



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, home team has choice to shoot 1st or 2nd. In the event the game is still tied after the 3 man 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. **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.





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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 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.



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OHF Official Game Report Penalty Codes & Abbreviations 2019-2020 - Minor Hockey

Misconducts & Game Misconducts

<u>Code</u>	<u>Infraction</u>	<u>HC Rule</u>
M10	Failure to go directly to Penalty Bench	9.2 (d)
M11	Failure to go to Penalty Box Captains	2.4 (c)
M12	Failure to go to the Player's Bench or Neutral Area	6.7 (f)
M13	Refusing to Surrender Stick for Measurement	3.3 (f)
M14	Throwing Stick Over Boards	9.8 (d)
M16	Facemask Offset	3.6 (d)
M17	Throat Protector	3.6 (f)
M18	Mouth guard	3.6 (g)
M20	Disputing Call of Official	9.2 (a)
M21	Harassment of Official/Unsportsmanlike Conduct	9.2 (b)
M22	Inciting	9.2 (e)
M23	Entering Referee's Crease	9.2 (g)
M69	Inference/Distracton During Penalty Shot	4.9 (f)

Game Misconducts

<u>Code</u>	<u>Infraction</u>	<u>HC Rule</u>
GM20	Disputing Call of Official	9.2 (a)
GM21	Disputing Call of Official/ Obscene, profane, abusive language or gesture	9.2 (b)
GM30	Fighting	6.7 (a)
GM31	2nd Fight, Same stoppage of play (3rd, 4th, etc.)	6.7 (h)
GM32	Player(s) 3rd, 4th, 5th Player into Fight	6.7 (h)
GM34	Leaving the Players bench or Penalty Box	9.5 (b)
GM35	Leaving the Penalty Box and incurring a Minor, Major or Misconduct penalty	9.5 (c)
GM36 ¹	Coach whose player is penalized under, GM34 and/or GM35	9.5 (a,b,c)
GM37	Goaltender Leaves Crease to join a Fight	4.11 (d)
GM38	Instigator of a fight (Minor + Game Misconduct)	6.7 (b)
GM39	Aggressor of a fight (Minor + Game Misconduct)	6.7 (b)
GM41.01	Kneeing (Major + Game Misconduct)	6.6
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)
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)
GM43	Roughing (Major + Game Misconduct)	6.7 (k)
GM44	Roughing Deliberate Contact After Whistle (Major + Game Misconduct)	6.7 (l)





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GM45	Holding (Major + Game Misconduct)	7.1 (a)
GM46	Holding Injury (Major + Game Misconduct)	7.1 (b)
GM47	Hooking (Major + Game Misconduct)	7.2 (a)
GM48	Hooking Injury (Major + Game Misconduct)	7.2 (b)
GM49	Interference (Major + Game Misconduct)	7.3 (a)
GM50	Interference of a Goaltender (Major + Game Misconduct)	7.3 (b)
GM51	Interference from the Bench	7.3 (d)
GM52	Interference Injury (Major + Game Misconduct)	7.3 (e)
GM53	High Sticking (Major + Game Misconduct)	8.3 (a, b)
GM55	Checking from Behind (Minor + Game Misconduct)	6.4 (a)
GM57	Goaltender Drop Kick Puck (with injury – Major + Game Misconduct)	4.11 (f)
GM58	Kick Shot (with injury – Major + Game Misconduct)	9.4
GM62	Leaving the Bench without Clearance from the Referee (Assessed to coach if altercation results in penalties at end of game)	9.5 (i)
GM63	Leaving the Bench without Clearance from the Referee (Assessed to coach if altercation results in penalties at end of game)	9.5 (i)
GM64	Team Official Interference/Distracton during Penalty Shot	4.9 (f)
GM65	Bench Official on the Ice Without Permission of Official	9.5 (f)
GM70	Refusing to Start Play (Coach – Major + Game Misconduct)	10.14 (a)
GM72	Refusing to Leave the Players Bench (Major + Game Misconduct)	10.14 (e)
GM76	Second Misconduct – Same Game	4.5 (b)
GE101	Game Ejections	4.6
GE102	Game Ejection (Three (3) Head Contact Penalties)	6.5 (c)

¹ GM36 - Coaches' penalty will be noted on the front and back of the game sheet of the Official's copy only. Penalty to Coach is automatic as a result of a player receiving a GM34 and/or GM35. Coach not to be ejected as a result of this penalty being assessed.

