

ALLIANCE TRI-CITIES HOCKEY LEAGUE
Bylaws & League Rules of Operation

ARTICLE 1 – MISSION STATEMENT

The ALLIANCE Tri-Cities Hockey League has been established by Cambridge Minor Hockey Association, Kitchener Minor Hockey Association, and Waterloo Minor Hockey Association in the spirit of civic fellowship and cooperation to promote and maintain a safe, fair, diverse, and inclusive recreational hockey program that offers all its members the opportunity to participate, compete, and enjoy all aspects of recreational hockey in their respective communities.

ARTICLE 2 – LEAGUE ORGANIZATION AND STRUCTURE

2.1 League Name

The Name of the League shall be the “ALLIANCE Tri-Cities Hockey League” hereinafter referred to as the “**League**” or “**TCHL**”.

2.2 League Operation and Governance

The League shall be administered, governed, and operated, in cooperation with ALLIANCE Hockey, by a committee (the “**Founders Committee**”) consisting of representatives of each of Cambridge Minor Hockey Association, Kitchener Minor Hockey Association, and Waterloo Minor Hockey Association (each a “**Founding Member**”) in accordance with these Bylaws and League Rules of Operation and the rules and regulations of Hockey Canada, the Ontario Hockey Federation, and ALLIANCE Hockey. Each Founding Member shall have one (1) vote at any meeting of the Founders Committee.

2.3 Committee Meetings

The Founders Committee shall meet prior to commencement of each season (the “**Pre-Season Meeting**”) and at the end of each season (the “**Year-End Meeting**”). Additional meetings may be called from time to time at the request of at least two (2) of the Founding Members. Notice of any meeting shall be given via e-mail to each Founding Member at least fifteen (15) days prior to the date of such meeting. A quorum for any meeting shall consist of all of the Founding Members. Each Founding Member shall have one (1) voting delegate at each meeting and must declare their voting delegate prior to the commencement of all meetings. No Founding Member may vote by proxy or assign their vote. The Year-End Meeting shall be held on or before June 1st each year. Motions arising at any meeting of the Founders Committee shall be decided by a majority (2/3) of votes of the voting delegates of each Founding Member present at such meetings, except for any motions on any matters pertaining to the acceptance of Expansion MHAs, Article 5, or Section 7.1.3 of these Bylaws & League Rules of Operation, which shall be decided unanimously.

2.4 Power to Amend Rules

The Founders Committee is authorized to amend these Bylaws & League Rules of Operation from time to time as is necessary. Any such amendments shall require a 2/3 majority vote of the Founding Members at a meeting of the Founders Committee duly convened for such purpose, except for the acceptance of Expansion MHAs or amendments to any of Article 5 or Section 7.1.3, which shall each require the unanimous consent of the Founding Members.

ARTICLE 3 – LEAGUE AND TEAM ENTRY

3.1 League Entry

All minor hockey associations (including the Founding Members) approved for participation in the League are hereinafter referred to as “**Clubs**” and each a “**Club**”. Each of the Founding Members are automatically approved for participation in the League and may enter teams in any League division.

Club status shall also be open to any minor hockey association other than the Founding Members (an “**Expansion MHA**”) that applies for league entry with the unanimous approval of the Founding Members. Applications for league entry from an Expansion MHA must be submitted in writing to the Founders Committee no later than June 1st and must include a list of teams and age divisions which the Expansion MHA intends to participate. Expansion MHAs must be members in good standing with a recognized Member Partner of the Ontario Hockey Federation prior to acceptance and must agree to operate in accordance with these Bylaws and League Rules of Operation and the rules and regulations of Hockey Canada, the Ontario Hockey Federation, and ALLIANCE Hockey. Each Expansion MHA is considered on an individual basis and previous acceptance into the League does not guarantee future inclusion.

3.2 Declaration of Teams

3.2.1 Prior to each season, Clubs must provide a tentative list of all teams and age divisions it intends to register for the upcoming season to ALLIANCE Hockey on or before July 1st. A final listing of teams must be provided to ALLIANCE Hockey no later than September 20th. Late entries can be accepted provided there is still space, with the consent of the Founders Committee.

