

POLICIES and PROCEDURES MANUAL



OMHA-AAA POLICIES and PROCEDURES MANUAL

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MISSION , VISION and VALUES STATEMENT

Mission

OMHA-AAA provides supportive leadership for a rewarding hockey experience for all players and participants through exceptional programming while maintaining a positive, inclusive environment.

Vision

We will build League initiatives & programs allowing players and coaches to focus on skill & character development while fostering a strong sense of community. We will be the AAA minor hockey of choice.

Values

Our core values include Sportsmanship, Communication, Respect, Partnership, Cooperation, Development & Teamwork

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1. GENERAL ADMINISTRATIVE POLICIES and PROCEDURES

1.1 GENERAL PROVISIONS

The League specifically adopts the rules governing the OMHA and all disputes will be resolved by reference to those rules unless these policies and rules have specifically dealt with that issue, in which case these policies shall govern.

1.2 AMENDMENTS TO POLICIES and PROCEDURES

- a) Any changes, additions or deletions to the Policy Manual may be brought up at any monthly meeting, without notice.
- b) Unless the proposed change is of an urgent nature or does not require local Board discussion or approval, as agreed by all present, the proposed change(s) will be documented in the minutes and centres will be allowed to present the proposed changes back to their respective Boards to discuss.
- c) Voting to adopt the proposed changes will follow in the next league meeting, and a simple majority of the voting members present will pass the changes, additions or deletions.

1.3 ENTRY REQUIREMENTS

- a) All Members must provide their list of teams and their home ice times to their prospective Conference Secretary by June 15th to allow the Conference Scheduler to prepare each team's scheduling forms.
- b) Acceptance by the League of any entry automatically binds the participating team, its officials and players to comply with the Conference By-laws and Policies and to accept the decisions of the Conference Board.

1.4 MEMBERSHIP FEES

- a) League Fees will be set no later than the Conference's August meeting annually; based upon the approved League budget. The league will set a budget for League events including Crossover Events, other Special events and the OMHA U18 All Star game. Associations hosting League events must provide a budget to the League President no later than the end of May.
- b) Conferences will issue invoices to Associations based on the approved League and Conference budgets. Payments are payable to Conferences as per the invoices. All fees, fines or any other assessments approved by the Conference Board must be paid within 30 days from the date of billing or are subject to a 10% penalty on all payments made after that date and a 1.5% per month late fee thereafter.
- c) If a Centre has invoices, fees, or fines payable to the Conference or League which have been outstanding for more than 90 days, the participation of teams from those Centres will be suspended as per the Conference By-Laws.

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1.5 MEETING and EVENT ATTENDANCE

- a) Member Centres have an obligation to attend and/or participate in all Conference meetings and sanctioned events. Fines will run on an annual basis from June to May of the subsequent year i.e., Conference fiscal year.
- b) Unless otherwise determined by the Board, member centres shall be levied a \$50 fine for a delegate missing a regularly scheduled meeting, the Annual Meeting or League/Conference event as determined by the League. Each centre will be permitted to miss one meeting per year without a fine being assessed. Absences due to extreme weather conditions will be considered by the Board.
- c) A subsequent absence will result in a \$100 fine. Each absence after that will result in a fine increase of \$100, to a maximum of a \$500 fine per meeting.
- d) Any Centre missing 3 consecutive meetings will be deemed "Not in Good standing" and may be suspended from further play until all fines are paid in full.
- e) Member Centre players, coaching staff or executive/volunteers not participating in League sanctioned events such as the U16 Showcase, Conference U18 All Star game, OMHA U18 All Star game, or other League events as determined by the Board, may be levied a fine of up to \$300 and/or a suspension, to be determined by the Board.

1.6 APPEAL FOR DISCIPLINARY ACTION

- a) Any team or person, subject to disciplinary action by the Conference, shall have the right to appeal the decision to the OMHA executive. The final decision of the OMHA shall be binding on all concerned.
- b) Appeals must be made in writing to the appointed Conference's OMHA Regional Director with copies to the Conference Secretary and President and League President.

