###### SIMCOE COUNTY SPORTS’ PLAYING REGULATIONS

 **HOCKEY**

**1. Season**: Girls’ Season – November to February

Boys’ Season– November to February

**2. Location of Play-offs and Date**:

 These are to be completed one week prior to GBSSA

 The location will be determined annually, depending on the standings.

1. **School Classification and Levels**: “A/ AA” and “AAA” Varsity

 Number of games dates in schedule per school: 8 maximum

(a) **League Structure**:

1. Leagues will be structured in two divisions; A/AA; AAA.
2. Available ice times must be submitted to the centralized athletic coordinator prior to or on November 1st in order to be eligible for league play.
3. A minimum of 1½ hours of ice time must be reserved for all league games. 2 hours of ice time must be reserved for playoff games.
4. Home teams are responsible for ice rental costs and referees.
5. Two or three officials are to be assigned for all regular season games. Three officials for playoff games.

 For girls’ games, at least one official should have a minimum Level 2 certification.

 For boys’ games, at least one official should have a minimum Level 3 certification.

 (vi) One of the officials must be at least 20 years old. If an official is still a student, they shall not officiate games involving their school. All officials must have a minimum level 1 certification.

(b) **League Play**:

 A. Approved games sheets (triplicate copy format) are mandatory at each game including league games, exhibition games, and tournaments.

 B. Game sheets may be available through the Centralized Athletics Coordinator, If this is not the case then the team **MUST** arrange to purchase games sheets from their local minor hockey association.

Games will consist of two 12-minute stop time periods and one 15-minute stop time period. There will be a flood between the second and third period. No flood in between the second and third period needs to be determined pregame by the home team.

If a five (5) goal spread exists in the third period, then the clock will run “straight time” until the gap is a three (3) goal spread. At this latter point the clock will revert back to stop time.

Warm up will consist of 3 minutes and will commence when the first team enters on to the ice surface.

No games shall start before 2:30pm without the approval of administration of both schools as per the SCAA Guidelines.

If the game is ‘curfewed’ by rink management, the score of the game stands assuming 2 periods have been completed. Tie games shall “stand as ties” in league play.

1. **Play-off Structure:**

Games will consist of two 12-minute stop time periods (1st & 2nd) and one 15-minute stop time period (3rd). There will be a flood between the second and third period.

**All teams will qualify for the play-offs.** Play-offs will be county wide. Teams will be seeded in their category (“A/ AA” and “AAA”) based on league play, head-to-head competition, common opponents.

(a) **The Seeding Committee and the seeding of teams:** See General Guidelines; Part 1, item 7

1. **Tie-Breaking Procedures**
	1. In the event of a tie game at the end of regulation time in playoffs, the following will apply:

 1. One ten (10) minute overtime – (4 on 4)

 2. Overtime period is stop time

 3. Overtime is sudden victory except in a first phase of shootout

4. In the event that one team is serving a penalty at the end of regulation time, it shall be four on three. If a 2nd penalty is called against the shorthanded team in overtime, it shall be a five on three. When the penalties have expired teams will revert to the four on four.

5. If still tied, an alternating penalty shot system will be used; five (5) player pool from each team – total goals from five (5) players will determine the winner

6. If still tied, the remaining players will take alternating shots until a winner is determined.

7. If still tied teams may revert to the first five shooters, they must shoot in the same order.

8. A player who has been assessed any penalty and has not fully served the penalty prior to the shootout is ineligible for the shootout process.

9.The home team will have the choice to shoot first or second in the shootout.

 b. Tie breaking procedures will reflect those established by OFSSA and appear in OFSSA playing regs.

1. **Entry to GBSSA: APPENDIX J**

**6.** **Start Times:**

 See the General Guidelines;

 Secondary School Athletic Activities Operating Parameters, as per the SCDSB

**7. Dates for Declaring Classification and the Number of Teams:**

Classification is to be declared at the same time as intent to participate information is submitted to the centralized athletic coordinator. Teams must also declare either Tier 1 or Tier 2. Tiered league play must have a minimum of 3 teams in either Tier 1 or Tier 2 in order for this format to run. Both tiers have separate playoffs, and Tier 1 would be the only tier eligible for GBSSA Championships.

**8. Eligibility:** as per the GBSSA Constitution (BY-LAW 2, Sections 1 to 13).

1. Schools must file completed, signed OFSAA Hub eligibility lists (containing the level of competition, names, ages, and birth dates of players, and the required signatures) with the SCAA chair and the regional/district convenor no later than 24 hours prior to the competition. Any player changes require 24-hour notice prior to that player’s first competition in each sport. Note that any games played by players of schools that have not filed eligibility lists will be declared a forfeit (loss).
2. All players must comply with the GBSSA transfer policy and procedures.
3. All players must be under 19 years of age, as of January 1st prior to the start of the school year.
4. **BOYS** who compete on any Junior level team after the first league game of the high school season, WILL BE INELIGIBLE for high school competition. One exception to this rule: a Junior “C” or “D” team is allowed to AP a high school goalie to be called up in an emergency situation and appear on a game sheet and/or play up to a maximum of two exhibition/league and /or playoff games in total.
5. **GIRLS** who compete on a PWHL, U18 and U22 National Team after December 1st OR after the first league game of the high school season, WILL BE INELIGIBLE for high school competition.

