

NIAGARA DISTRICT HOCKEY LEAGUE

BY-LAWS 09/10

1. MEMBERSHIP FEES

- [a] Yearly fees per team shall be set at the September meeting.
- [b] Team entries will be Novice to Juvenile.
- [c] Centres who have not remitted their annual fee on or before the regularly scheduled meeting date in October shall incur a late fee representing 10% of the annual fee. An additional 10% (total of 20%) of the annual fee will be levied if the outstanding balance is not remitted on or before the regularly scheduled meeting date in November. Teams failing to remit their annual fee plus the additional late fee on or before the regularly scheduled meeting in December will be suspended from further play until payment is made.

2. SCHEDULES

[a] The regular season League format shall consist of two (2) Divisions with Member Centre teams placed into the division based on their OMHA base classification for the upcoming season. The divisions shall be as follows:

- [i] Doherty Division - 1st Entry Teams
- [ii] Belcot Division - Minor and 2nd Entry Teams
- [iii] Robinson Division - All Juvenile teams

Note(1): A centre may request an individual team be placed in a lower division. This request must be made to the Executive no later than the August meeting.

Note(2): If five (5) or less teams are entered in a division as outlined above the Executive may place the teams into another division.

[b] The number of games played shall be 28 (26 in Juvenile). They shall be scheduled between September 24 (October 1 for Doherty Midget, October 8 for Robinson Juvenile) and the Sunday that is two (2) weeks prior to the date set by OMHA for completion of the preliminary rounds of the playdowns.

Note(1): No games shall be scheduled between December 24 and January 1

Note(2): Centres may elect at the August meeting to delay the start of their schedules to October 1

[c] The schedule shall be unbalanced with centres playing a minimum of 3 games against centres with the same OMHA Classification and a minimum of 1 game against all other centres in the division.

- [d] Each Centre shall provide the League at the August meeting a list of teams and icetimes they propose to enter for League play. Centres may remove teams from this list at anytime.

3.A RESCHEDULED GAMES

- [a] No group games may be postponed except in the case of an emergency and with prior approval of the Division Convenor and NDHL President. When a team desires to change the date of a game for any reason other than an emergency, the change must be requested a minimum of 15 days in advance of the scheduled date, and a mutually agreeable date arranged and communicated to the Division Convenor 15 days prior to the originally scheduled date.

NOTE: Inside the 15 days were both centres mutually agree to reschedule a game, they must provide immediate notice of reschedule date to appropriate convenor.

- [b] In addition, Centres cancelling games within a seventy-two (72) hour period for whatever reasons, sickness and suspensions, with the exception of last minute weather implications, will be subject to costs of staging a game, ie. Ice time and game officials. Enforcement of this rule will take place by League Officials, Convenors and Executive after an appeal has been brought forward by the affected centre. Such appeal must be received within seven(7) days of the cancellation.
- [c] Each centre shall no later than November 1st provide the appropriate convenor with a schedule showing that each of its teams have all games scheduled for the season.
- [d] Any team not completing the required number of games shall be suspended by the League effective the day following the date for completion of the schedule. A team wishing to appeal its suspension must do so within 48 hours of the date set for the completion of the schedule to the League Executive.
- [e] In case of adverse weather conditions the decision to reschedule a game will be made by contacting the following individuals in the order listed:
 - a. The Other Centre
 - b. OMHA League convenor, OR
 - c. OMHA Executive Member

3.B FORFEITS

[a] There shall be no forfeiting of games in the League except when a team is in violation of Regulation 8(1)(h) of the OMHA Manual of Operations. A team in violation of 3.A.b above will be required to forfeit the game by the League unless otherwise determined by the Executive on Appeal

[b] Any team forfeiting two(2) games per 3.A.b above shall be suspended immediately pending a hearing to be held by the League within seven(7) days.

4. EXHIBITION GAMES

An exhibition game permit is to be completed, signed, dated and faxed a minimum of twenty-four (24) hours to the proper division convenor prior to the game being played. Forms not received prior to the game being played will result in the Head Coach being suspended for one League game or playoff game.

5. TOURNAMENTS

A tournament game permit is to be completed, signed, dated and faxed by the centre attending the tournament to the OMHA convenor prior to the tournament. Forms not received by the proper division convenor prior to the tournament will result in the Head Coach being suspended for one League or playoff game.

6.A OMHA PLAYDOWN STRUCTURE

[a] The playdown format shall use the applicable schedule, as determined by the League Executive, from Appendix B as soon as the OMHA has determined its playdown structure and dates.

[b] The seedings shall be based on the League standings of each classifications on the date set out in 2[b] above for completion of the regular League season.

[c] All games shall be played in accordance with the OMHA Manual of Operations.

[d] Centres interested in hosting one or more division Tournaments shall inform the League at the August meeting.

[e] Fee for Tournaments shall be set by the League at the December meeting.

6.B LEAGUE PLAYDOWN STRUCTURE

- [a] The playdown format as set out in Appendix A shall be determined by the League at its Annual meeting at the end of the prior season.
- [b] No overtime will be played unless a winner has not been determined at the end of regulation play in the extra game of a series. Overtime periods shall be 10 minutes sudden victory and no more than three (3) overtime periods shall be played. If still tied another game will be scheduled.

7. LENGTH OF GAMES

- [a] The minimum game time is three (3) stop time periods totalling thirty-five (35) minutes of playing time. Centres should strive to provide sufficient ice time for the following length of playing times:

- a. Novice to Pee wee - 10-10-15
- b. Minor Bantam to Juvenile - 10-15-15

- [b] Every effort should be made NOT TO CURFEW League games by member centres.
- [c] All teams will be dressed and ready, ten (10) MINUTES prior to the scheduled game time. At the request of the game officials, both teams shall proceed to the ice.