2. GAME RELATED POLICIES AND RULES

2.1 SCHEDULE FORMATS

- a) The League Season Dates schedule which includes regular season, playoffs and special events shall be decided by the Board no later than August 1st in each year.
- b) The regular season will consist of a balanced schedule (best efforts) of anywhere from 30-36 games. There may be differences in number of games by Division and Conferences
- c) Each member centre shall ensure sufficient and proper ice to complete their scheduled games before the end dates designated by the League, in each age group. No regular league game shall remain unscheduled after December 31 in any year unless cancelled after that date due to weather or other unforeseeable circumstances.
- d) All League games must be completed for teams to enter Playoffs.
- e) All teams are allowed 3 tournaments during regular season play. Tournaments must be copied to the Conference Schedulers website no later than July 15th. Exceptions will be considered for U18 teams. Early Bird and Christmas tournaments (Dec 24-Jan 02) do not count towards the 3 allowed tournaments.

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- f) Each member centre is required to comply with the minimum ice time allocations for games set out in Appendix "A" to these Policies and Rules.

2.2 SCHEDULING of GAMES

- a) The Conference Schedulers will facilitate a program to develop the schedules for the upcoming season during August.
- b) Games shall not be scheduled earlier than 6:30 PM on weekdays and 11:00 AM on weekends, unless otherwise mutually agreed, and in any event no game shall be scheduled to start after 9:30 PM.
- c) All games shall be scheduled or arranged during the August league scheduling initiative. Game schedule changes can only be made by the Association Ice Scheduler or the Member Centre representative (primary or alternate). The centre requesting the change must obtain agreement from the opposing centre via email. Once agreement has been reached the confirming email is to be forwarded to the Conference Scheduler for approval prior to updating The One DB.
- d) Schedulers are to do their absolute best efforts to have a balanced schedule so they play teams equally throughout the season. Back to back games are highly discouraged and may be changed by the League. The only exception would be double header games that involve long travel distances.
- e) Prior to the opening of the August Conference scheduling process the East Scheduler will arrange for Kingston and Quinte to schedule their Home games with Barrie and North Central and vice versa. The West scheduler will allow Grey Bruce advance scheduling with Southern Tier. This is in recognition of the travel involved.
- f) No other games will be allowed to be scheduled prior to the opening of the League scheduling period.

2.3 CANCELLATIONS DUE TO WEATHER

- a) Games may be postponed or rescheduled due to bad weather. It is the travelling team's decision to cancel or postpone a game. The Conference convener and the home ice scheduler must be notified by the travelling teams Ice scheduler. It is the Home Ice schedulers responsibility to notify the home team officials of a decision to cancel a game due to weather.
- b) Games cannot be cancelled more than ninety (90) minutes prior to the expected departure of the travelling to the Host Centre.
- c) If a game is cancelled due to weather conditions during League Playoffs the round robin will continue and the game will be rescheduled during the Round Robin time period.

2.4 COSTS of CANCELLING GAMES

- a) In the event that a game is not played due to the absence of referees or ice conflicts and the visiting centre has travelled to the game, the home centre will cover travel expenses up to a maximum of \$500.00 at the discretion of the Board. Cost will be determined based on mileage for 9 vehicles at the mileage rate in OMHA Regulation 18.6.
- b) Events outside of the Home Centre's control are not covered by this provision.

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2.5 RESCHEDULING of GAMES

- a) When a Centre/Zone wishes to change the date of a game for any reason other than an emergency, the change must be made a minimum of fourteen (14) days in advance of the scheduled date to a mutually agreeable date prior to that originally scheduled. The Home Team Ice Scheduler is responsible for posting the game change online within twenty-four (24) hours of the initial change.
- b) The decision to cancel or reschedule a game to another date will be made as soon as possible, by contacting the Ice Scheduler in each Centre.
- c) If a mutually agreed upon cancellation or reschedule date cannot be decided by the two Ice Schedulers, the Conference Scheduler shall arbitrate.

2.6 FORFEITS

- a) There shall be no forfeiting or defaulting of games in the League.
- b) For games where a team fails to show through no fault of either one of the teams, a new game will be rescheduled.

2.7 REFUSAL TO PLAY

- a) In any application of Hockey Canada Rule 10.8 Refusing to Start Play, the person registered in that game as the Head Coach shall be immediately suspended until the matter has been reviewed by the OMHA and an ultimate decision rendered.
- b) The Team Officials and /or players of the team may be suspended for one year or more.

3. GAMES and GAMES STRUCTURE

3.1 GAME STRUCTURE

- a) Game lengths, required rests/floods and minimum playing times for games have been set by the League for all age divisions per **Appendix A**.
- b) All games are to begin with fresh flooded ice.

