

# Thornhill Community Hockey League

## Coaches & Convenors

### Manual



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# 1 Emergency Procedures

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## 1.1 Evacuation

Every Coach should know what to do and where to go in the case of an emergency evacuation, and should instruct the players on procedures prior to, or very early in, the season. When the fire alarm sounds, everyone should evacuate through the closest exit, without returning to the dressing rooms. Do not re-enter the building until advised to do so by the appropriate authorities.

## 1.2 Injuries

### 1.2.1 **Preparation**

Proper preparation for the hockey season has a coach/manager ready for an emergency. That includes knowing the evacuation rules, knowing how to address an injury, and having the proper player information available in the case of an injury. Many times medical help is delayed due to lack of personal medical history, and in the case of hospitalization, absence of the Personal History Card. If at all possible, each coach should have available the following information on each player;

- a) Player's full name, address, phone
- b) Who and how to reach in case of emergency
- c) Doctor's name, address, phone
- d) Health Card and subscriber's initials
- e) Special medical/physical conditions (i.e.; allergies)

### 1.2.2 **Primary Considerations**

The most important decisions to make upon encountering an injury at the rink are determining;

- a) The extent of the injury.
- b) What immediate protection is required for the person?
- c) Whether the injured party can or should be moved.
- d) Whether medical attention is required, if it is an emergency, and where to get medical attention (available on site, or call for an ambulance?)

### 1.2.3 **Handling an Injury**

- a) STOP play immediately at first signs of an injury or illness
- b) LOOK at the injury for obvious signs of seriousness; blood, lack of breathing, lack of consciousness, deformities/deviations from normal structure or range of motion.
- c) LISTEN to the injured party's description of the pain or symptoms and how it occurred.
- d) EVALUATE the extent of the injury, minor or serious? IF IN DOUBT, TREAT IT AS SERIOUS
- e) ACT according to the seriousness of the injury.

### 1.2.4 **Minor Injury:**

Once that you are positive that the injury will not be further aggravated, remove the player from the ice surface to the bench, the dressing room or to the first aid room, and address the injury.

Do not allow the player to go to the dressing room or first aid room alone. A responsible party or a member of the coaching staff should always accompany them.

Do not allow the player to return to the ice/game until you are assured that the player is capable of doing so comfortably, and there is no chance of extending the injury.

### 1.2.5 **Major Injury:**

- a) DO NOT MOVE the player until you are positive that it is not a head, neck, spinal injury, or a broken bone. An unconscious party should not be moved. Under no circumstances should a coach or trainer remove a player's helmet unless the player is able to move all limbs, has no numbness or tingling in any extremity, has no neck pain and is able to state so himself, and has no other serious, potentially painful injury that might distract that player from realizing that they have a neck injury; and then only after the player has been removed from the arena, into a controlled environment where an experience health care professional (ie. paramedic, physician, nurse, etc.) is present to supervise the removal of the helmet in a safe and proper way.
  1. CALL AN AMBULANCE using these procedures:

- a. \*\*\*Special Notes:
  - b. There is a direct line in the TCC East Rink first aid room.
  - c. Be careful using cellular phones as they may dispatch to an improper location
  - d. Give your name
  - e. Where you are calling from (which arena)
  - f. Give a brief description of the problem, state whether the injured party is conscious or not, and whether you feel time is an issue (e.g.: Please rush!).
  - g. Give directions as to where the ambulance should go once at the arena. Direct them to the north entrance of the building - open the doors at the north entrance of the EAST or WEST arena and they can drive their vehicle into the ice surface.
2. SEND a person to direct the ambulance to the scene.
  3. KEEP the player warm and as comfortable as possible.
  4. CLEAR the ice of spectators and players. Clear hall ways and/or doors where the ambulance and/or the attendants must enter. Remove all pucks from the ice surface.
  5. NOTIFY the next of kin/guardian if not in attendance at the game/practice.
  6. ASSIST the ambulance attendance if asked to do so. Stay back if not asked to help.
  7. SUPPLY the attendants with any information pertaining to the injury or from the player medical history that may prove of assistance.
  8. ENSURE that a responsible party accompanies the player in the ambulance (parent; guardian; family friend; coach; etc.).
  9. COMPLETE an injury report and submit to your Convenor, Division Manager, or V/P House League.

Whether the injury is serious or minor in nature, allow the player to return only if they state that they are ready to return and you also feel that they are ready. There should be 100% range of motion, 100% strength, absence of pain and no psychological hesitation to return.

