

1. SEASON OF PLAY

Boys = Winter Season

2. LEVELS OF COMPETITION

Senior Level (Varsity) Boys, Open

3. ELIGIBILITY

The following classifications shall apply for **Senior BOYS' HOCKEY**:

A/AA	under - 951 students
AAA	951 and over

Note: School classification is based on enrolment on October 31st of the **PREVIOUS** school year.

Note: According to ARTICLE XV; Section 1, a team may opt to play at a higher classification if they declare their intention by the Declaration of Play deadlines.

The athlete's birth certificate indicates that **he has not reached his 19th birthday by January 1st** prior to the start of the school year in which the competition is held.

Note: No competitor is eligible for the OFSAA Hockey Championship whose name has appeared on a game sheet, after his local high school first regular season game, for a team in "A", "B", "C", Major Junior, Junior, Intermediate, Senior or GMHL divisions in any National and/or International Association, or any league deemed equivalent to "A", "B", "C". This includes any on-ice All Star or Showcase game organized by leagues/associations named in this clause. This rule applies to SOSSA and NRHSAA league and playoff games.

A Junior "B" or "C" 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 during the season after the Association's first regular season game. An emergency situation would not include an on-ice All Star or Showcase game organized by leagues/associations named above.

A team must conduct a 'bona fide' high school program consisting of seven (7) practices over a 3 month period [dry land and ice] under the supervision of a teacher as certified by the school principal.

A team must participate in the Association Championship or qualifying event. If neither is held, then the team must play in a minimum of six exhibition games.

4. ELIGIBILITY SHEETS

A copy of a signed NRHSAA eligibility sheet must be received by the Convener at least forty-eight (48) hours prior to each team's first league game.

5. GAME TIME

Game time is contingent to home school ice availability.

6. HOME SCHOOL RESPONSIBILITIES

- Provide and prepare minor officials (scorekeeper and timer).
- Use "NRHSAA" score sheets.

7. PAYMENT OF OFFICIALS

The officials will be paid at games. The home team will pay for all home games (including the playoffs). The visiting team is responsible for transportation costs to and from the competition.

If a gate is charged at an NRHSAA league or playoff game, then all expenses will be paid from the gate and then the rest will be divided equally between home and visiting team.

In the event a playoff game is played at a neutral site then the cost of the officials will be shared equally between participating teams.

8. REPORTING SCORES

The home team will report the score on the www.NRHSAA.ca website. The official score sheet must be received by the convener no later than 2 full school days following the competition.

9. OFFICIALS

All officials must be accredited.

10. OFFICIAL RULE BOOK

Zone policies first, then the OMHA - Official Rule Book FOR HOCKEY will govern Zone Hockey.

11. GAME FORFEITURES

The following policies are in place for game forfeitures:

- (1) Should a team forfeit a game with less than forty-eight (48) hours' notice, all costs associated with the game shall be charged to the forfeiting school.
- (2) Should a team forfeit a game, the forfeiting team will be given a loss as a result of the forfeit.
- (3) Should a team forfeit two (2) games during regular season play, the team shall be removed from the league and all points earned in games played against that team shall be removed from league standings.
- (4) A team that forfeits a game during the regular season loses all rights with regards to tie breaking procedures. (i.e. if the team is tied for third (3rd), the team will be relegated to fourth (4th) place).
- (5) A team that forfeits a playoff game shall also forfeit the right to play any further playoff games at the current or subsequent level of playoffs (i.e. when two (2) teams qualify for SOSSA). (April 2016)

12. LEAGUE FORMAT FOR NRHSAA BOYS HOCKEY

All sport schedules shall have NO more than twelve (12) league games in a season.

In team sports where standings are used to determine play-offs, the win/loss achieved against teams that drop out will be taken away (not added) to teams that are still yet to play them.

Effective October 2018: A TIER 2 Non-Contact hockey league will be offered in addition to the regular OFSAA bound hockey league. In the non-contact league, a minor penalty, or at the discretion of the Referee, a major penalty and a game misconduct penalty may be assessed to any player who intentionally body checks an opposing player. Where, in the opinion of the Referee, accidental contact has taken place, no penalty shall be assessed.

13. LEAGUE PLAY-OFF FORMAT FOR NRHSAA BOYS HOCKEY

Play-offs will be determined at the Conveners Individual Sport Body Meeting.

All playoff games are a single elimination game.

During hockey playoffs, the home team should book **two (2) hours** of ice time in order to try and prevent the implementation of arena curfew procedures.

All schools participating are to send a representative to the Conveners Individual Sport Body Meeting otherwise forfeit all rights for input in the league and play-off format.

Breaking a tied playoff game because of Arena Curfew before the end of regulation time:

(1) TIED PLAYOFF GAME:

If a playoff game is tied at a point ten (10) minutes before the arena curfew time, then the game will be stopped: there will be a five (5) minute sudden death overtime (straight time) period played. If a tie still exists then a sudden death shoot out will occur.

(2) NOT TIED AT 10 MINUTES before curfew BUT BECOMES TIED at curfew:

If a playoff game is **NOT** tied at a point ten (10) minutes before the arena curfew time, then the game continues. If the game is tied **AT** curfew then the winner will be the team ahead at a point ten (10) minutes before curfew.