3.2 REGULAR SEASON OVERTIME (U15-U18)

- a) During regular-season games, if at the end of the three (3) regular periods the score is tied, each team shall be awarded one point in the League standings.
- b) The teams will then play an additional overtime period of five (5) minutes stop time, with the team scoring first declared the winner (sudden victory) and being awarded an additional point.
- c) The overtime period shall be played with each team at a numerical strength of three (3) skaters and one (1) goalkeeper. The overtime period will commence immediately following a one (1) minute rest period during which the players will remain on the ice. The teams will not change ends for the overtime period.
- d) Goalkeepers may go to their respective players' bench during this rest period. Penalized players must remain on the penalty bench. Should a penalized player exit the penalty bench during this rest period, he shall be returned immediately by the officials with no additional penalty being assessed, unless he commits an infraction of any other rule.

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- e) A team shall be allowed to pull its goalkeeper in favour of an additional skater in the overtime period. However, should that team lose the game during the time in which the goalkeeper has been removed, it would forfeit the automatic point gained in the tie at the end of regulation play, except if the goalkeeper has been removed at the call of a delayed penalty against the other team. Should the goalkeeper proceed to his bench for an extra attacker due to a delayed penalty call against the opposing team, and should the non-offending team shoot the puck directly into their own goal, the game shall be over and the team that was to be penalized declared the winner. Once the goalkeeper has been removed for an extra attacker in overtime during the regular-season, he must wait for the next stoppage of play before returning to his position. He cannot change “on the fly.” If he does, a bench minor penalty shall be assessed for having an ineligible player.
- f) Any overtime period will be considered part of the game and all unexpired penalties will remain in effect. The following chart explains the number of players that would start the overtime should a team have a penalty (penalties) unserved at the end of the 3rd period.

g)

Player(s) with unserved penalty at end of game	# Players on penalized team for OT	# Players for unpenalized team for OT
1 player in box	3	4
2 players in box	3	5
1 per team	3	3
2 per team	3	3

- h) Once player strength reaches 4 on 4 or 5 on 5, at the next stoppage player strength is adjusted to 3 on 3 or 4 on 3 as appropriate.
- i) At no time will a team have less than three players on the ice. This may require a fourth and/or fifth skater to be added in the event penalties are assessed. i) If a team is penalized in overtime, teams play 4 on 3. If both teams are penalized with minor penalties at the same stoppage of play (with no other penalties in effect), teams will continue to play 3 on 3.
- j) In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team will be permitted five (5) skaters. At the first stoppage of play after a penalty is no longer in effect, the numerical strength of the team will revert back to either four (4) skaters on three (3) skaters or three (3) skaters on three (3) skaters when both penalties have been served.

3.3 CURFEWS

- a) A game may not be curfewed, that is play stopped, unless the minimum playing time as defined by OMHA minimum game length has been played (30 min).

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- b) When a curfew is to be imposed, it must be noted on the game report prior to the official signing of the report and the referee shall ensure that an official from each team initials acknowledgement of the curfew.
- c) Associations that have multiple curfewed games will be dealt with by the League in an appropriate manner to ensure these instances do not further happen.
- d) If a team believes it has been improperly curfewed, a protest may be filed per the Protest Procedure in **Appendix D**.

3.4 TEAM COLOURS

- a) All teams will conform to two (2) sets of jerseys and will wear **DARK** colours for home games and **LIGHT** colours for away games. If there are conflicting colours, Teams are expected to communicate prior to the players taking to the ice.
- b) Teams will add their Conference patches to the jerseys. Sewn on or sublimated patches are acceptable.
- c) Teams should bring both sets of jerseys to Special Events.

3.5 END of GAME PROTOCOL

- a) At the completion of the game the home team shall go to their bench area while the visiting team leaves the ice surface.
- b) Once the visiting team has left the ice the home team may also leave upon a signal from the referee.

3.6 REFEREES

- a) All member centres shall provide properly qualified referees for their home League games in accordance with OMHA requirements.
- b) Whenever possible centres shall provide referee systems as follows:
 - U9, U10, U11 and U12 2 referee system
 - U13 and U14 3 official system
 - U15, U16 and U18 4 official system
- c) Home ice officials for Conference playoffs shall be used.

3.7 TIMEKEEPERS

- a) The home centre is responsible for providing qualified timekeepers for all games who have knowledge of time clock operation, penalty coding and use of the electronic game sheet.

