

Victoria Village Hockey League



House League

Governing Rules, Regulations and Policies

Last Updated: 2019-09-26

Updated by: VVHL-dt

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1 DOCUMENT CHANGE HISTORY

<i>Date Changed</i>	<i>Section No.</i>	<i>Comments</i>	<i>Changed By</i>
Sept-2019	3.5 3.11 5.1.1 10.4 14.5 14.8	<ul style="list-style-type: none"> ➤ Revised Statement – Games and Schedules – rewording for clarity ➤ New Rule – limiting the number of goals a player can score in a game. ➤ Revised Rule – Penalty management in games where a buzzer is used to control shift changes. ➤ Revised Rule - Sweaters and Socks ➤ Revised Rule – Personnel allowed on players’ bench ➤ New participant requirement – Acknowledgment of “Rowan’s Law” 	DT

The change history will be populated with past years’ changes in the coming months.

2 MISSION STATEMENT

- To provide an organization wherein a youngster of any race, creed, sex or religion can compete under controlled conditions in a game of hockey with equality in (as close as possible) age grouping, training and participation time.
- To promote, govern and improve organized hockey within its operating area.
- To foster, among its members, supporters and teams a general community spirit.
- To maintain and increase, interest in the game of hockey.
- To exercise a general supervision and direction over the playing interests of the Players, Coaches and Executives with the emphasis on the enhancement of good character, sportsmanship and citizenship.

Putting “FUN” back into the game of Hockey.

3 GENERAL

House League games are governed by the rules of the Hockey Canada (HC) in their entirety, with such modifications that are imposed by the Ontario Hockey Federation (OHF) and/or the Greater Toronto Hockey League (GTHL).

The Victoria Village Hockey League (VVHL) can and will modify or insert additional rules and regulations that specifically meet the requirements of the league in keeping with HC, OHF and GTHL mandate. These additional rules and regulations are documented in the following sections.

In any dispute arising from interpretation and application of rules contained in this document, the decision of the VVHL Executive Committee is final.

From time to time, the VVHL may modify this document to meet the evolving needs of the league.

IMPORTANT NOTICE:

Historically, our hockey league has provided the opportunity for players to experience full ice games during our regular season and play-off weekend. However, due to recent directions from Hockey Canada and the GTHL, the House league experience for Tyke & Novice aged players may be altered.

This document will be updated once there is a clear direction on how these changes will affect our league set up.

3.1 Player Movement and Coaching Assignment

- Balancing of the divisions are normally reviewed after 3-4 games. In some cases, further player movement is required to address the evolving skill levels of the players in each division.
- The League reserve the right (as stated in the player registration material), to move Players throughout the season to ensure equality of teams. Coaches and team sweaters will be allocated after the teams have been set up.

3.2 Player Additions

- From time to time, Players register with the League after commencement of the schedule where ability is not known. However, best efforts will be made to determine a new player's

ability and skill level. The team on which the Player is placed is at the discretion of the League and is final.

3.3 Player Losses

- In certain cases, teams may lose Players due to injury, sickness, family relocation or quitting. To compensate, Players may be moved from another team.

3.4 Special Requests

- Players, Parents and Coaches on occasion specifically make requests to place certain players together as convenience due to transportation problems, etc. Although every attempt will be made to accommodate said requests, **no assurance is given**. One exception to this rule is: members of the same family play on the same team unless specifically asked otherwise by the family upon registration.
- Similarly, there are occasions when a request is made to not have a specific player on the same team as a registrant. Every attempt will be made to accommodate said request but again, no assurance is given.
- Special Requests are limited to one (1) request per registrant per season.
- **If team adjustments are required for balancing purposes, all players (with the exception of the Coaches & Sponsors children) are considered eligible for movement to another team.**
- Team officials are not permitted to recruit players or place players on his/her team. Players must be registered with the League before they will be assigned to a team.
- Players will be placed on teams based on the **VVHL Executive Committee's** evaluation of the skill of each player so that best efforts to balance teams can be made.

3.5 GAME TIMES AND SCHEDULES

- Starting times and teams for each game will be printed on a schedule and will be given to Coaches for distribution to Players and Parents. The schedule will also be posted in our Standings Case.

GAME ELIGIBILITY:

- Only Players registered with the League and listed on the game sheet are eligible to play. Players not registered within the Hockey Canada Registration (HCR) Database will be ineligible to participate within any Victoria Village Hockey League Program (House League, Hockey School or Select).

NOTE: A main objective of the League is for each Player to have equitable playing time. Coaches are reminded of this intent and periodic checks will be performed by the League to assure compliance.