Breaking a tied playoff game at the end of regulation time: (ie overtime)

1. All overtime is sudden death (i.e. the first goal scored wins the game).
2. All overtime periods are stop time.
3. If the game is tied after regulation time, then the teams will play one five (5) minute period of 5 on 5.
4. If the game remains tied after the first five (5) minute overtime period, then the teams will play one five (5) minute period of 4 on 4.
5. If the game remains tied after the second five (5) minute overtime period, then the teams will play one five (5) minute overtime period of 3 on 3.
6. Teams will continue to play five (5) minute periods of 3 on 3 hockey until a winner is determined.
7. If at any time an overtime game is within ten (10) minutes of arena curfew, the game will be stopped and a penalty shot system will be implemented.
 - (i) Total goals of a three (3) player pool from each team.
 - (ii) If still tied, the remaining players will take alternating shots until a winner is determined.

14. TIMING OF GAMES

- Games will have three (3) – fifteen (15) minute periods (stop time) OR until curfew, whichever comes first. There will be a flood between 2nd and 3rd period.
- In the last ten (10) minutes of the game with a “five (5)” or more goal spread, the clock shall run; and with three (3) minutes remaining in the game with a “three (3)” or more goal spread, the clock shall run.
- The referee has the option to stop a game at any time.

16. SUSPENSIONS

- A) The NRHSAA will annually adopt the OMHA Suspension List for infractions which occur in any NRHSAA league or play-off game. The OMHA Minimum Suspension List stipulates minimum suspensions. Additional suspensions may be imposed by the convener and/or the NRHSAA Board of Reference-Sanctions and Protests whenever conditions and circumstances warrant, i.e. with reference to Article XXIII of the NRHSAA Constitution, Section 1 – Ejection from Competition and Section 2 – Physical or Verbal Altercation. Minimum OMHA Suspensions will be imposed for any and all Misconducts (m), Game Misconducts (GM), Gross Misconducts (GRM), Pre or Post Game Altercations (PG) and Match Penalties. It will be the duty of the coach of the infringing team to notify the convener of any and all player ejections. The coach must identify the penalty in an e mail at the conclusion of the game and follow up by forwarding a copy of the game sheet to the convener. Please be aware that SOSSA and OFSAA may also implement further suspensions.

- B) **Ejection from competition:** When a player is ejected from a game, that player is not to leave the ice surface until met by a coach at the exit door. The coach is to walk the player to the change room.

C) Game Suspensions leading to a team removal from league play:

- Following a **one “game suspension”** (defined as a penalty which results in a player missing the next game [or more than one game) as the result of a game misconduct or match penalty due to unsportsmanlike behavior, as defined by the OMHA rule book], the high school administrator will receive a form letter from the NRHSAA Executive, through the sports coordinator, indicating the suspension as well as the progressive repercussions should more suspensions occur within that season.
- Following a team’s **third “game suspension”**, that team will be notified that it will be on a one year “probation” during the following season. Probation indicates that should that team incur three game suspensions once again, in the following season, said team will be removed from league play for the remainder of that season (forfeiting any rights to post season participation), and will not be permitted to participate in that sport in the season to follow.
- Following a team’s **fifth “game suspension”** within a season, that team will be removed from league play, effective immediately, and will not be permitted to participate in the following season.

If a player(s) is/are ejected from a league or play off high school hockey game, there will be an automatic 1 game suspension. (Refer to: Constitution page 22, Article XXIII - Section 1).

Constitutional sanctions (1-3-5 RULE) will be applied ONLY to the following GM, INS, AGG and GRM infractions as listed in the OMHA Manual of Operations.

GM	Fighting	
GM	2 nd Fight	
GM	3 rd , 4 th , 5 th into a fight	
GM	Leaving a Players' Bench or Penalty Box Coach who has the 1 st Player leave bench or Penalty Box	
INS	Instigator	
AGG	Aggressor	
GM	Checking from behind	Major & Game + 3 More Games
GM	High Sticking	Major & Game + 2 More Games
GM	Cross Checking	Major & Game + 2 More Games
GM	Slashing	Major & Game + 2 More Games
GM	Boarding / Body Checking	Major & Game + 2 More Games
GM	Elbowing / Kneeing	Major & Game + 2 More Games
GM	Charging	Major & Game + 2 More Games
GM	Discriminatory Slur	3 Games
GM	Trash Talking	2 Games
GRM	Travesty of the Game	3 Games
GRM	Obscene Gesture	3 Games
GRM	Removing Helmet	3 Games
GRM	Head Butt	Double Minor = 3 Games
GRM	Butt Ending	Double Minor = 3 Games
GRM	Spearing	Double Minor = 3 Games

ALL OTHER PENALTIES ASSESSED WILL NOT BE PART OF THE 1 -3 -5 RULING IN NRHSAA BOYS' HOCKEY.

17. TIE BREAKING PROCEDURES

These procedures shall be used when determining a play-off position when a league schedule leads to play-offs:

- (1) Record between tied teams;
- (2) Record against teams higher in the standings (1 above, then 2 above, etc.);
- (3) Record against teams lower in the standings (1 below, then 2 below, etc.);
- (4)
 - (a) Coin flip to determine playoff position only. The conveners will perform the coin flip. The school that is alphabetically highest will have "heads" in the coin flip. The convener will notify schools of the results.
 - (b) Playoff on a neutral field/court or a coin flip for home field will be conducted if both coaches agree, if it is to determine the final playoff position.
 - (c) In the event of a four (4) way tie, the conveners, in consultation with the NRHSAA executive and the schools involved, will determine a tie breaking procedure.

18. ZONE QUALIFICATION TO SOSSA

One (1) champion from each Zone will go to SOSSA.