3.2.2 Team entries will be accepted in the following age divisions:

Division	Age as of December 31st
U9	8 years old
U10	9 years old
U11	10 years old
U12	11 years old
U13	12 years old
U14	13 years old
U15	14 years old
U16	15 years old
U18	16 or 17 years old

3.3 Withdrawal of Teams

All team withdrawal requests must be in writing. Any Club that enters a team into any League division and withdraws such team after the season’s schedule has been reasonably established shall be subject to a fine of \$300.

3.4 Governance

The Governance of the League will be carried out by the Founders Committee with administrative support from ALLIANCE Hockey in accordance with these Bylaws and League Rules of Operation.

ARTICLE 4 – FORMATION OF TEAMS

4.1 Categorization

All teams playing within the League shall consist of registered Recreational players only, unless the League operates a specific Representative level division. A player rostered with a Representative team shall otherwise be ineligible to play in the League.

4.2 Team Composition

The composition of all teams must comply with all ALLIANCE Hockey House League and Select policies and guidelines. Subject to player registration numbers, team rosters will consist of a minimum of

twelve (12) skaters and one (1) goaltender. In the spirit of sportsmanship and recreational hockey, Clubs should endeavour to create teams with balanced skill levels rather than creating “streamed” or “tiered” teams.

4.3 Registration of Players and Team Officials

4.3.1 All players and team officials must be registered with their Club on electronically approved rosters prior to any participation in the League. Players may only be registered with one (1) Club.

4.3.2 No player is eligible to participate with a team in any Championship Semi-Final or Final games unless the player has played a minimum of five (5) Regular Season games with such team during the then current playing season.

4.3.3 Any team officials found guilty of knowingly using an ineligible player, including affiliate players where the “AP” is not shown on the game sheet, may be suspended and/or the score of the game may be reversed, at the discretion of the Founders Committee.

4.4.4 Any team official or player found guilty of allowing false information to appear on a player's registration or team roster, or who knowingly makes a false representation to the League, shall be suspended for a period to be determined by the Founders Committee.

4.4 Affiliation

4.4.1 Subject to Article 4.4.7 below, during 1st Half and 2nd half Season League games only, teams are allowed to call up to a maximum of five (5) players from an immediately lower age division team within their Club, provided, however, that the total number of players for that game including call-up players cannot exceed the minimum roster size in Article 4.2 (i.e. 12 skaters).

4.4.2 Subject to Article 4.4.8 below, call-up players are not eligible to participate in Championship Semi-Final or Final games.

4.4.3 Subject to Article 4.4.9 below, a player being called up to a specific team can only play for that team in a maximum of three (3) games in each of the 1st Half and 2nd Half Season, unless the Club President (or his/her designate) certifies in writing that all other players in the division have been contacted and are unable to play.

4.4.4 Every call-up player (including goaltenders) must be designated on the game sheet with “AP” beside their name. Failure to designate a call-up player an “AP” will constitute the player as ineligible and may result in forfeiture of points from game in question and other disciplinary action.

4.4.5 In the event a team's rostered goaltender is unavailable to play, or a team does not have a rostered goaltender, the team may dress a goaltender from within the same age division or an immediately lower age division team within their Club, or from another Club; (b) at U9 a goaltender from the same age division within their Club or from another Club in any Regular Season or Playoff Season game.

4.4.6 Notwithstanding Article 4.4.1 above, teams may dress an Alternate Goaltender even if it would exceed the minimum roster size.

4.4.7 Notwithstanding Article 4.4.2 above, Alternate Goaltenders may participate in Semi-Final and Championship games with the approval of the Founders Committee.

4.4.8 Notwithstanding Article 4.4.3 above, teams may dress Alternate Goaltenders in an unlimited number of games, provided that all goaltenders in the team's division are given an equal opportunity to play as a call-up.

