

Wood Buffalo Hockey League  
**REGULATIONS, POLICIES &  
PROCEDURES**

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## REGULATIONS, POLICIES AND PROCEDURES

This document refers to the Alberta One Regulations, Policies and Procedures put in place for Leagues and their member MHAs and may be changed from time to time at the discretion of the Minor Leagues and/ or Minor Female committees.

The policies and procedures referring to player movement, acceleration, registration, and the structure of Alberta's Tiered Minor Hockey Leagues are set forth in the Hockey Alberta Regulations and this document is supplementary to it.

The policies enclosed in this document deal directly with the day-to-day operations of Wood Buffalo Hockey League (WBHL) and is governed by Fort McMurray Minor Hockey Association (FMMHA)

WBHL and FMMHA shall follow all Bylaws and Regulations of Hockey Canada and Hockey Alberta and the Alberta One Operating Directives, Regulations Policies & Procedures.

**HOCKEY ALBERTA MINOR REGULATIONS CAN BE FOUND [HERE](#)**

**HOCKEY ALBERTA MINOR FEMALE REGULATIONS CAN BE FOUND [HERE](#)**



## PLAYING RULES

The WBHL playing rules shall be those provided in the Hockey Canada Official Playing Rules Book.

## ROSTER SIZE

Hockey Canada and Hockey Alberta Regulations allow tiered minor hockey teams to carry a roster of 20 players (18 skaters and two (2) goaltenders).

Hockey Alberta, through consultation with the League, may grant permission to register at one time, an oversized team, a maximum of twenty-three (23) players to their roster.

- i. Applications must be made via the Hockey Alberta Oversized Team Request Form.
- ii. All players must be properly registered in the Hockey Canada Registry (HCR) system prior to their first League Game (includes Tiering Games) or November 15<sup>th</sup>, whichever occurs first.

FMMHA determines Roster size based on enrollment in the division and discretion of the Division director and VP Operations. The intent is to maximize ice time per player and focus on development. Thereby, FMMHA strives to create rosters of 14 players (13 Skaters and a goaltender).

## AFFILIATION

The purpose of affiliation is to provide an opportunity for higher Division or Category/Tier Teams to replace when regular registered players are sick, injured or otherwise unavailable.

A Hockey Team may affiliate up to nineteen (19) Players from a lower Division, Category or Tier within their MHA as hereby defined. A team may only replace an absent player with an affiliate player (example if a team has 15 rostered players and one player is away for family reasons, an affiliate may be called up to replace that player) . A team MAY NOT replace a suspended player with an affiliate.

FMMHA determines affiliation numbers for each team based on enrollment in the division and discretion of the Division director and VP Operations. The intent is to maximize ice time per player and focus on development. Thereby, FMMHA strives to assign 3-5 Affiliates to each team and enforce the affiliation for development directive found on FMMHA website.

**Please note:** Players may only affiliate up to 10 League Games to remain eligible for play for their own teams, exhibition, tournaments and Minor Hockey week are Not League games and do not count towards the count.

**Exception:** In the event a team's roster falls below twelve (12) registered skaters (excluding goaltenders) due to suspensions, teams are permitted to use affiliation to return their roster size to a maximum of twelve (12) skaters (excluding goaltenders)

**Exception:** U11 level D will be assigned affiliates from U9 and may only use these affiliates with approval of the division director and when the bench falls below 12.



## GAMES/ SCHEDULING

### MAXIMUM GAME ALLOTMENT TABLE

The following table is to be used by MHAs to determine the number of unique ice slots that should be provided, per team, to the League for the purposes of scheduling tiering rounds and the regular season.

Division	Max Tiering Games	Max Total Games Played (Tiering & Regular Season)
U11	8 Games	16-24
U13	8 Games	16-24
U15	8 Games	16-24
U18	8 Games	16-24

FMMHA will follow game standards and ensure each team gets a minimum of 16 games. Exact number of games based on ice availability, number of teams in a division and season length.