Match Penalties

Code	Infraction	HC
MP20	Threatening an Official	9.6 (a)
MP21	Physical Abuse of an Official – Intentional Contact	9.6 (b)
MP22	Physical Abuse of an Official – Deliberate Striking	9.6 (c)
MP40.00	Attempt to Injure	6.1
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)





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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)
MP42	High Sticking Attempt to Injure	6.1 (a)
MP43	Cross-Checking Attempt to Injure	6.1 (a)
MP44	Facial Protector as Weapon Attempt to Injure	6.1 (a)
MP45	Fighting – Ring or Tape on Hand(s)	6.7 (e)
MP48	Slewfooting	7.4 (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)

CLARIFICATIONS

These are minimum suspensions. Additional suspensions will be imposed wherever conditions and circumstance warrant.

It is the responsibility of each team manager and / or coach to ensure their players sit out their appropriate suspensions. When in doubt as to the relevant suspension, contact the association office.

If unable to contact the league office, sit player(s) in question out until clarification can be obtained.

These suspensions are in addition to game incurred.

Match Penalty reports will be forwarded to the appropriate Member Partner for further review.

Gross Misconducts

Code	Infraction	HC Rule
GRM13	Goaltender Refusing to remove mask for Identification	3.5 (d)
GRM21	Discriminatory Slur	9.2 (f)
GRM23	Travesty of the Game	4.7 (b)
GRM30	Fighting with Team Official	6.7 (i)
GRM31	Removing Helmet and/or Chinstrap	3.6 (c)
GRM83	Butt End – Team Official (Double Minor + Gross Misconduct)	8.1
GRM84	Spearing – Team Official (Double Minor + Gross Misconduct)	8.5

Pre or Post Game Altercations

Code	Infraction	HC
PG101	Any player involved where Major and Game Misconducts are	
PG102	Coach of team whose players are so penalized	
PG103	Any team involved in a pre or post-game brawl	

Minor and Major Penalty – Abbreviations

AGG	Aggressor of a fight	HO	Holding
BC	Body Checking	HP	Handling the Puck
BDG	Boarding	HS	High Sticking
BM	Bench Minor	IE	Illegal Equipment
BRS	Broken Stick	IP	Ineligible Player





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BUTT	Butt Ending	INS	Instigator of a fight
CC	Cross Checking	INT	Interference
CFB	Checking from Behind	INTGT	Interference/Protection of Goalie
CHG	Charging	KNE	Kneeing
DE	Dangerous Equipment	LPB	Leaving Penalty Bench
DG	Delay of Game	PS	Penalty Shot
ELB	Elbowing	RAW	Roughing After the Whistle
FI	Fighting	RH	Removes Helmet
FLPB	First to Leave Players'/Penalty Bench	RO	Roughing
FMSK	Face Masking	SL	Slashing
FOP	Falling on the Puck	SP	Spearing
GLC	Goalie Leaving Crease	TMP	Too Many Players
HB	Head Butting	TR	Tripping
HC	Head Contact	TS	Throwing the Stick
HKG	Hooking	USC	Unsportsmanlike Conduct

Penalty Coding		GM	Game Misconduct Penalty
2	Minor Penalty (2 Minutes)	GRM	Gross Misconduct Penalty
5	Major Penalty (5 Minutes)	MP	Match Penalty
10	Misconduct Penalty (10 Minutes)	GE	Game Ejection

NOTES: