be played. In the event the game is still tied at the conclusion of the 5-minute overtime period, the teams will commence a 3-player shoot out, home team has choice to shoot 1st or 2nd. In the event the game is still tied after the 3-player shoot out, the shoot-out will continue as each team must exhaust their entire roster before a player can shoot a second time. A victory occurs when one team scores while the other does not. If both teams score the shoot-out continues until there is a winner. 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. U16, U18 AAA and U18 AA-A 4-OFFICIAL SYSTEM FOR REGULAR SEASON & PLAYDOWNS - The 4-official system will be used in U16, U18 AAA and U18 AA-A for all regular season and playdown games.
9. GAME ANNOUNCEMENTS – U16 and U18 AAA games are required to have an announcer who is responsible for announcing Goals, Assists and Penalties. This must be done for all Regular Season and Playdown games.
10. HEAD COACH - GAME SHEET RESPONSIBILITIES – For the 2023-2024 season, AAA, AA-A, and BB-B will utilize the GameSheet Inc. App for all league games. The Head Coach/Manager will be required to confirm that team roster/jersey #'s are correct, and all bench staff have signed. The first and last name of all players and coaches must be recorded on the game sheet. The Head Coach will assume responsibility to ensure all team players are eligible to participate 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 REVIEW AND SIGN the game sheet shall result in an automatic two (2) game suspension to the person(s) failing to do so.
11. 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.
12. 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.
13. 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 void





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

14. ALLIANCE HOCKEY REP PLAYDOWNS – All AAA, AA & A Final Round (Championship) Series Playdown games will be assigned out of the ALLIANCE Hockey Office. Official selection will be based upon performance and supervision.
15. JERSEYS – For all AAA, AA-A, BB-B and MD League games, the Home team shall wear their dark jerseys. All Visiting teams shall wear their light jerseys.
16. BODY CHECKING – Body Checking is NOT permitted below U14 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 BB-B Hockey.

17. 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.
18. 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.
19. "IT'S THE KIDS' GAME" – ALLIANCE Hockey places the hockey-playing participant in the forefront of the game. Hockey players deserve to play the game without distraction. ALLIANCE Hockey reminds all involved; Team Officials, On-ice Officials, Parents, Administrators, etc. 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 we work in partnership to provide this opportunity. Keeping the game safe and providing the kids with an awesome experience must be our #1 priority.





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While we are extremely excited to return to the rinks, ALLIANCE Hockey is providing this reminder to all members that the hockey environment which includes on, and off ice activities shall consist of respect and adherence to the rules and regulations in place to ensure the safety and enjoyment of all participants.

Everyone deserves to participate in a respectful environment.

It is our collective responsibility to ensure that hockey reflects inclusivity, fairness, and safety.

Speak out against maltreatment.

All participants should be aware of the negative impact of maltreatment and recognize the ways in which we can create an inclusive and respectful hockey environment.

- » Racial Slurs – the Hockey Canada Rule is a *minimum* 5-game suspension. ALL incidents, whether heard by an Official or not, must be investigated.
- » Officials, Coaches, players, and all others involved in the game are instructed to speak up and report any maltreatment. Eliminating *trash talk* is a giant step towards ending maltreatment.
- » Hockey is best enjoyed without negative distractions - whether on or off the ice.
- » There is NO room in the game for behaviour that is contrary to the Codes of Conduct.