In the event of a serious injury, the coach should follow up with the player and/or parent or guardian, to review and encourage rehabilitation. Assistance can be encouragement, physical, or just or advise on how to proceed. Try to include the player in team concept and events.

## 2 Convenors Section

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This section has been prepared to give the Convenors general guidelines. They review and understand both this section as well as the Coaches' portion.

Situations arise during games that are not covered in this manual. If this happens, the Convenor should use his own best judgment to be exercised firstly with safety of the players' paramount, and secondly to ensure the players have fun. Any major issues should be referred to the V/P House League, the President or to the Board of Directors.

### 2.1 General Purpose

1. To ensure that each division functions in regularized orderly manner according to TCHL Rules and Regulations.
2. Except for game matters, which are within the purview of the Referee, the Convenor shall in general have control over all games in his/her division. Where the Convenor finds that the Rules, Regulations, By-Laws or Policies are being breached, he/she shall immediately warn the offending parties, and in extreme circumstances may eject any coaching staff or player where the Convenor feels that there is a risk of injury to any person, or where the party warned has flagrantly disregarded the warning, or where the interest of the TCHL can only be served by an ejection. In very extreme circumstances, where the Convenor feels that an injury is likely to occur if the game is allowed to continue, the Convenor may halt the game. Should the Convenor have to take any disciplinary action beyond a warning, he shall provide to the President or V/P House League a written report as to the circumstances surrounding the game and his actions.

### 2.2 Convenor's General Responsibilities

1. To ensure that the spirit and intent of the TCHL constitution is followed.
2. To distribute a copy of the manual and updates to each Coach as these materials are available.
3. To chair both the team (player) selection meeting of Coaches and the division balancing meeting, and intervene or direct as required.
4. To ensure that player registration forms are completed for each player within the division (no players who are not properly registered are playing).
5. To make sure that all games commence and end on time where possible.
6. To report any serious breach of the rules, regulations, bylaws or policies to the V/P House League or President.
7. To report the circumstances surrounding, and recommend the need for, any disciplinary action as a result of events in his/her division, to the V/P House League or President as soon possible.
8. To provide the V/P House League or President with a written incident report when requested.
9. To provide the V/P House League, President, or Board of Directors with any suggestions regarding rules, regulation, bylaw or policy changes.
10. To try to ensure that Referees and timekeepers are on hand prior to the start of each game and to report to the Referee-in-Chief when referees do not show up, or are late, and to the Head Timekeeper when timekeepers are late or absent.
11. In the case of referees or timekeepers not being available at game time, the Convenor will either ask the referee or timekeeper from the preceding game to remain, or call replacement(s) from the back up lists provided.
12. Check game sheets before games. Verify them after the game, and ensure that all suspension penalties are relayed to the players & coaches

### **2.2.1 Team (Player) Selection Procedure**

1. Player selection is a group process to be handled by the coaches of a division, and to be overseen by the Convenor.
2. Each team to be selected is given a number.
3. Coaches (and Convenor) to rate players.
4. Place player names into groups, according to rating.
5. Coaches draw a number for sequence of player selection.
6. Coaches draw for sponsor name (if available).
7. If a Coach's son or daughter is in the rating group being selected, they will automatically be assigned to that team and that Coach will miss his next pick for that rating group.
8. If Sponsor's son or daughter is in the rating group being selected, they will automatically be assigned to that team, and that Coach will miss his next pick for that rating group.
9. Coaches will start with Goalkeeper selection and keep selecting players per rating group until all players are selected alternating from lowest sequence number to highest and then from highest to lowest.
10. Final team determination is subject to any changes which may be directed by the VP House League or President
11. Team Balancing Meeting
12. Convenor should meet with all the coaches of the division for discussion regarding balancing.
13. There should, if at all possible, be a unanimous decision as to the balancing to be done. If a unanimous decision is not met, the Convenor shall decide on the balancing.
14. If there is disagreement by anyone, the matter may be referred to the V/P House League for final decision.
15. Balancing must occur before the date set by the Board of Director, unless there is an extension granted by either the VP House League or the President.