ARTICLE 5 – LEAGUE SCHEDULING, STRUCTURE AND GAME OPERATIONS

5.1 General Scheduling Guidelines

5.1.1 All Clubs must designate a single Ice Scheduler for their association. This representative must have full authority to schedule all home and away games for the Club's teams for the entire season.

5.1.2 Scheduling of League play shall be undertaken by Club Ice Schedulers after a preseason meeting. At the commencement of scheduling, each Club shall use best efforts to have access to enough ice time to complete the entire season with adequate variation in time and location to accommodate both weekend and weeknight games against all opponents.

5.1.3 All Club team tournament dates and all Select team scheduling (tournaments and games) must be completed and submitted to the Founders Committee on or prior to November [10th] of each season. If not received and conflicts occur, changes will not be made to the League schedule.

5.1.3 Select players may be required to play more than one (1) game in a day between their Select team and their TCHL team. In such circumstances, Ice Schedulers should endeavour to ensure that each player requires a 3-hour break between completion of one game and start of another as per Hockey Canada guidelines.

5.2 Season Structure and Tiering

5.2.1 Player evaluations shall be scheduled during September of each playing season. Such evaluations should be scheduled to allow Clubs sufficient time for team formation to be able to commence League play on or about September 30th of each playing season, such date to be determined by the founders Committee at the Year-End Meeting of the previous season.

5.2.2 For U10-U18 divisions, each League playing season will be divided into three (3) phases as follows:

1 st Half	October-December
2 nd Half	January-March
Championships	March (single game elimination Semi Finals & Finals)

Exact dates for each playing season will be set at the Year-End Meeting. Teams will generally play ten (10) League games during each of the 1st half and 2nd half, with the exact number of games to be determined each year by the Founders Committee.

5.2.3 For the U9 division, each League playing season will be divided into three (3) phases as follows:

½ ice Season	October-December (in-house play only)
Full Ice Season	January-March (regular league play)
Championships	March (single game elimination Finals)

Exact dates for each playing season will be set at the Year-End Meeting. All Playoff Season and Championship games will be full-ice. Teams will generally play ten (10) League games during the full ice Season, with the exact number of games to be determined each year by the Founders Committee.

5.2.4 Any Club failing to have the ability to schedule during the specified time frames may be deemed ineligible for play in the League.

5.2.5 Any Club refusing to schedule any League game within the time frame allotted for that scheduling, shall be suspended until notification of a discipline hearing.

5.2.6 Any team that does not complete their season by the designated deadline date of the Playoff Season shall not be eligible to participate in the playoffs.

5.3 Scheduling Blackouts

5.3.1 No teams may schedule any exhibition games, tournament, or other team events during the dates of any League Semi-Final or Final playoff games, the ALLIANCE Select Championships, or the ALLIANCE House League Championships.

5.3.2 Clubs are permitted and encouraged to run in-house end of season championships provided that they do not conflict or interfere with League games.

5.3.3 No League games will be scheduled during the Christmas Break, the ALLIANCE Select Championships, or the ALLIANCE House League Championships. For divisions at U15 and above, no League games will be scheduled during exam weeks for Waterloo Region high schools.

5.4 Game Lengths, Operations and Curfews

5.4.1 All Hockey Canada, Ontario Hockey Federation, and ALLIANCE Hockey playing rules apply to all League games.

5.4.2 All 1st half and 2nd Half League games shall consist of a minimum of three (3) stop-time periods of (i) 10-10-10 minutes for the U9, U10 and U11 Divisions division; (ii) 10-10-12 minutes for the U12 to U16 divisions and (iii) 10-15-15 minutes for the U18 division.

5.4.3 All Championship games shall consist of three (3) stop-time periods of (i) 10-10-10 minutes for the U9 division; and (ii) 10-10-12 minutes for the U10-U18 divisions.

5.4.4 Teams will be given a three (3) minute warm-up prior to each game.

5.4.5 Each team will be given one (1) 30-second time out in each Playoff Season game and Championship game. No timeouts during regular season play .