**Please note:** League games are a higher priority than Tournaments, Managers will need to work closely with directors to reschedule any games prior to approval for travel.

### GAME CHANGES

League websites and Team Snap will host the official schedules.

Directors will manage and approve all game change requests, these requests may come facility operators, Ice allocator, or individual teams, which may include, but are not limited to the following circumstances:

- Facility malfunctions
- Adverse weather conditions
- Maximize Ice allocation.
- Ice conflicts
- Tournament travel requests

Teams are not authorized to negotiate changes directly with each other or to book referees directly, all changes must be made through your division director

### TEAM FAILING TO PRESENT ITSELF OR FORFEIT

If a team fails to present itself or forfeits at the time and place appointed to play a game, the game will be awarded to the opposing team with a score of 1-0 for statistical purposes unless the failure to show up was caused by an unavoidable accident or an unforeseen situation in which the director will give Best effort to reschedule the game.

Any team failing to present itself for a second time in one season will be reviewed by the division director to determine eligibility to complete in playoffs.

A forfeit is determined when a team fails to present a minimum of six eligible players in uniform (not necessarily a goaltender) to start the game.



## ON-ICE OFFICIALS

Hockey Canada and Hockey Alberta registered Officials must be used for all League games.

- a. When possible, a three (3) official or should be used for all U13, U15 Games. & U18 Games  
When not possible, a two (2) official system must be used upon approval of the League Referee-in-Chief (RIC)
- b. A two (2) official system must be used for all U11 League Games. When possible, a three (3) official system may be used.
- c. In any game there may be times there is not enough officials to cover all games,). The RIC may approve a senior official to officiate a game solo.
- d. Hockey Canada Rule 5.2(k) must be followed if officials are not available to officiate any League game.  
**Rule 5.2(k):** If for whatever reason, the Referee(s) or Linespersons(s) appointed are prevented from appearing, the Managers or Coaches of the two competing clubs shall agree that each team will provide a certified coach to act as officials. Should the Referees and linesman make the game they may take over the game and coaches can exit and rejoin their teams on the bench.
- e. Officials will be required to fill out a Game Incident Report whenever any major, match or gross infraction take place during a League game. Game Incident Reports will not be required for 10-minute misconduct penalties, unless it leads directly to a game misconduct.
- f. Complaints regarding Officials must be made in writing and sent to the League Referee in Chief following the Hockey Alberta Complaints on Officials Process, which can be found [here](#).

**HOCKEY ALBERTA'S OFFICIATING SYSTEMS POLICY CAN BE FOUND [HERE](#)**

## GAME PLAY

### WARMUPS

- a. At the start of any League Regular Season or Playoff game, the maximum of five (3) minutes will be set on the clock, unless otherwise indicated in the below 'Period Lengths Chart'. At the start of the time slot, the clock shall start to commence warm-up. Following the warm-up, the clock shall be reset to 20 minutes (20:00) for the game to start unless otherwise indicated in the below 'Period Lengths Chart'
- b. The warmup may be extended in length should it begin earlier than the scheduled time slot, provided that both Head Coaches agree.

### PREGAME EVENTS

- a. Various pregame events may occur prior to the start of the game and are considered a routine event or a special event, as determined by the League.
  - I. Routine events include the playing of the national anthem or a flood between warmups and the start of the game.
  - II. Special events include a ceremonial puck drop, memorial event, banner raising, or any other similar event.
- b. Routine events shall be communicated by the home team head coach to the opposing team's head coach prior to the visiting team's arrival to the arena.
- c. Special events shall be communicated by the home team manager to the opposing team manager prior to game day.



## PERIOD LENGTHS

All League gameplays shall follow the below 'Period Lengths Chart' for all tiering, exhibition and regular season games. Tournament and Playoff Period lengths to be communicated by Director.