### **2.2.2 Convenor's Regular Duties on Game Day**

1. Ensure that games start on time. If you do not start on time, all the games for the rest of the day will be behind schedule.
2. Request from the coaches any changes to the game sheet, get the game sheet initialed, and get the game sheet to the timekeeper.
3. Determine if a flood should take place or be skipped, depending on both ice conditions and whether we are on schedule. Five (5) minutes prior to the game, you should remind both Coaches of the time remaining so that they can have their teams ready to go on the ice on time. Referees should also get the five (5) minute reminder
4. Teams coming on to the ice must allow the team coming off to leave first, or the flood equipment and rink staff to completely exit and close the doors/gates, before teams go onto the ice surface.
5. If there is a flood, make sure all doors and gates are closed while the equipment and rink staff are on the ice.
6. Players should shake hands before the game, not after.
7. The Referee is in charge when he comes on the ice, and in charge of all aspects of the game. (See "Enforcement of Rules/Regulations" below.)
8. As a Convenor, it is your responsibility to see that any equipment loaned to teams on a temporary basis is returned to the TCHL immediately after the game. At the end of the season, you are responsible to collect or see to the return of loaned TCHL equipment (e.g. goalie equipment). If unable to do so, you are to report to the equipment manager the whereabouts of missing equipment.
9. Check to see that all players are wearing the assigned league sweaters and socks. Any player not wearing the league supplied sweater and socks maybe removed by the convenor from the ice until approved sweater and socks are worn.

### **2.2.3 Game Sheets**

1. Game Sheets are pre-printed prior to the games and can be picked up at the equipment room prior to your block of games. After the game, the sheets are returned to the office
2. Before handing in the sheets, please ensure that they are signed by the Referees and are complete, listing goals, penalties and comments where appropriate. Check for suspension penalties as you are to advise the player &/or coach of the team offending team.

### **2.2.4 Enforcement of Rules/Regulations**

1. Convenors do not have any authority over matters that occur on the ice. The Referee's decision is final. If the Convenor has a serious problem with a Referee's decision, report it to the VP House League or President.  
**Do not argue with the Referee.**
2. Convenors may warn Coaches or players on the bench that they are breaching TCHL Rules, such as "fair ice" rules, or profanity. If it persists, they can request that the referee assess a 2-minute bench penalty, or if serious enough may eject the player(s) and/or Coach (es) for the remainder of the present game. Such actions should be reported to the President or VP House League, and if further action is requested by the Convenor, it must be done so in writing to the President or VP House League.
3. If anyone's safety is at risk, do whatever is necessary to bring the unsafe situation to an end even if you have to cancel the game.

## 3 Coaches Section

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This section has been prepared to give Coaches some guidelines, information and rules that pertain to the T.C.H.L.

### 3.1 General Message

Be fair to the players and other coaches. Drafting, balancing and fair ice time rules are key components to our providing an environment that is safe and fair for all of the kids. A good division has coaches co-operating to attain good balancing such that every team has a chance to win on any given day. Winning every game should not be your top priority.

### 3.2 Team Classification

Normal player groupings/divisions are by age according to the following classifications. Divisions may be composed of combined age groups at the discretion of the Board of Directors.

<u>Division</u>	<u>Age</u>
Mite	3-4
Tyke	5-6
Minor Novice	7
Novice	8
Minor Atom	9
Atom	10
Minor Peewee	11
Peewee	12
Minor Bantam	13
Bantam	14
Minor Midget	15
Midget	16-17
Juvenile	18-20

### 3.3 Role of Coach

Coaches should try to develop hockey skills, foster positive attitudes and team concepts, and encourage friendship, all within a safe environment.

It is the coaches responsibility to ensure that all players are wearing mandatory hockey equipment.

If a player is not wearing the mandatory hockey equipment the coach must not allow the player to step onto the ice.

### 3.4 Duties and Responsibilities

Coaches are:

4. Responsible for the conduct of their players on the ice and in the dressing room.
5. To make every effort to ensure that we offer a safe environment in which the players may enjoy the game.
6. Responsible for goalie equipment, which must be returned by the assigned date at the end of the house league season. Players will be allowed to keep their sweaters and socks at the end of the hockey season.
7. To ensure that each player has all the proper and approved equipment that it is in a safe and working condition, and that it fits properly. If not, the player should not be allowed on the ice.
8. To make every effort to encourage all players to come out. Contact your Convenor if a child's attendance is affecting the team's performance.

### **3.5 Pre-Game Preparation**

1. Coaches should encourage players to be in the dressing room a reasonable time before the game. Most Coaches find it beneficial to have only players (no parents) in the dressing room for the last five or ten minutes.
2. Coaches should have players lined up and ready to go on the ice, as soon as the ice is available, if there is a flood, players and Coaches are not allowed on the ice until the arena personnel and equipment are off the ice, and the end equipment gate is closed. A penalty may be assessed for entering the ice surface prior to that time. If there is no flood, allow the exiting team to leave the ice surface prior to allowing your players out onto the ice.