3.6 PRACTICE TIMES AND SCHEDULES (All Divisions)

- A schedule of starting and finishing times for all practices will be provided either by printed (hard) copy or electronic format. These will be given to the Coaches for distribution to Players and Parents. An additional copy may be on display in the arena. To ensure that all teams receive their allotted ice time, it will be the responsibility of the Coach to remove the Players from the ice surface immediately upon completion of their practice time, thereby allowing the next team on.

NOTE:

- All players on ice must wear an approved helmet and neck guard for insurance purposes.
- All Coaches and Assistant Coaches on ice must wear an approved helmet for insurance purposes.
- Only Victoria Village Participants or recognized Team Officials are allowed on ice for insurance purposes.

3.7 GAME DURATION

- All games will consist of three (3) 15-minute running time periods.
- Tyke and Novice will utilize a 3-minute buzzer system to manage player line changes.
- Atom, Peewee, Bantam and Midget divisions will change on the fly.
- With the exception of the Tyke division, teams will change ends after each period.
- Stop time will be in effect during the last minute of the third period.

Once ice time has been started, the clock will not be stopped except:

- (1) As noted above during last minute.
- (2) Between periods.
- (3) By the Timekeeper's buzzer signifying an illegal substitution.
- (4) At Referee's and/or Timekeeper's discretion during game.

NOTE:

- If one team has a three (3) goal or greater spread on its opponent when the last minute of the third period is reached, NO STOP TIME WILL TAKE PLACE. The clock therefore will continue to run until the conclusion of the game. Should the losing team score a goal and reduce the three (3) goal spread within the last minute of play, the clock will be stopped.

3.8 PLAYER ABSENCE (from assigned House League Team)

- Any Player absent for three (3) consecutive games or practices without reason satisfactory to the League Executive Committee is subject to suspension. It is the Coach's responsibility to advise the League Executive Committee of such absence before the Player plays his/her next game.
- If a Player registered to a team:
 - ✓ Moves and is unable to continue in the League, or
 - ✓ Is injured or sick and obviously will not return for a great length of time, or
 - ✓ Quits altogether...
 - The Coach should advise the League Executive Committee. Under the above situation(s), the League will consider alternatives to restore the team affected to a competitive level.

NOTE:

- A Coach does not have the authority to refuse any substitute Player assigned to the team and must follow the rules as to fair ice time.

3.8.1 Players Returning from Injury:

- If a Player has been away under advice of a Medical Doctor, a medical certificate allowing the Player to play, must be given to the League Executive Committee, before the Player will be allowed to participate.

3.8.2 Select Player responsibility to the House League:

- Participating in the Select program is contingent upon active participation in the House League program, both games and practices. Should a player miss either games or practices without just or reasonable cause, a suspension from further participation in the Select program may be assessed. Coaches are to notify the League Executive Committee of any such absenteeism. The President or League Executive Committee shall determine the length of suspension.

3.9 PLAYER SUBSTITUTIONS

3.9.1 Players:

- Any Player for the next shift may replace an injured Player or a Player with equipment failure, and this will not constitute double shifting. Only if there are ten (10) or less Skaters may a Player of the previous shift replace an injured Player.
- No Player may play two (2) consecutive shifts if there are ten (10) or more Skaters. Consideration will be given in any division that incorporates the "ABC" system. This will ensure "ABC" system runs smoothly. i.e., 2 "B" line players are away.

3.9.2 Goalies:

- During Regulation Play:
 - The Goalie may be replaced by a skater at any time or times during the game but:
 - The Player replacing the Goalie must be the same skill level of the current line on the ice.
 - The Player on each substitution and cannot be from the previous shift unless the team has ten (10) or less Skaters.
- Substitution for Injured Goalie. (All Divisions)
 - An injured Goalie may be, replaced by any Player on the Goalie's team selected by the Coach. This is the only substitution allowed to the end of the game in which the injury is sustained.
 - If a substitute Goalie is required for subsequent games and the Coach desires a substitute other than from his/her own team, the Coach must and seek approval from League's Executive Committee.
 - The League Executive Committee would then arrange for another substitute Goalie from another team, in the Victoria Village Hockey League in either the same age group or the next younger age group.