5.4.6 Every attempt shall be made to avoid scheduling games between teams from different Clubs to start before 9:00am on weekends. Scheduled games must start at their scheduled time, unless both teams agree to start earlier.

5.4.7 If there is a 5-goal spread in the 3rd period of any game, running time will commence. If the losing team reduces the margin to 3 goals, the game will revert to stop time.

5.4.8 All games shall use the two-person referee system, with preference for a three-person referee system at the U18 division to the extent possible. If no referees show for a scheduled League game, or if both officials are unable to continue officiating a game due to injury or other reason, the game shall be considered unplayed and must be rescheduled within seven (7) days. No cause or justification is required from the official(s) or a team if they refuse to start or continue a game without the correct number of officials present.

5.4.9 Teams playing in arenas that have a curfew MUST be informed by the Home team of the curfew before the start of the game. The referee(s) must also be aware of the curfew before the start of the game. The curfew time must be indicated on the game sheet prior to commencement of the game. The actual start time of all games shall be indicted by the Home team on the game sheet. Games curfewed by

an injury delay are exempt from this rule. If a curfew time is on the game sheet, play MUST stop at that time.

5.4.10 Any game that is terminated due to an unavoidable delay or unexpected interruption will be rescheduled and replayed completely if the second (2nd) period of the game has not been completed. If the delay occurs any time after the completion of the second (2nd) period the game will be considered complete. Unavoidable delay is defined as a circumstance beyond the normal events that occur in a game (e.g., major injury ambulance delay, facility malfunction such as power failure, Zamboni breakdown, shattered glass, etc.).

5.5 Uniforms

5.5.1 All Clubs are entitled to wear the base jersey colour of their choice. Due to the popularity of some colours, it is recommended that teams carry at least a numbered set of pinnies, if a second set of jerseys is not available.

5.5.2 Where both teams have two sets of jerseys (home & away), the Home team will wear the darker colour jersey. In cases where only one (1) team has two (2) sets of jerseys and a conflict occurs, the team with two (2) sets, in the spirit of sportsmanship, is required to change. If both teams have only one set and a conflict could occur, the Home Team should come up with a substitute set or numbered pinnies.

5.6 On-ice Officials

5.3.1 Home teams shall be responsible for certification, scheduling, and payment of on-ice officials and timekeepers used in League games.

5.3.2 All on-ice officials must be currently certified through the Hockey Canada Officiating Program (HCOP) and registered with Hockey Canada.

5.3.3 Clubs must have a defined process in the event of an on-ice official not present at the start of a game. Failure to provide on-ice officials for a game may result in a fine of \$300 levied to the offending Club.

5.7 Gamesheets

5.7.1 Unless otherwise agreed by the Founders Committee, all games shall be completed using an electronic gamesheet such as Gamesheet Inc. It is the responsibility of the Home team to provide a device suitable to complete the gamesheet. In the absence of such device, a paper gamesheet can be used in extenuating circumstances. The Home team should have the gamesheet completed and give it to the visiting coach at least fifteen (15) minutes prior to the scheduled game time.

5.8 Tie-Breaker Rules

5.8.1 In the event of a tie in the standings between two (2) or more teams at the end of the Regular Season or Playoff Season, the tie-breaking protocol as set forth in the ALLIANCE Manual of Operations will be used to break the tie.

5.8.2 If the score is tied at the end of regulation time in any Championship Semi-Final or Final game, the teams shall take a two (2) minute rest at their benches as per Hockey Canada playing rules and the following shall then apply:

Overtime –

1st period:

2 minutes – 3 on 3 (plus goalies) sudden death. No line changes. (Exception- U10-U12 a 30 second break will be allowed at the 1:00 minute mark. Still no change of players)

2nd period

90 seconds – 2 on 2 (plus goalies) sudden death. No line changes.