### **3.6 Injuries**

Coaches or trainers are not allowed on the ice until requested by the Referee, IN ALL CASES WHERE AN INJURY APPEARS SERIOUS, and DO NOT MOVE PLAYER. CALL FOR AN AMBULANCE. (Refer to “EMERGENCY PROCEDURES” section at the beginning.)

- Spinal Injury - Don't move the player! - Ask player if he can move legs, arms & head. Check A, B, C's - Airways, Breathing, and Circulation.
- Concussion - Sit player out - Ask questions; “where are you?”, “who are you?”
- Simple Injury - First Aid Room for cuts, etc. Ensure that the player is fit to return prior to allowing him/her return to the ice game.
- When in doubt, call for an ambulance, keep the player warm. DO NOT MOVE THE PLAYER.
- Do not allow a player to return to the dressing room or first-aid room alone. Ensure that either parent/guardian or a team representative accompanies them.

### **3.7 First Aid Room**

Your dressing room key fits the door of the first aid room. There is a direct telephone line to emergency assistance in the first aid room.

### **3.8 Equipment**

- All Players - provide their own hockey equipment. All shall wear CSA approved full protective equipment in accordance with CHIA, OMHA and TCHL rules. Players without proper equipment are not to be allowed on the ice. Facemasks must be properly secured and neck protectors must be worn.
- Sticks - must be safe from several standpoints;
  - (i) Shaft and blade may not be broken, shredded or splintered
  - (ii) The “butt end” must be enlarged by either tape or a rubber fitting, such that it is large enough that it does not fit through a face mask opening.
- Goalies
  - (i) A GOALIE IS NOT ALLOWED TO PLAY WITHOUT A THROAT PROTECTOR and PLASTIC BIB. Goalie throat protectors & plastic bib MUST be worn by all goalies as this is one area that an injury could have serious effects. If your goalie does not have one, he/she cannot play or practice without it.
  - (ii) Goalie equipment is generally provided by the League for all House League teams from Tyke through to Peewee. It may be provided in divisions above as required and as is available. This equipment is the property of the TCHL and is on loan to the teams. It is expected that the coach will take responsibility for it, ensure its well being, and see to its return at season end.

### **3.9 Sweaters**

- NUMBERS - Sweater numbers should be assigned by the Coach. Under normal circumstances, larger sweaters are low numbers, small sweaters are high numbers. Socks tend to be one size.
- NAMES ON SWEATERS - Be sure that names are not put on sweaters until after the balancing is completed. Check with your Convenor for approval. Any name other than the players first or last name must be approved by the President before it is put on the sweater.
- SELECT - Select sweaters or socks may not be worn for House League play (games or practices). Players will be asked to leave the ice and will not be allowed to return until properly attired. Bench penalties may be called in games for this offense.
- C's and A's – There are to be no CAPTAINS or ASSISTANT CAPTAINS in house league.

### **3.10 Practices**

- Scheduled ice-time will be shared with another team. It is suggested that for at least part of the time, you use the whole ice surface for common drills, etc., for both teams.

### **3.11 Hand Shaking**

- There should always be a shaking of hands between teams, and it should take place before the game, not after.

### **3.12 Balancing Teams and Transferring Players**

- Teams will be chosen in a draft format by the Coaches in a meeting, normally chaired by the Convenor. Balancing and transfer of players will be handled in a similar manner with the Coaches. Where a consensus for balancing cannot be agreed upon by the Coaches, the Convenor shall determine the changes to be made.
- Transfers to a higher or lower level can be recommended by the Convenor to a Division Coordinator, or VP House League. Cases of disagreement with balancing, or player movement up or down a division will be referred to the V/P House League for resolution.
- The final date for balancing should be 5 games into the season, and can only be altered by the President, VP House League or the Board of Directors.
- In the event that a player or parent refuses to abide by League policy with respect to balancing or transfer to a higher or lower division, and that such balancing or transfers are deemed to be in the best interest of the League in facilitating fair balancing of a division, the V/P Houseleague may suspend the player from League play.