3.9.3 The Use of Substitute or "AP" Players

- a) A player is expected to play solely for the house league team with which the player is registered. In the event, a team has fewer than ten skaters and/or no goalie, then an Association registered house league player(s) of the core age group or younger, may be added from another team, to bring said team up to a maximum of ten skaters and a goalie. A player thus added must be noted on the Game Sheet. Showing on game sheet as "AP".
- b) The 'borrowing Coach' must bring the player addition to the attention of the Convener on duty, the opposing Coach and the Timekeeper prior to the start of the game.
- c) The ability to borrow a player is not dependent upon the approval of the opposing coach.
- d) The Timekeeper, through the On-ice Official, shall check to ensure the opposing coach has been notified of any borrowed player(s) and shall initial the Game Sheet to this effect.
- e) A player may play a maximum of three such games in one hockey season. A player participating in more than three such games shall result in the forfeiture of the unauthorized game(s) by the offending team.
- f) **A Select/Select Calibre player may not be used as a substitute for a non-Select/Select Calibre player.**
- g) The overriding principle and intent of this rule is that the team substituting a player should not be improved because of the substitution.

3.9.4 Illegal Substitutes

- Must be brought to the attention of the Referee, who will notify the Timekeeper to stop time by the buzzer immediately.
- The Referee will advise the Coach of the infraction. Play will commence with a face-off at Centre ice.
- Any goals scored by the offending team during the time of the illegal substitution will be disallowed.

IMPORTANT NOTE:

- The onus is on each Coach to organize their lines and check Players' shifts to ensure that fair ice time is experienced by every player. In divisions where changing on the fly has not been instituted, "Short Bench Shift Sheets" must be completed prior to each game and followed by the coaching staff.

3.10 Player Points and Statistics

- In all divisions, for the purposes of player statistic, players will be awarded 1 point for each goal scored. Players will be awarded 2 points for every assist they make to a goal.
- Starting in the 2016-17 season, the individual scoring and assist awards will be replaced by the combined Total-Points Award. This award will be awarded to the player (in their age group) who accumulates the most goal and assist points in regular season play.
- Starting in the 2017-18 season, the league will be aligning the MVP award for all divisions. This will eliminate the play-off MVP for 2 divisions. Coaches will be contacted by the league executive for the selection the MVP of their division for the entire season by way of secret ballot.

3.11 Maximum Goals Per Game Rule – ALL DIVISIONS:

In the effort to support teamwork and promote player sportsmanship, we are instituting a rule that will limit the number of goals any one specific player will be awarded credit for (and recognized in the calculation of player goal totals and in the case of teams - tie-breaker points) during any single game.

This situation occurs rarely, but in keeping with our league's values, coaching staff are expected to play a major part in promoting sportsmanship and never to intentionally (or unintentionally) humiliate an opponent.

- Maximum Goals per Player within a single game:
 - A player will only receive credit for the first 3 goals they score in a game.
 - Goals scored by a player over the 3-goal limit will be disallowed and not be recorded or used in the calculation of player goal totals and in the case of teams' tie-breaker points.
 - When a goal is scored, the Timekeeper must quickly review the scoresheet to determine if the player has reached their limit. If the goal is over the player's limit (any goals after their 3rd), the Timekeeper must: Alert the on-ice official by a short buzzer and show 3 fingers (representing the number of goals already scored by that player)

- After a “Limit based goal is scored”, the face off will be in the neutral zone (either “off-side” dot of the defending team, at the official’s discretion).
- This rule will apply to All regular season and play-off games.
- This rule DOES NOT apply to Play-off overtime periods and shoot-outs.

3.12 Special Note Regarding Divisions with odd numbers of Teams:

- Divisions with odd numbers of teams present slightly different challenges when ensuring all teams play the same number of “meaningful” games prior to the playoffs.
- At VVHL, while rare, due to fluctuating registration numbers, there will be seasons when creating divisions with odd numbers cannot be avoided.
- For this reason, specific procedures are not placed in this document, but rather, if required, will be communicated to all coaches, players & parents well before the play-off weekend.

4 TYKE DIVISION

4.1 TYKE DIVISION - SPECIFIC RULES

4.1.1 General

- In the Tyke division we use the “A B C” line system to ensure that each team will have as equal as possible line match ups while playing hockey.
- It is based on “ABILITY NOT AGE”, in other words, regardless of age, a player could be placed on the “C”, “B”, or even an “A” line.

The following is a list of the basic rules for the “A B C” line format.