3rd period

60 seconds – 1 on 1 (plus goalies) sudden death. No line changes. ** Players are only permitted to play in 1 round of overtime**

Shoot out –

- (i) Simultaneous Shoot out. Both players start at center ice, and on ref's whistle shoot on opposing goalie. This is a sudden death shoot out – first to outscore opponent wins.
- (ii) Shoot out list provided to referee/timekeeper prior to start of game.
- (iii) Players that player in the overtime periods may not participate in the short out until everyone on your bench has either played in the OT or the shootout then you may go back to reuse a player
- (iv) Player Overtime sheet will be provided by Tournament Organizers.
- (v) THE OVERTIME SHEET WHICH MUST BE FILLED OUT AND SUBMITTED PRIOR TO SEMI FINAL AND FINAL GAME WILL BE PROVIDED AT THE TOURNAMENT OFFICE OR SENT TO COACHES IN AN EMAIL.
- (vi) THERE ARE NO LINE CHANGES PERMITTED IN OVERTIME. IF THERE IS AN INJURY, TEAM MAY SUBSTITUTE WITH ANY PLAYER WHO IS NOT PLAYING ANY OF THE FIRST 3 ROUNDS OF OVERTIME.
- (vii) If there is a penalty in any Overtime Round, a penalty shot is awarded to the opposing team. For any minor penalty, 1 (one) penalty shot will be awarded to the opposing team. Major Penalty in overtime 2 penalty shots will be awarded to opposing team.
- (viii) Any player on the ice at the time of the infraction may take the shot.
- (ix) In the event of coincidental or offsetting penalties in the same stoppage in play, penalty shots will be taken simultaneously. If there is no winner after the awarded penalty shots, play will continue.
- (x) Any penalized player (not including goaltender) during the overtime rounds is required to go to the penalty box and is no longer eligible for any further overtime rounds or shoot outs. The player will be substituted from the bottom of the shoot out list. The replacing player will be removed from the shoot out round.
- (xi) Any player with time remaining on a penalty at the end of regulation will remain in the penalty box for the entirety of the overtime and will be ineligible to participate. The penalized player will be added to the bottom of the shootout list. If the player was to participate in the first three rounds of the overtime they will be replaced by the player at the bottom of the shoot out rounds.
- (xii) If a team takes a bench minor during regulation and the player is still in the penalty box at end of regulation this player will just go back to their position on the list as we will not penalize a player for a bench penalty.

Any player that receives any three penalties in one game shall be ejected upon receiving the third penalty. If the game goes to overtime the player will be substituted from the bottom of the shootout list.

ARTICLE 6 – CANCELLATION PROCEDURES

6.1 Cancellation and Rescheduling of Games

6.1.1 When a Club wishes to change the date of a game for any reason other than an emergency, the change must be made a minimum of fourteen (14) days in advance of the scheduled date to a mutually agreeable date prior to that originally scheduled. The Home team Ice Scheduler is responsible for posting the game change online within twenty-four (24) hours of the initial change.

6.1.2 The decision to cancel or reschedule a game to another date will be made as soon as possible, by contacting the Ice Scheduler in each Club.

6.1.3 If a mutually agreed upon cancellation or reschedule date cannot be decided upon by the two Ice Schedulers, ALLIANCE Hockey should be contacted immediately. ALLIANCE Hockey will assess the situation and determine the outcome or refer the matter back to the Founders Committee for a final decision. No person shall be granted the authority to cancel or reschedule games apart from the Ice Schedulers, the Founders Committee, or the ALLIANCE Hockey.

6.1.4 Clubs cancelling games on an on-going basis may be subject to the costs of staging the game (i.e. ice time and game officials) if an agreement for rescheduling the game cannot be reached between the centres.

6.2 Cancellation Due to Weather Conditions

6.2.1 In cases of adverse weather conditions, the decision to postpone and reschedule the game to another date cannot be cancelled more than ninety (90) minutes prior to the expected departure of a team to their host destination.

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

6.2.3 The ice schedulers in each Association are responsible for decisions regarding inclement weather.

6.2.4 In the case where a conflict should occur regarding the cancellation/rescheduling of a game, ALLIANCE Hockey should be contacted immediately. ALLIANCE Hockey will assess the situation and determine the outcome or refer the matter to the Founders Committee for a final decision.