3.8 TIME-OUTS

- a) Each team will be allowed one 30 second time-out per game in all regular season and playoff games. There is no additional timeout in OT(**Appendix A**)

3.9 SUBMISSION of GAMESHEETS

- a) The League has adopted the use of electronic game sheets (GSI) for all League, Playoff and exhibition games.
- b) The home team is responsible for providing the ipad for games.

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- c) Game sheets must be checked promptly after each game. If there are any errors on the sheet, immediately have the manager discuss with the referee. If the referee is unavailable, then contact your Centres' representative and they may contact the Convenor to investigate. Teams should not contact the Convenor directly.
- d) The home team is responsible for uploading the game sheet immediately following completion by the on ice officials. If there is no Wi-Fi in the arena the game sheet may be uploaded either using a cell phone as a hotspot or when the manager returns home. In any event game sheets must be uploaded within 12 hours of the completion of the game.
- e) Failure to upload the Game Sheet within 24 hours after the completion of the game will result in a \$50 fine. Fines will increase by \$50 per instance for repeat offending teams.

3.10 STANDINGS (REGULAR SEASON)

- a) The first-place team in each division at the end of the regular season play will be declared the Conference Champion and awarded the Championship Trophy.

3.11 STANDINGS (PLAYOFFS)

- a) The top two teams from each playoff group will represent the Conference at the OMHA Championships. The tie breaker rules will apply to the rankings as above in League play. The 4 teams will be ranked as per their Conference season ranking going into the OMHA Championships.
- b) The Round Robin Groups for Playoffs may be found in **Appendix C**

3.12 TIE BREAKER PROCESS

- a) Tie breaker rules for League play and Round Robin Playoffs are found in **Appendix B**

3.13 PROTESTS (League Play and Playoffs)

- a) The purpose of a game protest is not to re-referee a game. Hockey Canada Playing Rule 5.1 (c) reads: "A Referee shall have full authority and the final decision in all matters under dispute. Their decision shall be final on all questions of judgement and not subject to appeal."
- b) All protests shall be filed with the Conference Secretary, Conference President, League President and the League Representative of the Opposing team within forty-eight (48) hours of the starting time of the game in question.
- c) A protest fee of one hundred and fifty dollars (\$150) will be charged and only returnable if the protest is won.
- d) The protest must be in writing and shall set out the rules and regulations, supported by evidence. It must be signed by the coach, manager and League Representative of the protesting teams Centre.
- e) A defence of protest must be filed within thirty-six (36) hours of notification of protest. A defence fee of one hundred (\$100) will be charged and only returnable if the defence is won.
- f) The defence must be in writing and signed by the teams Coach, Manager and the League Representative of the Centre.

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- g) The protest committee is to consist of three (3) League Executives or alternatives at the President's discretion in the event of a conflict.
- h) Matters that may be protested are found in the OMHA Manual Policies & Procedures including a) A game officials rule application which in the opinion of the aggrieved team may be incorrect and may have given the opposition team a distinct advantage and b) A violation of any OMHA, OHF or Hockey Canada rule, regulation or policy deemed to have had a significant and legitimate effect on the outcome of the game.
- i) A protest on a game officials' discretion and judgement of rules will not be considered, unless it is a clear misapplication of a rule.
- j) The decision of the Protest Committee shall be communicated forthwith to the Centre representatives within 72 hours of the hearing and a record shall be kept of the protest.
- k) Failure to comply with the above could result in the protest or the defence being declared null and void.

4. REGULAR SEASON and PLAYOFF FORMATS

4.1 SEASON DATES

- a) League regular season and playoff end dates will be established by working backward from the OMHA AAA championship dates.
- b) Drafts will be provided by the League to the Conferences as soon as possible. Drafts will be sent and are subject to change until the OMHA Championship dates are set for the end of the season.

4.2 REGULAR SEASON FORMAT

- a) Conferences will set the number of Regular Season games for each of their divisions.
- b) No less than 30 regular season games will be played and a maximum of 36 games for all Divisions.
- c) When possible, Conferences are encouraged to have a balanced schedule where teams play each other an equal amount of times.
- d) If a balanced schedule is not feasible, Conferences should have a mechanism where the extra games played against opponents is spread out evenly throughout the years.