**ALL** Periods Shall be played as **STOP TIME**

Permit Length	No Floods	Warm-Up	One Flood
<b>1 hour (60 minutes)</b>	13-13-13	Three (3) minutes	-
<b>1.25 hours (75 minutes)</b>	15-15-15***	Three (3) minutes	-
<b>1.50 hours (90 minutes)</b>	20-20-20*	Three (3) minutes	-
<b>1.75 hours (105 minutes)</b>	20-20-20	Three (3) minutes	20-20-20*
<b>2.00 hours (120 minutes)</b>	20-20-20	Three (3) minutes	20-20-20
<b>2.25 hours+ (135+ minutes)</b>	20-20-20	Three (3) minutes	20-20-20

\* Leagues may opt for 15-20-20

Should an unusual delay occur for any unforeseen circumstances and there is no flexibility to extend the time, the drop clock rule will be in effect. If there is five (5:00) minutes left on the ice permit, after the first stoppage of play, the game clock shall be reset to two (2:00) minutes stop time.

### **EXAMPLE:**

(Ice time is 5:30 PM to 6:45 PM, The 1<sup>st</sup> Whistle after the 6:40 PM mark the clock will be dropped to 2 minutes STOP TIME regardless of the time left on the clock)

## OVERTIME

All League games can end in a tie – No overtime rules are in place for WBHL regular season games.

## RESPONSIBILITIES OF THE HOME TEAM

- The home team for League games is responsible for coordinating off-ice officials, unless otherwise determined by the League.
- The home team must provide a scorekeeper and a timekeeper for all games.
- The home team must provide the necessary game sheets for the game.
- The home team is to e-mail and forward all game write-ups, score sheets and associated discipline information to the division director immediately following each game.

## JERSEY COLOURS

The home team will be required to wear dark colored jerseys, while the visiting team will be required to wear light colored jerseys. In the event of a conflict or a third jersey, the team requesting the change must bring it forward to the opposing team and corresponding League for approval.



## SCORESHEET SUBMISSION & STATISTICS

Each home team has the responsibility to ensure that game sheets are filled out correctly and submitted to division director.

- a. Game sheets must be legible and filled out properly for any League game. This includes providing the dates, team names, officials' names (Referee & Linesmen), division, tier and game number.
- b. Game sheets CLEAR Photo must be scanned and emailed to division director with Game Number as subject line.
- c. Teams will be provided a maximum of one (1) warning should they fail to send a game sheet within the allotted time frame. Upon a second infraction, the offending team will be awarded a loss and by directors' discretion become ineligible to play in playoffs.
- d. Teams will be provided a maximum of one (1) warning should they fail to provide a legible game sheet as determined by the League. Upon a second infraction, the director will discuss discipline with the coach.

## SUSPENSION POLICY

In the event of any five (5) minute majors, misconducts, game misconducts or any other suspend able infraction being assessed during a League game involving a League team, a legible version of the scoresheet and write up reports must be submitted to the League immediately following the game completion.

- a. Each League has the power to issue suspensions in accordance with the Hockey Alberta Minimum Suspensions.
- b. All indefinite suspensions will be ruled on by Hockey Alberta's Minor Discipline Chair, in consultation with Hockey Alberta's Minor Discipline Coordinator(s) and the League.
- c. All suspensions will be issued through formal documentation and submitted to Hockey Alberta's Minor Discipline Committee

Leagues will follow the Hockey Alberta Minimum Suspensions for all suspensions. ***Suspensions rendered with the minimum suspension enforced will not be appealable.*** Accumulative suspensions will be enforced for all divisions of play for any League, Exhibition, Tournament and/or Provincial Championship Play.

Accumulative suspensions will be tracked by the Division Directors and Hockey Alberta's Regional Service Area Discipline Coordinator(s).

Affiliated players or additional rostered players on an approved oversized team will NOT be permitted to replace suspended Players.