6.3 Failure to Show; Forfeits

6.3.1 There will be no forfeiting or defaulting of games.

6.3.2 For games where a team fails to show through no fault of either one of the teams a new game will be rescheduled.

6.3.3 Notwithstanding 6.3.1, a team that fails to show intentionally or without just cause may lose the two (2) points associated with the default. The decision for this default process will be at the discretion of the Founders Committee.

6.3.4 A team defaulting any game, without just cause as deemed by the Founders Committee may also be barred from participation in the Championships. The defaulting team may also be assessed costs and the Head Coach of the defaulting team may be suspended.

6.4 Minimum Team Size for Play

6.4.1 Games must be played as long as each team has 6 skaters and a goalie (or 7 skaters) dressed and available for play.

6.4.2 A game suspended because one team cannot continue due to a lack of players on the ice will be awarded to the non-offending team.

ARTICLE 7 – SUSPENSIONS, DISCIPLINE & BEHAVIOUR

7.1 Suspensions & Discipline

7.1.1 All in-game penalties resulting in suspensions to players or team officials shall be carried out in accordance with ALLIANCE Hockey rules and the Ontario Hockey Federation Minimum Suspension List. The Founders Committee reserves the right to impose additional suspensions, including supplemental discipline, wherever conditions and circumstance warrant.

7.1.2 Any player who receives three (3) minor penalties of any kind in a game will automatically be ejected for the balance of the game upon the assessment of the third (3rd) penalty. For greater certainty, a “double-minor” penalty shall constitute one (1) penalty.

7.1.3 If a Major Penalty/Game Misconduct is assessed, the player will be ejected immediately and another player will serve the penalty. Coaches may rotate players serving the penalty on stoppages in play to avoid one player serving the entire penalty.

7.1.3 Where a matter with respect to a suspension may directly or indirectly relate to a Founders Committee member, such member shall not vote on any matter relating to such suspension that is brought before the committee.

7.1.4 The Founders Committee may suspend any team, player, or team official where such team, player, or team official has engaged in any conduct which might bring discredit to the League or the sport of hockey.

7.1.5 All Clubs will recognize, uphold, and enforce any suspension or other disciplinary action levied or taken against any League Participant by another Club.

7.2 Behaviour

7.2.1 The success of the League depends on goodwill, sportsmanship, inclusiveness, and cooperation among all participants and our communities. Therefore, a high standard of behaviour is expected of all spectators, coaches and bench staff, players, teams, Clubs, game officials, and League representatives (collectively, “**League Participants**” and each individual a “**League Participant**”). League Participants shall abide by the ALLIANCE Code of Conduct at all times and shall conduct themselves in a manner consistent with fairness, integrity, and mutual respect. No League Participant shall engage in any conduct or behaviour, whether on or off the ice, that could bring the League or its Clubs into disrepute.

7.2.2 Any spectator whose conduct in an arena is found by the Founders Committee to be disruptive and not conducive to the well being of the game may be banned from such arena(s) as determined by the Founders Committee for a specified period of time, including indefinitely.

ARTICLE 8 – PROTESTS AND APPEALS

8.1 Protests

8.1.1 All game protests must follow ALLIANCE Rule 31.

8.1.2 Only the following matters may be protested:

- (i) a game official’s rule application, which in the opinion of the aggrieved team, may be incorrect and may have given the opposition team a distinct advantage;
- (ii) the participation of a player or team official deemed to be ineligible;
- (iii) a violation of any TCLL, ALLIANCE, OHF, or HC rule, regulation, or policy deemed to have a significant and legitimate affect on the outcome of the game;

8.1.3 A referee's judgment of the rules may not be protested.

8.1.4 Teams wishing to ineligible players or team officials, must notify the referees and have it noted on the gamesheet prior to the end of the game.

8.2 Procedure for Appeals

Appeals of suspensions or League decisions must follow ALLIANCE Bylaw 19.