4.3 PLAYOFFS

- a) All playoffs are round robin style with home and away games.
- b) See **Appendix C** for determining the Round Robin Groups
- c) In the event of a tie after regulation time, there will be a three (3) minute rest and teams will play one ten (10) minute sudden victory overtime period. The overtime period shall be played in every playoff game when the teams are tied at the end of regulation time. Teams will not change ends for the overtime period. Teams losing in OT will be awarded one point. (ie. OTL)
- d) In the event that at the end of a round robin playoff series, two or more teams are tied for a position which determines who advances to the OMHA AAA championships the tie breaking process documented in **Appendix B** will determine the final positions
- e) Game officials for all Playoffs will be assigned by the Home team.

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- f) Game lengths and Official numbers are determined by **Appendix A**.

5. SPECIAL EVENTS

5.1 CROSSOVER SHOWCASES

- a) The League will hold Crossover events for the divisions of **U15**, **U16** and **U18**, where the Conferences will play against each other. (East vs West). These events will be shown in the Season Dates sheet and set no later than the August Conference meetings.
- b) The League will determine on a year to year basis where the events will be held, with preferably a mix of East and West venues.
- c) Teams will play 2 games at each event, unless otherwise noted.
- d) Host Centres will provide budgets to the League for the Crossover events including Ice Cost, Facility room rentals and Timekeepers costs. OMHA-AAA and OMHA Executives will arrange Referees for the events.
- e) The League will determine if the games will or will not be included in the Regular Season standings.
- f) Team attendance at the Crossover events is mandatory.

5.2 U18 ALL STAR GAMES

- a) Each Conference will host a Conference U18 All Star game from which they will choose an East and West U18 All Star Team
- b) The League will choose a venue for the hosting of the OMHA-AAA U18 All Star Game where East will play the West.
- c) These 3 dates will be black out dates for regular season games for the prospective Conferences (Conference U18 All Star games) and the League (OMHA-AAA U18 All Star Game).
- d) The method of picking the players and staff is found in **Appendix D**.

5.3 CONFERENCE SPECIAL EVENTS

- a) Conferences will be provided the autonomy to create their own special events such as their own Showcase weekends. E.g. U15 or U16 Showcase weekends where all teams come together at one venue to play regular season games.
- b) These events cannot interfere with League events and must be presented on the Season Dates sheet for the League.

5.4 SPECIAL STATUS EVENTS

- a) Events that may occur during playoffs that have been designated with special status are the Quebec Peewee tournament (U13), the Ontario Winter Games (U14) and the Canada Winter Games (U16)
- b) These are the only events that teams or players may consider to attend during playoffs.
- c) The Conferences will make reasonable efforts to accommodate teams and players attending these events by altering playoff schedules to the extent possible while keeping in mind the impact on their fellow competitors.

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APPENDIX A: GAME INFORMATION

Divisions		Regular Season Game	Round Robin Playoffs	OMHA Championships
U10 - U12	# officials	2	2	2
	Warm up (min)	3 - 5	3 - 5	5
	Period Lengths (min)	10-15-R-15	10-15-R-15	10-15-R-15
	Time Outs	1-30s	1-30s	1-30s
	Overtime		1- 10 min, 5 on 5	
U13 - U14	# officials	3	3	3
	Warm up (min)	3 - 5	3 - 5	5
	Period Lengths (min)	15-15-F-15	15-15-F-15	15-15-F-15
	Time Outs	1-30s	1-30s	1-30s
	Overtime (U14)	1- 5 min, 3 on 3	1- 10 min, 5 on 5	
U15 - U16	# officials	4	4	4
	Warm up (min)	3 - 5	3 - 5	5
	Period Lengths (min)	15-15-F-20	15-15-F-20	15-15-F-20
	Time Outs	1-30s	1-30s	1-30s
	Overtime	1- 5 min, 3 on 3	1- 10 min, 5 on 5	1- 5 min, 5 on 5
U18	# officials	4	4	4
	Warm up (min)	3 - 5	3 - 5	5
	Period Lengths (min)	15-20-F-20	15-20-F-20	15-15-F-20
	Time Outs	1-30s	1-30s	1-30s
	Overtime	1- 5 min, 3 on 3	1- 10 min, 5 on 5	1- 5 min, 5 on 5

Notes

- 1) Centres may **not modify** period lengths for League or Playoff games.
- 2) OMHA Championships are set by the OMHA with input from the League
- 3) Floods (F) /Rests (R) must follow OMHA rules. U18 may add a flood after the first period if desired.
- 4) OT for Regular Season games (U14-U18) and Round Robin games is sudden victory.