### **3.13 Select and House League Priorities**

- A player's first responsibility is to his House League team. All games within the House League take precedence over all other games.
- The participation of any House League team in a House League tournament must have the approval of the President or VP House League. Such participation may in no way interfere with regular House League games.
- The participation of any player in any game or practice which conflicts in time with any House League game may result in the suspension of that player by the Disciplinary Committee.
- Select teams will be allowed one tournament per season which conflicts with House League games. Approval of any two of the President, V/P House League and V/P Select, and two-weeks prior notification to the V/P House League is necessary.
- Select sweater and socks may not be worn in House League events.

### **3.14 Rules and Regulations**

Rules and regulations follow for "Minor Novice to Juvenile" and "Tykes". Please review them carefully. If in doubt, ask. When in doubt remember, **winning is not everything - a safe. fun game for the players is.**

## 4 Rules and Regulations

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### 4.1 General Provision

TCHL games will be played in accordance with the latest version of The Canadian Hockey Association (CHA) and the Greater Toronto Hockey League (GTHL) rules except where amended by the TCHL Constitution, or these rules and regulations that may be amended at any time at the discretion of the Board of Directors.

### 4.2 Game Times

- Tyke to Atom  
3 x 15 minute periods running time  
The last 2 minutes will be stop time unless the goal differential is 3 goals or more in which case it will be running time. If the goal differential drops below 3 goals then the play will revert to stop time.
- Peewee  
3 x 10 minute periods stop time  
If at any time in the third period the goal differential is 5 goals or more the game will be resort to running time until such time that the goal differential is 3 goals at which time stop time will resume.
- Bantam to Juvenile  
3 x 15 minute periods stop time  
If at any time in the third period the goal differential is 5 goals or more the game will be resort to running time until such time that the goal differential is 3 goals at which time stop time will resume.

### 4.3 Fair Ice Time

Coaches will provide all players, regardless of ability, with an equal opportunity to participate in both regular season and playoff games.

**Atom to Juvenile Divisions:** These divisions will follow the fair rotation rules as outlined below:

**Fair Rotation Rules** (Skaters does not include goaltenders)

- 15 Skaters - 3 forward lines, 3 defense pairs
- 14 Skaters - 3 forward lines, 5 defense rotated (1,2) (3,4) (5,1) (2,3) (4,5)
- 13 Skaters - 3 forward lines, 2 defense pairs
- 12 Skaters - 3 sets of wingers, 2 centres, 2 defense pairs
- 11 Skaters - 2 sets of wingers, 3 centres, 2 defense pairs
- 10 Skaters - 2 forward lines, 2 defense pairs
- 9 Skaters - 2 forward lines, 3 defense rotated
- 8 Skaters - fair and equitable rotation
- 7 Skaters - fair and equitable rotation

To ensure compliance with the above a fair ice time worksheet (Attachment 1) shall be filled in by each coach prior to the start of the game and provided to the timekeeper. In the buzzer divisions the timekeeper shall keep track of the line changes to ensure compliance.

With the exception of a pending penalty call at no time may a goaltender be pulled for an extra attacker with more than 2 minutes remaining in the game?

At no time with 10 or more skaters unless there is an injury should any player be double-shifted (i.e. No player should be playing on two consecutive shifts)

The Convenor, after one warning, has the authority to request that the referee assess bench penalties, remove the Coach or player from a game, and may recommend further action by the Disciplinary Committee, including suspension, should the rules above be ignored.

**Tyke to Novice:** These divisions will utilize two different systems throughout the year.

**October – December: Line Matching System**

Line 1 – will consist of new skaters

Line 2 – will consist of average skaters

Line 3 – will consist of better than average skaters

The lines will be matched up during the games to ensure an equitable and enjoyable experience for all players. If at game time one team has fewer than 13 skaters (12 or less) then the game will resort to the fair rotation rules for both teams.

Substitutions will be allowed on the Line Matching System as follows:

- 14 Skaters
    - Line 3 player missing - every player on Line 2 will be allowed to play on Line 3 once
    - Line 2 player missing - every player on Line 1 will be allowed to play on Line 2 once
    - Line 1 player missing - move a weaker Line 2 player to Line 1 & every player on Line 1 will be allowed to play on Line 2 once
  - 13 Skaters
    - Line 2 missing 2 players – every player on Line 1 and Line 3 will be allowed to play on Line 2 once
    - Line 1 missing 1 or 2 players – Move weaker Line 2 players to fill Line 1 & use Line 2 missing 2 players rule above
    - Line 3 missing 1 or 2 players – Move stronger Line 2 players to fill Line 3 & use Line 2 missing 2 players rule above
- a) **At no time** is a Player on Line 3 permitted to play on Line 1
  - b) If the goaltender is pulled the replacement must be from a lower line than the line that is on the ice.
  - c) Coaches should converse before the game to ensure both teams are playing with goaltenders from the same line.
  - d) Goaltenders may not be pulled before the last 2 minutes of the game.