- a) All Coaches are to set their “A B C” lines by ability. It is recommended that a copy of your “A B C” lines be given to the opposing teams’ Coach.
- b) The game starts with each team’s “C” line Players on the ice. This allows the “A” line Players to be the last shift and finish the game.
- c) If an “A” line Player is away, you are to rotate ALL 5 “B” LINE Players to fill in.
- d) If a “B” line Player is away, you are to rotate ALL 5 “C” LINE Players to fill in.
- e) If a “C” line Player is away, you are to use the WEAKEST “B” LINE Player to fill in.
- f) Coaches are instructed to inform the opposing teams’ Coach of Players who are away and what their intentions are for the “A B C” line replacements.
- g) If there is an injured Player during ANY SHIFT and a replacement Player is required, the following shall apply: an “A” line Player is to be replaced with a “B” line Player, a “B” line Player is to be replaced with a “C” line Player and a “C” line Player is to be replaced with the weakest “B” line Player.
- h) If the Goalie is replaced for an extra Player on the final shift of the game, it is to be one of the “B” line Players and THAT “B” LINE PLAYER will remain out on the ice until the end of the game or until the Goalie is put back into the game. NO SWITCHING OF “B” LINE PLAYERS IN THIS SITUATION unless of course there is an injury to that “B” line Player.
- i) Any goals scored by an offending Team while an ineligible Player is on the ice, will be disallowed.
- j) Tykes do not change ends at the end of the period.
- k) There will be no icing called during a Tyke Series game (In the Tyke Division only), minor penalties will be one (1) minute in duration. Should the Player’s shift end prior to the completion of the one (1) minute, the penalty shall be considered as served and any remaining penalty time on the clock will be cleared.
- l) Regarding off-sides: The use of the “Arm’s Length” grace distance for calling off-side will be implemented at the referee’s discretion.

NOTE:

- The above list represents THE BASICS and the League reserves the right to add to this list at any time during the season to ensure that all games are played in the fairest manner possible.

4.1.2 Coaches on the Ice:

- One (1) Coach per team in Tyke series only will be allowed on the ice during the first few games of the season (to be communicated to the coaches).
- The Coach must stay between the blue lines (during Full-Ice games) except when necessary to position a Player for face-offs.
- The Coach must stay along the boards while the game is in progress as much as possible and must not interfere in the play or direct the Players in such a loud voice as to distract others.
- If a Coach continues to stray beyond the blue lines and/or interferes with play, a penalty shot MAY be awarded to the opposing team.

4.2 PLAY-OFF PROCEDURES

4.2.1 General Notice

- Due to the variability of play off schedules and game durations, the league reserves the right to modify the overtime procedure as required. This will ensure that the general Play Off schedule will be followed as closely as possible.

4.2.2 Regulation Time

- Teams must be ready to play 15 minutes prior to their team's scheduled start time.
- Each team will be allowed 1 - 30 second time-out.
- The last 2 minutes of the game will be stop-time, unless there is more than a 3-goal differential. In which case the clock will run until time has expired. Should the losing team score a goal and reduce the three (3) goal spread within the last 2 minutes of play, the clock will be stopped.

4.2.3 TYKE - Overtime Procedures

If the score is tied at the end of regulation play, there will be a 9-minute overtime period that will be divided into 3 shifts to determine the winner.

- The 9-minute running time overtime period will be divided into three shifts – “C”, “B” and, finally “A”.
- Shifts will change on the 3-minute buzzer just like regular time and regular A B C line rules will apply.
- If there is a winner after the full 9-minute overtime, then the game is over. If still tied after 9 minutes, then we go to shootout.

4.2.4 TYKE - Shootout Procedures

If the score is still tied at the end of the overtime period, there will be a Sudden Victory Simultaneous Shootout. 1 player from each team will line up at Centre ice and on the referee's command, shoot of the opposing goal - AT THE SAME TIME.

- Each round will consist of 3-C players, 3-B players, 3-A players.
- The C line will shoot first, then the B, and finally the A line players. The coaches decide the order of their shooters within each level.
- If there is no winner after the first round, the process is started over with new players (if possible).
- Coaches should arrange the shooters in shooter order on the bench to facilitate faster execution of the shootout.
- No player can have a second turn until all players on the team have had a turn.
- The team that scores first will be the winner.

5 NOVICE DIVISION

5.1 NOVICE DIVISION – SPECIFIC RULES

5.1.1 Serving Penalties

All regular penalty procedures and standards shall follow Hockey Canada rules except the following additions;

- When a player in a game using a shift buzzer receives a penalty, they shall go to the penalty bench to serve the assessed infraction.
- If the entirety of the penalty can be served during the current shift, no special rule modifications are needed. The player serves the penalty and then returns to the ice for the remainder of their shift.
- If a player receives a penalty and the shift buzzer sounds to end the shift, but the penalty is still on the clock, the referee will instruct the coach to keep a player from the next line on the player's bench due to time remaining in the previous shift's penalty.
- The referee will also advise the coach that the player in the penalty box will stay in there, until the completion of the penalty.
- Upon completion of the penalty, the player in the penalty box must skate directly to their bench and exit the ice surface. When this player gets to the bench the player that had been held on the bench, will now join their line for the duration of the scheduled shift.

NOTE:

- Each coach must ensure that any player that sat to miss part or all of their regularly scheduled shift due to a player in the penalty box **must not be selected a second time in the same game (if at all possible)**.
- A fair rotation between all players must always be maintained.