**9. Waiver and Declaration of Participation:**

 All male players are to sign “a waiver” as presented at the end of these guidelines. This is a **“Declaration of Participation”** to verify that the player is eligible to play at the high school level. The player’s signature on this form verifies her/his age and status. It also verifies that he/she fulfils the eligibility regulations as per items (b), (c), (d), and (e) in the eligibility section.

 All boys’ coaches **MUST USE** the “Declaration of Participation Form” **(FORM 2)**. The completed form with the required information and all signatures MUST be submitted to the chair and convenor 24 hours before a team’s first league game. Failure to comply with this regulation will result in the forfeit of any league games played prior to the receipt of the information.

In the event of the discovery of an ineligible player on a winning team in a play-off game, the convenor will report this discovery to the Board of Reference. It is recommended that, if time permits, the Board of Reference should direct a restructuring of games to rectify the situation. All costs are to be borne by the offending team.

**10. Expenses:**

1. During the regular season and playoffs, the home team is responsible for both ice rental costs and for the payment of officials, while the visiting team is responsible for their own travel expenses

**11. Medical Personnel:**

The “home team” MUST have qualified first-aid personnel on site for all games.

**12. Rules and Officials:**

SCAA hockey will follow Hockey Canada rules (as per the Referee’s casebook/Rule Combination 2018-2020) with the following exceptions;

1. CSA approved face masks must be worn by all participants. Players must wear a throat protector and goalies must add on a “Billy-Goat” protector. An inner mouth guard is mandatory for practices and games. Sleeves must be pulled down and torn pants must be fixed.
2. The maximum numbers of players to dress for a game is twenty (20) – 18 players and 2 goalies. All personnel on the players’ bench must be listed on the game sheet. Injured players assisting on the players’ bench must wear a full helmet and cage as well as being listed on the game sheet.
3. If a player receives four (4) minor penalties or three (3) stick penalties in one game, he/she is ejected for the remainder of the game (GE).
	* 1. Minimum Suspensions apply as follows:
4. **All suspensions apply to both league games and play-off games.**
5. **Games** **served only apply to league games and/or playoff games. Exhibition and tournament games do not count towards serving suspension**.
6. **During the period of suspension, players and coaches MUST ALSO NOT PARTICIPATE in exhibition games or tournament games.**

Minimum Suspensions are as follows:

1. GM Codes (game misconduct codes) during the first or second period will result in a two (2) game suspension. If the GM Code occurs during the third period, it will result in a three (3) game suspension. These suspensions must be served following the game in which the infraction occurred.
2. Exceptions to the above two rules are as follows:

1. A “GM 30” which will result in a suspension from all further play for the remainder of the season.

1. A “GM 50” which will result in an ejection from the current game and the next game. NO Board of Reference will be required.
2. GRM Codes (gross misconduct codes) during the first or second period will result in a four (4) game suspension.
3. GRM Codes during the third period will result in a five (5) game suspension.
4. MP Codes (match penalty codes) during the first or second period will result in a five (5) game suspension.
5. MP Codes during the third period will result in a six (6) game suspension.
6. A player assessed a GM code because of a resulting injury with no malicious intent; the referee is given the discretion to declare “No board of reference”.
7. All “gross misconducts”, and “match penalties” **MUST** be reviewed by a Board of Reference.
8. No body checking shall be allowed for boys or girls. Body checking will result in a two (2) OR five (5) minute penalty at the discretion of the referee.
9. Each team can be granted one 30-second time-out per game.
10. Any player who **fights** in high school hockey is **automatically suspended** for the duration of the hockey season. Additional consequences may also be imposed.
11. Any and all disqualifications (in league, exhibition, or tournament play) **MUST** involve the completion of all paperwork and **MUST** be reported to the school principal, convenor, and the SCAA Chairperson in order to initiate a Board of Reference.

**13. Uniforms and Equipment:**

1. The “home team” is responsible for ensuring that the sweaters that are worn by the players are distinctive. In the event of a controversy, the “home team” must change.
2. Each team/school is responsible for supplying its own approved equipment.

**14. Awards:**

 Using the SCAA playoff format (Appendix D), SCAA Champions will be declared at each classification (A/AA, and AAA) and level for both boys’ and girls’. An SCAA championship banner will be awarded to each winning team.

**15. Protest Procedure:**

1. Protests may be lodged on situations not under the jurisdiction of the officials or the GBSSA Board of Reference.

1. All protests must be made within 24 hours of the incident by email, to the centralized athletic coordinator and followed by a written report within three (3) school days.
2. The SCAA Jury of Appeal will deal with protests.