**January – March: Fair Rotation System**

- **See above rules regarding Fair Rotation System**

#### **4.4 Coincidental Minor Penalties**

In the event that players from each team are assessed minor penalties of equal duration and on the same stoppage of play, the teams may immediately substitute players for those penalized. The penalized players shall serve the penalty (ies) assessed and may return to the bench at the first stoppage of play following the expiration of their penalty (ies).

#### **4.5 Body Checking**

Body Checking shall be considered an infraction of TCHL rules in all divisions.

#### **4.6 Buzzer System**

The three-minute buzzer system shall be used in all divisions from Tyke to Atom. Penalties in the divisions regulated by the buzzer system shall be treated in the following manner:

- e) The penalized player goes to the penalty box at the time of the infraction.
- f) At the buzzer, the penalized player remains in the penalty box (until the first stoppage of play following the expiration of the penalty); and
- g) The offending player's team is **not** penalized during the next shift.

#### **4.7 Coaches on Ice**

Coaches are not permitted on the ice unless requested by the referee (generally in the case of an injury).

#### **4.8 Forfeiture**

- a) Teams having fewer than seven players (6 players + 1 goalie) dressed shall automatically forfeit the game in both regular season and playoff series. For statistical purposes, the score for any forfeited game shall be 1-0 in favour of the non-offending team. The teams are still to play a friendly game.
- b) Call ups are not allowed.

#### **4.9 Goal Tenders**

##### **Tyke to Peewee**

In the event that a team does not have a goal tender for reasons of sickness, accident, holidays or other legitimate reasons, the team must utilize and dress an existing team player as the goalie. No substitute goal tender will be allowed from another team.

##### **Bantam to Juvenile**

In the event that a team does not have a goal tender for reasons of sickness, accident, holidays or other legitimate reasons, the team will be allowed to use a substitute goal tender from another team in its division, or one from the division immediately below, provided the approval of the Convenor, VP House League or President has been obtained.

- a) During play-offs coaches are to use the same rotation for their goal tenders as they did during the regular season.

#### **4.10 Schedule**

- a) The schedule shall be approved by the Board of Directors;
- b) All teams shall be eligible for the playoffs.
- c) The format for the playoffs (round robin, sudden death, finals, and championship day) shall be determined by the Board of Directors.
- d) In the event of a tie at the end of the regular season, in any standing it will be resolved in the following manner.
  - The team winning the fewest number of games against the other moves down one place but not into a tie with a lower placed team. If games won and lost are equal, the team scoring the fewest goals against the other moves down. If goals for and against are equal then the % of total goals for / total goals for and against all other teams in the division shall decide.
  - If more than two teams are tied, then the % of total goals for / total goals for and against all other teams in the division shall decide
  - Should not of the above resolve a tie, a simple coin toss will determine which team moves down.

#### **4.11 General Contract**

- a) Coaches shall be responsible for their players' conduct toward other players and officials both on and off the ice.
- b) Coaches may discipline players by sitting them on the bench for reasonable duration, for lateness, poor sportsmanship, profane language, or absenteeism. The Convenor should be informed before action being taken by a Coach if possible.
- c) The Convenor shall have the authority to remove any player, Coach or team official from a game after consultation with the Referee in the event of the following behaviour: profane language, flaunting the authority of the Convenor or game officials, causing a disturbance, disrupting a game, smoking, breaking fair ice time rules.
- d) In extreme cases, the Convenor after consultation with both Coaches and game officials shall have the authority to discontinue the game at his sole discretion. A written report of such occurrence must be submitted within 24 hours to the President or VP House League for further action and review by the Board of Directors or their designates.
- e) A team knowingly playing an unregistered, uncarded or ineligible player shall forfeit the game where that player was involved. A report of the incident must be submitted to the President or VP House League for further action by the Board of Directors or their designates.
- f) The Convenor or his delegate must be present at all games involving teams in his division. He/she is responsible for the efficient operation and welfare of the teams and shall be the liaison between the Coaches and the VP House League.

## 4.12 Suspensions

The purpose of a standardized schedule of suspensions is to provide uniformity and fairness of treatment to all players and team officials incurred in any of the more frequently called penalties that carry automatic suspensions. When the particulars of a reported offence differ in nature or severity from the usual circumstances, the Board of Directors and/or Disciplinary Committee reserves the right to alter the standard suspensions at its discretion.