5.2 PLAY-OFF PROCEDURES

5.2.1 General Notice

- Due to the variability of play off schedules and game durations, the league reserves the right to modify the overtime procedure as required. This will ensure that the general Play Off schedule will be followed as closely as possible.

5.2.2 Regulation Time

- Teams must be ready to play 15 minutes prior to their team's scheduled start time.
- Each team will be allowed 1 - 30 second time-out.
- The last 2 minutes of the game will be stop-time, unless there is more than a 3-goal differential. In which case the clock will run until time has expired. Should the losing team score a goal and reduce the three (3) goal spread within the last 2 minutes of play, the clock will be stopped.

5.2.3 NOVICE - Overtime Procedures

If the score is tied at the end of regulation play, there will be a 6 minute - Sudden Victory overtime period that will be divided into 2 shifts to determine the winner.

- Shifts will change on the 3-minute buzzer just like regular time.
- Regular "Shift Change" and player eligibility rules will apply for the duration of the overtime period.
- As the overtime period is considered a new game, player rotation will be determined by 'restarting' the game according to the player order indicated on the game shift change chart. *For clarity, the players for the first shift of the overtime period will be the same as the first shift of first period the game.*
 1. The team that scores first will be the winner.

6 ATOM DIVISION

6.1 PLAY-OFF PROCEDURES

6.1.1 General Notice

- Due to the variability of play off schedules and game durations, the league reserves the right to modify the overtime procedure as required. This will ensure that the general Play Off schedule will be followed as closely as possible.

6.1.2 Regulation Time

- Teams must be ready to play 15 minutes prior to their team's scheduled start time.
- Each team will be allowed 1 - 30 second time-out.
- The last 2 minutes of the game will be stop-time, unless there is more than a 3-goal differential. In which case the clock will run until time has expired. Should the losing team score a goal and reduce the three (3) goal spread within the last 2 minutes of play, the clock will be stopped.

6.1.3 ATOM Overtime Procedures

If the score is tied at the end of regulation play, there will be a 5 minute - Sudden Victory Overtime period to determine the winner.

- The team that scores first will be the winner.
- The overtime period will be played "running time".

7 PEE WEE DIVISION

7.1 PLAY-OFF PROCEDURES

7.1.1 General Notice

Due to the variability of play off schedules and game durations, the league reserves the right to modify the overtime procedure as required. This will ensure that the general Play Off schedule will be followed as closely as possible.

7.1.2 Regulation Time

- Teams must be ready to play 15 minutes prior to their team's scheduled start time.
- Each team will be allowed 1 - 30 second time-out.
- The last 2 minutes of the game will be stop-time, unless there is more than a 3-goal differential. In which case the clock will run until time has expired. Should the losing team score a goal and reduce the three (3) goal spread within the last 2 minutes of play, the clock will be stopped.

7.1.3 PEEWEE Overtime Procedures

If the score is tied at the end of regulation play, there will be a 5 minute - Sudden Victory Overtime period to determine the winner.

- The team that scores first will be the winner.
- The overtime period will be played "running time".

8 BANTAM DIVISION

8.1 PLAY-OFF PROCEDURES

8.1.1 General Notice

Due to the variability of play off schedules and game durations, the league reserves the right to modify the overtime procedure as required. This will ensure that the general Play Off schedule will be followed as closely as possible.

8.1.2 Regulation Time

- Teams must be ready to play 15 minutes prior to their team's scheduled start time.
- Each team will be allowed 1 - 30 second time-out.
- The last 2 minutes of the game will be stop-time, unless there is more than a 3-goal differential. In which case the clock will run until time has expired. Should the losing team score a goal and reduce the three (3) goal spread within the last 2 minutes of play, the clock will be stopped.

8.1.3 BANTAM Overtime Procedures

If the score is tied at the end of regulation play, there will be a 5 minute - Sudden Victory Overtime period to determine the winner.

- The team that scores first will be the winner.
- The overtime period will be played "running time".

9 MIDGET DIVISION

9.1 PLAY-OFF PROCEDURES

9.1.1 General Notice

- Due to the variability of play off schedules and game durations, the league reserves the right to modify the overtime procedure as required. This will ensure that the general Play Off schedule will be followed as closely as possible.

9.1.2 Regulation Time

- Teams must be ready to play 15 minutes prior to their team's scheduled start time.
- Each team will be allowed 1 - 30 second time-out.
- The last 2 minutes of the game will be stop-time, unless there is more than a 3-goal differential. In which case the clock will run until time has expired. Should the losing team score a goal and reduce the three (3) goal spread within the last 2 minutes of play, the clock will be stopped.