*** The Zamboni must be off the ice and the nets are to be secured prior to stepping on the ice.

8. GAMES NOT PLAYED

Failure of any team to meet their commitment as per the schedule will result in the following action being applied.

If the visiting team fails to show for a scheduled game, the visiting team must compensate the home team for the cost of ice and officials. It is the responsibility of the home team to submit an accounting of the expenses and forward the same to the visiting team and the convener within seven(7) days of the scheduled game.

If the home team fails to show for a scheduled game, the home team must compensate the visiting team for traveling expenses to a maximum of five (5) cars at a rate of 25 cents per kilometer, both ways. It is the responsibility of the visiting team to submit an accounting of the expenses and forward the same to the home team and convener within seven days of the scheduled game.

Claims will become void if not received by the offending team within seven (7) days (postmarked) of the originally scheduled game. Accounts must be paid **or appealed** within fourteen days (postmarked) or the offending team could be suspended from further competition. The non-offending team must notify the convener of non compliance.

9. SUSPENSION

There are three types of suspension to deal with:

- [i] Automatic suspension
- [ii] Match penalties
- [iii] Suspension incurred by players or team official before or after a game.

[i] Automatic Suspensions

These are suspensions that happen during a game and are outlined OMHA Rule #49. It is the responsibility of the team officials to see that all suspensions are dealt with properly. Failure to do so shall add two (2) games to players suspension and three (3) games for the coach (added to any suspension coach has received).

[ii] Match Penalties

All match penalties are marked on game sheet. The convenor will investigate match penalties with the referee before assessing the proper number of games. The Executive Member may call for a hearing and have all participants appear before a decision is handed down. Only suspensions of six (6) or more games may be appealed.

[iii] Suspension before or after a game

These are suspensions usually assessed due to failure to start a game, or from removing a team from the ice for some reason. These result in the immediate suspension of the coach and team officials involved. They are suspended until a hearing can be set up.

Carry Over Suspensions

Suspensions not served by the end of the playing year will be required to be served at the start of League play in the next year. Convenors will provide each centre a list of the carry over suspensions prior to the start of the season.

Forfeited Games

A player/team official of the team that receives the benefit of the forfeited game shall have one game applied against their outstanding suspensions.

The player/team official of the team that forfeits the game shall not have a game applied against their outstanding suspensions.

10. 10. **STANDINGS**

When standings are required to determine playdowns matchups and/or playdowns schedule when a round-robin is used, in the event of a tie in total points the standings will be arrived at as follows:

If two teams tied:

- [i] play between/among teams tied. If tied;
- [ii] the goal average of a team as determined by adding the total goals for to the total goals against and dividing this total into total goals for. The higher percentage winning the higher position. If tied;
- [iii] most wins. If tied;
- [iv] lowest penalty minutes. If tied;
- [v] coin toss.

If three or more teams tied

- [i] play between/among teams tied if each has played all teams in the tie breaker equally. If tied or not applicable;
- [ii] the goal average of a team as determined by adding the total goals for to the total goals against and dividing this total into total goals for. The higher percentage winning the higher position. If tied;
- [iii] most wins. If tied;
- [iv] lowest penalty minutes. If tied;
- [v] coin toss.

NOTE: If as the result of applying the tiebreakers the number of teams is reduced to two(2) then the next tiebreaker shall revert back to the two team format starting at [i].

11. **TEAM COLOURS**

All teams will conform (where possible) to two (2) sets of sweaters and will wear light colours for home games and dark colours for away games. However, if there is a conflict, home team will change. The referee's decision in this matter is final.

12. **GATE FEES**

There will be no gate fee charged during any League game. For League playoff games where OMHA Convener appointed referees are used, then a maximum of \$3.00 for adults and \$1.00 for Seniors and Students may be charged. A maximum of \$3.00 for Adults and \$1.00 for Seniors and Students will be charged for OMHA games involving NDHL teams only. No gate will be charged for Tournament games.

13. **REFEREES**
[a] All referees for scheduled games and League playdowns, other than semi-finals and finals, are to be appointed by the Home Town as per OMHA regulations. For the semi-finals and finals of League playdowns, referees will be appointed by the OMHA convenor unless both centres involved mutually agree otherwise. This must be noted on the series contract.

[b] Rate for referees when appointed as per OMHA regulations.
14. **SHAKING HANDS**
The shaking of hands shall be done as outlined in Hockey Canada's "Fair Play Initiative".
15. **LEAVING ICE**
At the completion of the game, the HOME team will go to their bench area while the visiting team leaves the ice surface. When the visiting team has vacated the ice surface, the home team will then leave.
16. **AFFILIATION**
Centres within the NDHL will adopt the "19 specially affiliated player" method of affiliation as per the OMHA Manual of Operations.
17. **MISSING MEETINGS**
[a] Each Centre shall have on deposit an amount of \$500 as security deposit for meeting attendance.

[b] The NDHL Treasurer shall deposit the security cheque of each centre in the NDHL bank account upon receipt.

[c] Centres will be charged for missed meetings in the amount equal to \$50 for each meeting missed and \$100 for missing the AGM.

[d] Each Centre shall no later than the September meeting provide to the NDHL Treasurer a cheque for the missed meetings of the prior season as set out in [c] to return the security deposit to \$500.

[e] Centres that do not have a security deposit of \$500 on deposit with the League by the date indicated in [d] shall not be in good standing until such payment is received.

[f] Centres which apply to become full members of the NDHL shall provide the security deposit no later than the September meeting of their first season in the League.

- [g] Centres which cease to become members of the NDHL shall upon request, have their security deposit less amounts owing from [c] above returned to them by the Treasurer.