- a) Under CHA, GTHL and TCHL rules, any Major penalty carries with it an automatic Game Misconduct.
- b) Any skater who is assessed a Game Misconduct penalty is required to leave the ice and go directly to the dressing room for the remainder of the game.
- c) Any goaltender receiving a Major Penalty, Gross Misconduct, Major Misconduct or Game Misconduct shall be permitted to finish the game being played. The appropriate suspension, as provided in this schedule of suspensions, will then be applied immediately.
- d) Any player, including the goalkeeper, who is assessed a second Misconduct penalty in a game will automatically be assessed Game Misconduct and ruled off the ice.
- e) Any player, including the goalkeeper, who is assessed a match penalty shall be ruled off the ice immediately.
- f) Players or Coaches who have incurred a Game Misconduct penalty in the first or second period of a game will be deemed to have served a one-game suspension in that game. The suspension for a Game Misconduct Penalty assessed in the third period or any overtime period will be served in the next scheduled League or Playoff game.
- g) Coaches or players under suspension may not coach or play even if the suspension is under appeal.
- h) Convenors will notify Coaches of any automatic suspensions incurred by members of their team as soon as possible following the game in which they have been assessed. The Coach is responsible for notifying the player.
- i) Suspensions received in House League also impact Select play. A suspension from Select is for a number of games NOT to exceed the number of House League games called for in the suspension. If there is no Select game during the period that the player is suspended from House League, there will be no suspension from Select play.
- j) Suspensions received in Select play will not apply to House League play.
- k) Details of incidents that result in suspensions may be reviewed by the Board or it's designates, who may take additional action if warranted. The following suspensions shall automatically apply to the infractions (subject only to change by the TCHL's Discipline Committee in exceptional circumstances) listed hereafter:
- l) Any player that accumulates six (6) minutes in penalties in one game shall be suspended for the balance of the game and may be subject to further disciplinary action.

### **Game Misconduct**

First Offence	- One Game
Second Offence	- Two Games
Third Offence	- Four Games

### **Gross Misconduct and Major Misconduct**

First Offence	- Two Games
Second Offence	- Three Games
Third Offence	- Suspended Pending a Hearing before the Discipline Committee

### **Match Penalty \*\*\***

First Offence	- Suspended Pending a Hearing before the Disciplinary Committee
Second Offence	- Suspended Pending a Hearing before the Disciplinary Committee
Three Games	- Suspended Pending a Hearing before the Disciplinary Committee

\*\*\* Match Penalties assessed for either Deliberate Attempt to Injury, or Abuse of Officials, carry immediate suspension from all TCHL activities pending a hearing by the Disciplinary Committee to determine the appropriate action.

#### **4.13 Appeals**

- a) There is no appeal of a one-game suspension.
- b) An appeal of a two-game or more suspension must be made in writing within 48 hours of the finish of the game in which the incident occurred.
- c) The written appeal must be delivered to the Chairman of the Disciplinary Committee or the President, within the prescribed time limit.
- d) Complete details of the incident including any mitigating circumstances should be included in the written appeal.
- e) A hearing will be scheduled as soon as possible.
- f) A player or coach under suspension may not practice until the suspension is served in full, or overturned by the Disciplinary Committee or the suspension has been reduced

## **5 Rules and Regulations (Tyke Division only)**

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### **5.1 General**

The T.C.H.L. Rules and Regulations apply to the Tyke Division except where inconsistent herein, in which case these rules and regulations shall apply.

### **5.2 General Intent**

The Tyke Division is generally the first time that the children have played organized hockey. In many cases, children are learning to skate as well. Accordingly, it is important to the children, to their parents, and to the T.C.H.L. that the children's experience is a positive one (i.e. they have fun) while at the same time they learn skills such as skating, team co-operation and hockey fundamentals. Coaches must de-emphasize winning at all costs and show the children that this is a game which is to be played fairly and enjoyed by all. These rules are designed to eliminate some of the formalities in the older age groups and encourage a broader, more positive experience for these particularly young children. It is only with the encouragement, assistance and understanding of the parents, the Coaches, Referees, Convenors and all members of the T.C.H.L., that we can make the children first experience with the T.C.H.L. and hockey a positive one.