9.1.3 MIDGET Overtime Procedures

If the score is tied at the end of regulation play, there will be a 5 minute - Sudden Victory Overtime period to determine the winner.

- The team that scores first will be the winner.
- The overtime period will be played "running time".

10 PLAYERS & PARENTS

10.1 EQUIPMENT

Players will not be allowed to play unless dressed in **ALL** the approved hockey equipment listed below:

- Current CSA approved protective helmet and full face, mask. (be aware that the placement of “decals, stickers or tape on helmets, may invalidate a potential insurance claim)
- Throat protector, (B.N.Q. approved only).
- Shoulder pads.
- Elbow pads.
- Shin pads.
- Gloves (hockey).
- Hockey pants or protective girdle and outer shell.
- Suspenders or belt for pants.
- Garter belt for socks.
- Athletic support and cup (jock or Jill).
- Skates.
- Hockey stick.
- Light T-shirt and long johns for under hockey equipment.
- Protective mouth guard. (RECOMMENDED)

For the Players' safety, and to make it more enjoyable for them, equipment should fit properly and not be too big. Saying "they will grow into it", especially their skates and helmet/face mask, may be dangerous to a Player's safety.

10.2 GOALTENDERS

- All Goalkeepers must wear CSA approved helmet and face masks.
- Chin straps must be fastened. Facial protection must be properly affixed to the helmet and extend down to the chin.
- A Goalie's own equipment shall not afford less protection than the equipment supplied by and available from the League. Acceptance of such substitute equipment by the League, DOES NOT imply that the League accepts responsibility for any failure of the equipment to afford protection.

10.3 SPECIAL EQUIPMENT RULES

- Facial protectors and helmets **MUST BE WORN AT ALL TIMES** to validate insurance claims.

- If a helmet, facial protector or neck guard becomes dislodged, the referee must blow the whistle, stop the play and direct the player to the bench for repairs.

10.4 SWEATERS and SOCKS

- Each Player will be provided with a team sweater and socks which are to be used throughout the season for games.
- During games, two (2) different colour socks are not permitted. A player must wear the sponsor uniform provided.

IMPORTANT DETAILS CONCERNING VVHL's REGULATIONS RELATED TO PLAYER UNIFORMS

- All Players must wear the supplied House League uniform during games.
- If a player is seen during warm-up who is non-compliant to this directive, the opposing team's coach can inform the referee who will direct the other coach to have the player change before their first shift or the team may be assessed a bench minor penalty.
- If a player is identified as non-compliant at any time before the end of the 1st period, the opposing coach can signal to the referee and a bench minor penalty may be assessed..
- Each team's coaches will share the responsibility for monitoring for violations.
- It will be at the Referee's discretion if a penalty will be assessed.
- There will only be one bench minor penalty assessed per team / per game.
- Players should bring it to the coach's attention if a sock or sweater has been lost. The league will provide information on how socks and sweaters can be replaced.
- **The cost of replacement may be incurred by the player if a suitable replacement cannot be provided by the League.**

Escalation:

- If a team is continually non-compliant to this directive, the coach will be asked to meet with the VVHL Executive to discuss why the situation is persisting on their team.
- If during the consultation with the coach, it is revealed that the same player continually is non-compliant to this directive, the parents will be requested to meet with the VVHL Executive to discuss how to best resolve the issue.

Annual Phase-in Period:

- During the exhibition game period of each season, players and teams will only receive warnings about non-compliant uniforms. Once the regular season commences, this rule will be enforced as per the guidelines stated above.

Player Movement:

- Any Player being moved to another team following evaluation day must return the sweater and socks to the old team before the Player will be issued the new team sweater and socks and assigned a position on the new team.

11 COACHES

11.1 COACH and ASSISTANT COACH RESPONSIBILITIES

- Each Coach is responsible for understanding the intentions of the League, the League rules, and the penalties for infractions.
- It is the Coach's responsibility to make the Players aware of all the rules and regulations.
- It's a prime function of each Coach to perform in an exemplary manner at all times and ensure that the Players conduct themselves in the same manner.
- The Coach is responsible for all League equipment loaned to the team and for its safe return at the conclusion of the season.
- Coaches must direct all questions to the League Executive Committee throughout the season on all concerns relating to the operation of their team or series.
- Coaches are also responsible to ensure properly completed, legible AND VERIFIED game sheets are in the hands of the Timekeepers a minimum of five (5) minutes before each game. Pre-printed stickers or labels are encouraged.
- The dressing rooms are left in a clean condition after each use.