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APPENDIX B: TIE BREAKER RULES

Tie Breaker rules are slightly different for League Play and Round Robin. Only the games associated with each area of the season will be used in the calculation of a tie breaker.

League Play

1 Two Teams Tied

1. Head-to-head winner - The winner of the games between the two tied teams will gain the higher seeding position.
2. The team with the most wins in league play gains the higher position.
3. If the two teams are still tied after the first two options are considered, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner: Goal Average = Total number of goals for, divided by the total number of goals for and against.
Example: 10 GOALS FOR, 4 GOALS AGAINST Goal Average Calculation: $10/(10+4) = .714$ NOTE: The higher percentage gains the higher position. Only head to head games against the two tied opponents to be included.
4. If the two teams are still tied after 1.1, 1.2 and 1.3 have been applied, then the team with the best goal average in all league games gains the higher position.
5. If the two teams are still tied after the first, second and third options, the team with the least number of penalty minutes throughout all league games, gains the higher position.
6. If the two teams are still tied after the first, second, third and fourth options then the team which scored the first goal in the game between the tied teams gains the higher position.
7. If the two teams are still tied after the first, second, third, fourth and fifth options, a single coin toss will determine which team gains the higher position.

2 Three or More Teams Tied

The three-team tiebreaker is used to determine the seeding of the 1st, 2nd and 3rd seed etc. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.

1. Only apply 2.1 if the three tied teams have played each other an equal number of times. If they have not played an equal number of times each then proceed to 2.2. If the three (3) tied teams or more are tied, the point record established in the games among the tied teams only will be used as the first tie breaking formula.
2. The Team with the most wins amongst tied teams will be seeded higher.
3. If three teams are tied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner: Total number of goals for divided by the total number of goals for and against. Note: All games are included.
Example: Goals for 10 - Goals against 4: Percentage: $10 / (10 + 4) = .714$

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The exercise of 2.3 establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. They do not go back to the "two Team Tiebreaker".

Example A: Team A - .714 = 1st Seed
Team B - .500 = 3rd Seed
Team C - .650 = 2nd Seed

Example B: Team A - .714 = 1st Seed – Advances
Team B - .500 = Still tied with Team C – go to next step 2.4
Team C - .500 = Still tied with Team B – go to next step 2.4

Example C: Team A - .650 = Still tied with Team B – go to next step 2.4
Team B - .650 = Still tied with Team A – go to next step 2.4
Team C - .500 = 3rd seed

4. If the teams are still tied, the team with the fewest goals against (all games played) will gain the highest position.
5. If the teams are still tied, the team with the most goals for (all games played) will gain the highest position.
6. If the teams are still tied, the team's seeding would be the team that received the least number of minutes in penalties throughout all games.
7. If the teams are still tied, a coin toss shall determine the winner. In a three-team coin toss, the odd team (three coins are tossed) gains the highest position.

Round Robin Play

1 TWO TEAMS TIED

1. If two teams are tied for 1st and 2nd place then regular Season rankings will be used to seed these teams for the OMHA Championships. i.e. If a 4 and 7 seed are tied in Group B round robin play, these two teams will move on to OMHA's. Assuming in Group A that 1 and 2 move on, the 4 will be the 3 seed at OMHA's and the 7 will be the 4 seed going to the OMHA's.
2. If there are 2 teams tied for 2nd and 3rd place then there will be a play-in game between these 2 teams to determine who attends the OMHA Championships. The team finishing higher in seeding from the Regular season will host the Play in game.

2 THREE TEAMS TIED

1. If 3 teams are tied in a Group after the Round Robin play, then the 3 teams tie breaker rules will be applied to determine the higher seed. The two remaining teams would play a play-in game. The team finishing higher in standings from the Regular season will host the Play-in game.

3 PLAY-IN GAME OVERTIME RULES

1. Should the teams be tied at the end of Regulation time, a 10 minute 5-on-5 sudden victory overtime period will be played with a 3-minute break between the 3rd period and 1st overtime. Teams will not change ends for this first overtime period.