### **5.3 Fair Ice Time – see section 4.3**

### **5.4 Goalies**

Each team shall be provided with goalie equipment. The team should not have a designated goalie. It is expected that each team shall rotate their goalies so that all children equally experience goaltending. Even where one child wishes to play goalie, it is important the Coach ensures that all children develop their skating skills as well as their goaltending skills.

The Coach should do his utmost to ensure that over a number of games, all members of the team have had an equal amount of time playing goalie. As most players cannot raise the puck, the goalie is not permitted to lie across the crease unless a shot has already been taken (puck has left the shooter's stick), or the puck is in the vicinity of the net. The Referee may penalize the team if this is a regular occurrence, so Coaches must reinforce this rule with their goalies.

### **5.5 Coaches**

No Coaches are allowed on the ice during the games.

#### **Face-Offs / Referees / Penalties**

There shall be face-offs at the beginning of the three minute shift at centre ice. Thereafter, when play is stopped by the Referee (excluding goals), the Referee shall throw the puck into a corner. When play is stopped as the result of a goal the Referee shall throw the puck into a neutral part of the rink (which will generally be the opposite end of the ice from where play was stopped). The Referee shall do his utmost to do this fairly, however, if some minor unfairness occurs, this shall be accepted, without criticism, by all Coaches. Coaches should attempt to get their players ready for the FACE-OFFS as quickly as possible. Have your "next line" ready in advance. The Referee can proceed with the face-off even where all the players are not properly positioned, where the Referee, in his opinion, considers that there has been an inordinate delay in starting with the face-off. Referees will not call off-sides, icing, two line passes, etc. The Referee shall only call the most obvious of infractions. Generally, this will be limited to clearly deliberate infractions by the children such as tripping, hooking etc... The "goalie lying down" rule will also be called. However, the penalized team shall only play short handed for the balance of that three minute shift. The penalized child shall serve his entire penalty in the penalty box.

### **5.6 Additional Rules and Changes**

The T.C.H.L. Board of Directors may amend these rules or add to these rules at any time as the circumstances warrant.

## 6 Play-offs

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All TCHL teams qualify for playoff play. Standard format is for round robin between all teams within a division, except where the division is too large. In those cases a format will be decided by the VP House League or the President.

STANDINGS:

2 points for a win

1 point for a tie

0 points for loss

### 6.1 Tie Breakers:

IN THE EVENT OF A TIE, the tie will be broken according to the following (based on play-off games only) to be done sequentially until the tie is broken:

#### 2 TEAMS TIED

- Record between the 2 teams
- Higher % Goals For divided by Total Goals For and Goals Against
- Higher number of Goals For
- Fewer Goals Against
- Toss of a coin.

#### 3 TEAMS TIED

##### 3. Determine first place

- Higher % Goals For divided by Total Goals For and Goals Against
- Higher number of Goals For
- Fewer Goals Against
- Toss of a coin.

##### 4. Determine second place

- Record between the 2 teams
- Higher % Goals For divided by Total Goals For and Goals Against
- Higher number of Goals For
- Fewer Goals Against
- Toss of a coin.

#### 4 (or more) TEAMS TIED

- Higher % Goals For divided by Total Goals For and Goals Against
- Higher number of Goals For
- Fewer Goals Against
- Toss of a coin.

THIS WOULD BE DONE ONCE TO DETERMINE FIRST PLACE, AND AGAIN TO DETERMINE SECOND PLACE

## 7 Updates:

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- 2003-10-17: Added information to section 1.2.5 (a) regarding not removing a players helmet
- 2003-10-17: Revised Section 4.6 (d) replacing penalized with not penalized to correct typing error
- 2003-10-17: Revised Section 4.6 (a) to be from Tyke to Atom Divisions
- 2003-10-25: Added Rules 5.3 (j) & (k)
- 2003-10-25: Changed 4.2 to have Peewee division included in stop time
- 2003-12-10: Change to 4.3 & 5.3 Fair Ice Rules
- 2004-02-27: Added 4.3 rule regarding goaltenders are not allowed to be pulled with more than 2 minutes in game and rule regarding no double shifting during fair play
- 2004-02-27: Added 4.12 (l) that any player receiving six (6) minutes in penalties shall be ruled off ice for that game
- 2004-03-01: Added 4.2 Added running time rule for 5 or more goals in the last period
- 2008-06-09: Added rule 4.9 (a) regarding goaltenders during play-offs
- 2010-04-22: Added to rule 2.2.2 point 9 regarding correct team sweaters and socks
- 2010-04-22: Added to rule 4.8 regarding player call ups