11.2 Team Official Police and Vulnerable Sector Check

- All team officials (coaches and assistant coaches) must agree to submit to a Police and Vulnerable Sector Check. Instructions and guidance will be provided prior to the start of each hockey season.
- More information is available from the VVHL Coach Coordinator.

11.3 PRE-PLAYOFF COACHES' MEETING (TYKE Division)

- Prior to the playoffs, all Tyke coaches will meet as a group to re-evaluate the ranking of "A" line, "B" line and "C" line Players for the balance of the regular season and the playoffs. This is necessitated by the improvement of some Players throughout the season i.e. a "B" line Player at the beginning of the season may have improved to the level of an "A" line Player, a "C" line Player improved to the level of a "B" line Player etc.

12 LEAGUE OFFICIALS

12.1 LEAGUE EXECUTIVE COMMITTEE - RESPONSIBILITIES

- 1) Selecting the teams and Head Coaches.
- 2) Advising each Coach who the Players are on their team.
- 3) Advising Coaches when their team, play and practice.
- 4) Providing Timekeepers to run the clock and to ensure that other Officials carry out their duties properly.
- 5) Ensuring that completed game sheets are delivered to the League Statistician within 48 hours of each game.
- 6) Review division parity throughout the season, and, when necessary, consult with coaches to ensure equality of teams. (player exchanges may be part of this activity).
- 7) Interpreting rules and bringing them to the attention of Coaches, Referees, Timekeepers, etc.
- 8) Working with Coaches and Parents to resolve problems with any individual Player(s) that may arise.
- 9) Ensure that a welcoming gender diversity atmosphere is encouraged and supported.
- 10) Fully supporting Coaches, Referees, and other League Officials on matters of Player discipline, where warranted.
- 11) Responsible for adherence and interpretation of League rules. All questions arising at a game concerning League regulations will be settled by the League Executive Committee, who have final authority at the arena.
- 12) Dressing rooms have been properly assigned.
- 13) Issuing Goalkeeper's equipment from the storage room at the start of each season and in the case of an emergency and recording the issue with the Equipment Manager.
- 14) Pucks and first aid kit are on hand for each game
- 15) First aid (contacting Ambulance or Fire Department, if necessary).

12.2 TIMEKEEPERS:

- 1) Ensure that all games are started on time
- 2) Maintain constant communication with the in-ice officials.
- 3) Game sheets are completed accurately, neatly and are signed by respective Coaches.

12.3 REFEREES:

- 1) Obtain required certifications prior to the start of each season.
- 2) Obtain the required Police Vulnerable Sector Check (If required).

- 3) Once a game begins, the Referee is in complete charge. **Their interpretation and application of playing rules are not open to dispute BY "ANY" AUTHORITY.**
- 4) Provide clear directions to the Timekeeper for all on ice calls.



13 GAME CONTROL and DISCIPLINE

House League games are governed by the rules of the Hockey Canada (HC) in their entirety, with such modifications that are imposed by the Greater Toronto Hockey League (GTHL).

The Victoria Village Hockey League (VVHL) can and will apply rules and regulations that specifically meet the requirements of the league. These additional rules and regulations are documented in the following sections.

13.1 PLAYERS SERVING PENALTY TIME

1. In the case of offsetting penalties, both teams play 4 on 4 for the balance of the shift. At the shift change both teams play 5 on 5.
2. In the case of a major penalty, Player(s) must serve entire time in the penalty box regardless of shift change. The extra time shall be considered the penalized Player(s) next shift. The next shift where the penalized Player(s) would return to the ice, a substitute may be used to serve the balance of the penalty and then the substitute would return to the ice for the balance of the shift. The penalized Player(s) must wait until their next regularly schedule shift to return to the ice. (Refer to Player Substitution Rule i.e.: NO PLAYER MAY HAVE four (4) shifts until every Player plays three (3) etc.).

13.2 PENALTY TIMES - GENERAL:

Infraction Level	Standard Penalty Assessed
Minor penalty	2 minutes (1 minute in Tyke Series)
Bench Minor	2 minutes (1 minute in Tyke Series)
Major	5 minutes – No substitute
Misconduct	Player ruled off ice for ten (10) minutes of actual playing time, team does not play shorthanded - immediate substitution is allowed.

NOTE:

- Gross misconducts, game misconducts and 10-minute misconducts etc. are major penalties.
- Suspended Player(s) must be named on the next scheduled game sheet as serving the suspension(s).
- Suspension(s) incurred in House League must be served before Player, Coach, Manager, Trainer or other Team Official will be permitted to participate in any N.Y.H.L. Select Game. (Suspension(s) must be served in House League).