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2. If the score is still tied at the end of the first overtime period, a flood will take place and then a second 10 minute 5-on-5 overtime period will take place. Teams will change ends for this second overtime period.
3. If the score is still tied at the end of the second overtime period, teams will be granted a 3-minute rest period and a third 10 minute 5-on-5 overtime period will take place. Teams will change ends for this third overtime period. Note, that NO more than three overtime periods will be played.
4. If a game is still tied after 3 overtimes, the winner will be determined by a shootout:
5.
 - a. 5 vs 5 shooters
 - b. If still tied after all 5 shooters, a 1 shooter vs 1 shooter sudden victory will take place.
 - c. No player can shoot twice until all team members have taken a shot.
 - d. If a player is in the penalty box as the third overtime period ends, they are NOT eligible to shoot in the shootout. Teams with an unequal number of shooters will be able to reuse shooters once the team with the smaller number has had all players shoot once.
Home team will have the choice to shoot first or last.

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APPENDIX C: ROUND ROBIN PLAYOFF FORMAT

- a) For U10-U18 age groups the Playoff structure will be a Home & Away Round Robin Playoff format. Seeding is based on the Appendix B Tie Breaker Rules. The Groups will be determined the same as follows:

# Teams in Division	Group A (seeds)	Group B (seeds)
9	1,2,8,9	3,4,5,6,7
10	1,2,8,9,10	3,4,5,6,7
11	1,2,9,10,11	3,4,5,6,7,8
12	1,2,9,10,11,12	3,4,5,6,7,8

- b) Each team will play a home and away game with all the teams in their group. Game Lengths are as per **Appendix A**.
- c) The top two teams from each Round Robin group will attend the OMHA Championships.
- d) Ranking for the OMHA Championships will be determined by the League Regular Season seeding. E.g. if in Group A a 1 seed and a 9 seed advance and in Group B, a 3 seed and a 5 seed advance, the seeding for the OMHAs would be as follows:

Regular Season Seed	OMHA Championships Seed
1	1
9	4
3	2
5	3

- e) Tie Breaker Round Robin Playoffs Appendix B apply.

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APPENDIX D:

U18 CONFERENCE ALL-STAR GAMES / OMHA ALL-STAR GAME

The U18 Conference All-Star games will be scheduled as Special Events during the season. Each Conference can set their mechanisms for picking the teams as long as each team is represented in the Conference games and the OMHA U18 All-Star Game (East vs. West).

- a) All statistics and standings will be based on those at the end of day on a predetermined day for each Conference.
- b) For all-star game purposes the statistics will come from league play only.
- c) Since all teams will not have played an equal number of games the standings will be based on points percentage
- d) Tie breakers will follow the league play tie breaking procedure
- e) **Each Association is encouraged to appoint independent evaluator(s) on who represents the team for the event.**

The current procedures for choosing players for the Conference All Star games are as follows:

East

- a) **Teams:** The East all star game will feature the (Peter) Lang division versus the (Lyle) Ensoll division in recognition of the lengthy service these gentlemen provided to the East.
- b) **Players:** Each all-star team will be comprised of the number of players from each centre as indicated in the following chart:

Team LANG		Team ENSOLL	
1st Place	4 Forwards + 2 Defensemen	2nd Place	3 Forwards + 2 Defensemen
4th Place	3 Forwards + 1 Defenseman	3rd Place	3 Forwards + 1 Defenseman
5th Place	3 Forwards + 1 Defenseman	6th Place	2 Forwards + 1 Defenseman
8th Place	1 Forward + 1 Defenseman	7th Place	2 Forwards + 1 Defenseman
9th Place	1 Forward + 1 Defenseman	10th Place	1 Forward + 1 Defenseman
		11th Place	1 Forward

- c) **Goaltenders:** Each all star team will have two goaltenders. Only one goaltender from each centre will be eligible. Factors taken into consideration include GAA, number of games played and opponents played against. Statistics will be taken from league game sheets.

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- d) **Coaches:** will be determined by the standings based on points percentage. • Team Lang: 1st Place, Head Coach & Trainer, 4th place, Head Coach (to act as Assistant Coach). • Team Ensoll: 2nd place, Head Coach & Trainer, 3rd place, Head Coach (to act as Assistant Coach).
- e) The coaching staff of all teams will be provided with the details of the game by the East and they are to provide the information to their participating players.
- f) Dress code: Shirt and tie
- g) East will provide game jerseys and socks.
- h) Players are responsible for their own water bottles.
- i) Team Lang is the home team in the even years, Team Ensoll in the odd years.
- j) Any player selected that is unable to attend will be replaced by a player from their centre. The participating player keeps the jersey, if applicable.