13.3 MULTIPLE OFFENCES:

1. Four (4) penalties in same game - GAME EXPULSION and Player should proceed directly to Dressing Room and stay clear of the player's bench for the balance of the game.
2. Three, (3) stick infractions in same game - GAME EXPULSION and Player should proceed directly to Dressing Room and stay clear of the player's bench for the balance of the game.
3. Two (2) majors in same game - AUTOMATIC GAME MISCONDUCT.
4. Second major in season for any of the following: Boarding, Roughing, Charging, Cross-Checking, High Sticking, Slashing or Hitting from Behind - GAME EXPULSION PLUS GAME MISCONDUCT AND AUTOMATIC ONE (1) GAME SUSPENSION.
5. Third major in season for 13.3 (4) above - INDEFINITE SUSPENSION PENDING DECISION BY HOCKEY COMMITTEE. Also, a letter will be sent to the Parent(s) notifying them of the situation, and possible repercussions.

It is the responsibility of each team official to ensure their players sit out the appropriate suspensions. When in doubt as to the relevant suspension, contact The VVHL President and Disciplinary Committee for clarification.

Refer to the GTHL Minimum Suspension website for more information:

<http://gthl.puckshaped.com/GTHL-Minimum-Suspensions>

14 ARENA CONDUCT

14.1 Profanity

- There are specific rules and penalties for this infraction in the rule book. Let it be emphasized that profane language HAS NO PLACE IN OUR LEAGUE. In the interest of all concerned, any Player, Coach, Official, League Official, or Spectator who feels above this ruling and continues the use of profanity WILL NOT BE ALLOWED participation with this League.

14.2 Drinking and Drugs

- Their use is strictly prohibited. Any Player, Coach, Referee, Spectator or League Official under the influence will be requested to leave the arena immediately.

14.3 Smoking

- Smoking is not allowed anywhere in the Victoria Village Arena. This arena is a “SMOKE FREE” facility. Anyone smoking in the Arena faces prosecution and are, subject to the prevailing fines for conviction.

14.4 Dressing Room Allocation

- Dressing room allocations will be prominently displayed. Please use the rooms assigned to avoid confusion.

14.5 Non-Playing Personnel on Bench

- Limit of, three (3) non-playing personnel per bench during games and must meet all Hockey Canada requirements.
- Non-playing personnel under the age of 18 must wear a helmet with a full cage/mask for insurance purposes.
- NOTE:

- In the event a temporary replacement for an absent team official is required (for a game/s), only individuals that meet all Hockey Canada's requirements will be allowed.
- See sections 13.2 & 13.3 for more information.

14.6 Boundaries

- **Only authorized personnel are allowed in the Referee's room and gondola.**
- Spectators must not go into the player's bench or the penalty boxes – NO EXCEPTIONS.

14.7 PARENT Harassment Course

- Our Governing bodies (the Greater Toronto Hockey League and the Ontario Hockey Federation) have mandated that at least one Parent from each household MUST take a new on-line course called "Respect in Sport" in order for their Child/Children to participate within any House League Hockey Program within the Province of Ontario.
- There is a one-time fee that is payable to the on-line facilitator and the funds are used entirely by the Governing Bodies at their discretion.
- We have been told that this 1-time fee covers the course and there currently is no expiration on the Course once taken.

This Course must be taken for us to complete the registration with Hockey Canada. You are kindly asked to take said course ASAP as your Child is prohibited to play (by Hockey Canada) without it.

To take the course, please visit: <http://gthlcanada.com/respect-in-sport-parent-program>

14.8 Rowan's Law Acknowledgment – Concussion Awareness

- **ALL participants are required to review and provide a signed "Ontario Hockey Federation Rowan's Law Acknowledgment Form" to the VVHL in order to be fully registered and permitted to participate in our league.**
- Forms will be available from the coaches at the start of the season.
- Participants need only complete the acknowledgment once. (If you review & sign it this year, and you return to play next year, you will not be required to provide another signed form).

15 REFUND POLICY

15.1 REFUND POLICY

The Victoria Village Hockey League receives numerous requests for refunds every season. Most are for justifiable reasons. However, there is an increase in situations where some Parents register a child in our league and use that registration position as a “place holder” while they remain on a waiting list with their preferred League/s or alternately decide to explore GTHL “A” level hockey as a last-minute roster addition.

In order to protect our league from the negative impact of this practice (and to ensure that our limited number of House League positions are made available to those that would wish to participate within the Victoria Village Hockey League), we have revised our Refund Policy effective April 15, 2016.

April to May 1: a \$100 fee will apply

May 2 to June 1: a \$200 fee will apply

June 2 to July 1: a \$300 fee will apply

July 2 to August 1: a \$400 fee will apply

After August 2: no refunds

The League reserves the right to review specific requests and may, at its discretion, revise these refund amounts.