WEST

- a) **Teams:**
 - South - Burlington, Hamilton, Niagara North, Southern Tier
 - Central - Oakville, Credit River, Halton, Guelph, Grey Bruce
- b) **Players:** Players are expected to arrive no later than one hour before the game time. Each division will be represented by the number of players from each team per the following;

Based on Winning Percentage and Division (South and Central)	5 Team Division	4 Team Division
1st Place	3 Forwards + 2 Defensemen	4 Forwards + 2 Defensemen
2nd Place	3 Forwards + 1 Defenseman	3 Forwards + 2 Defensemen
3rd Place	2 Forwards + 1 Defenseman	3 Forwards + 1 Defenseman
4th Place	2 Forwards + 1 Defenseman	2 Forwards + 1 Defenseman
5th Place	2 Forwards + 1 Defenseman	

- c) **Goalies:** Each division will be represented by the two goaltenders. Only one goaltender from each Centre will be eligible. Factors taken into consideration will include GAA, Save Percentage, number of games played, and opponents played against. Teams nominate one goalie from their division (South or Central). The nomination must be from a different team. e.g., Halton must nominate a Central goalie from either Credit River, Grey Bruce, Guelph or Oakville
- d) **Coaching Staff:** Coaches will be determined by the divisional standings based on winning percentage. The first place team in each division will provide the coaching staff

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for the game. Coaching staff will be provided with the details of the game and are expected to contact the players on their Roster with the information

- e) **Dress Code:** Shirt and Tie
- f) **WEST** will provide game jerseys and socks.
- g) Coaching staff to provide pucks for warm-ups.
- h) Players are responsible to bring their own water bottles.
- i) South is the home team in the even years, Central is the home team in the odd years. 6) Home team is responsible for initiating the game sheet. A regular paper Game Sheet will be used.
- j) Players who are originally picked but cannot attend the game for various reasons will be replaced by another player from their Centre. The Replacement player will keep the jersey if applicable.
- k) **Post game:** Refreshments and announcement of WEST All Star Team. Attendance is mandatory

In both Conferences All Star games and the OMHA All Star the game, each will be played as follows:

20, 20, 20 (Floods after 1st and 2nd)
5 min, 3 on 3 Overtime if necessary
Shootout if necessary (3 shooter, then sudden victory. Cannot repeat player until all have been used)

Following the Conference All-Star games, each Conference All-Star Committee will select players to represent their Conference at the **OMHA U18 All-Star Game**;

- a) Each Centre must have at least one player selected. No Centre may have more than 3 players selected (excluding goaltenders).
- b) The coaching staff of all teams will be provided with the details of the OMHA U18 All-Star game by the Conferences and are to provide the information to their participating players.
- c) Dress code: Shirt and tie
- d) Game jerseys and socks will be provided.
- e) Players are responsible for their own water bottles.
- f) Teams will need to provide their own warm up pucks.
- g) Any player selected that is unable to attend will be replaced by the Conference All-Star committee. The participating player keeps the jersey, if applicable.

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APPENDIX E: STAT CORRECTIONS FOR U16 / U18

The league is committed to ensuring the stats for players at the U16 and U18 age groups are as accurate as possible. Input errors are easily corrected. The league convenors will adjust the stats if justified. Please adhere to the following procedure:

- a) Contact must come from the Head coach. Parent emails will not be addressed.
- b) The stats will only be changed up to 48 hours after the game. Convenors will not take a batch of changes weeks after the games have been played. The game needing adjustment should be the last game played.
- c) Additional assists will only be added with video proof attached. Without clear proof the league will not add assists to goals.

Head coaches must email the convenor of the Conference. The following details must be included: Game number, Date of Game, Association requesting the adjustment.

List all the team's goals as they would appear on the game sheet. The ones that you would like modified should be in red, bolded text.

In the following example there are two changes. Secondary assist on first goal and goal on 3rd goal.

Example: Game Number: U14-345
 Date: October 12, 2023
 Association: Credit River Capitals
 Game Sheet should read as follows:

Game Goal #	Team Goal #	Goal	Assist	Assist
1	1	11	3	6 - video attached
2		15	12	9
3	2	14 (not 41)	9	7

Failure to follow these rules exactly will result in no changes to the stats.