**Exception:** In the event a team's roster falls below twelve (12) registered skaters (excluding goaltenders) due to suspensions, that team will be permitted the ability to use affiliation to return their roster size to a maximum of twelve (12) skaters plus goaltenders.

**HOCKEY ALBERTA'S MINIMUM SUSPENSIONS CAN BE FOUND [HERE](#)**

## SUSPENSION PROCEDURES

- a. For all discipline, the League will rule within 48 hours of being notified of an infraction.
- b. All suspended players/personnel must be recorded on the game sheet as being suspended.
- c. The Officials will send post-game write ups to the RIC who will review and send to WBHL Discipline Coordinator
- d. All automatic suspensions, as per the Hockey Alberta Minimum Suspensions, shall apply to all League Games, Playoffs and Provincial Championships.



- e. All suspensions will be carried forward for any League Playoff games and Provincial Championship games.
- f. Hockey Alberta's Minimum Suspensions are not appealable.

Leagues expect Coaches and Team Management to be responsible for the discipline of their team and actions of their fans. It is the responsibility of the Coaches and Team Management to understand Hockey Alberta's Minimum Suspensions.

#### **Indefinite Suspensions**

- a. Immediately following the completion of a game, League teams are required to submit a legible version of the game sheet and write up reports to the League.
- b. Leagues will issue an official 'Notification of Suspension' to the offending individual and team, indicating 'Indefinite'.
- c. The League, after ensuring completion, will submit the investigation package (game sheet, all write ups, offender statement and recommendation of discipline) to the respective Regional Service Area Discipline Coordinator.
- d. After reviewing the file to ensure completion, the Minor Discipline Coordinator will submit the file to the Hockey Alberta Office for review by the Minor Discipline Chair.
- e. Review of the incident will take place by the Minor Discipline Chair and a final decision on the length of suspension will be rendered to the player, MHA, League and Regional Service Area by the Hockey Alberta Office on behalf of the Minor Discipline Chair.



## SUPPLEMENTAL DISCIPLINE

Leagues will have a policy on supplemental discipline related to the accumulation of penalty minutes over the course of a hockey season. Each League will determine the appropriate thresholds based on division, number of games and length of games; however, suspensions under supplemental discipline for penalty minute accumulation will be as follows:

The following will be used once a player hits a threshold of penalty minutes during a WBHL hockey season which includes tiering, league and playoff games. If threshold isn't hit during regular season the minutes quit counting towards playoffs.

- U18 Division:

Threshold:	Suspension Length:
○ 100 minutes	1 game
○ 120 minutes	2 games
○ 140 minutes	4 games
○ 160 minutes	8 games
- U15 Division:

Threshold:	Suspension Length
○ 75 minutes	1 game
○ 90 minutes	2 games
○ 110 minutes	4 games
○ 130 minutes	8 games
- U13 Division:

Threshold:	Suspension Length:
○ 60 minutes	1 game
○ 80 minutes	2 games
○ 100 minutes	4 games
○ 120 minutes	8 games
- U11 Division:

Threshold:	Suspension Length:
○ 50 minutes	1 game
○ 65 minutes	2 games
○ 80 minutes	4 games
○ 95 minutes	8 games

## GAME PROTESTS

- a. Only the two teams involved shall have the right to file a protest over a game or incident connected therewith.
- b. Referees are in care and control of the game. As such protest will not be accepted when a referee has exercised their judgement in officiating the game or their interpretation of the rules.
- c. Upon receipt of the protest, the League will appoint a neutral, unbiased committee to hear the protest.
- d. Protests and all supporting evidence must be submitted to the division director by the team manager within 48 hours of the game protested.
- e. Protest decisions are final.

## STANDINGS

### POINT FORMAT

Points for wins and losses for the League will be awarded on the following basis:

- Two (2) points for Regulation win or Overtime win.
- One (1) point for Regulation tie, Overtime loss or Overtime tie.
- Zero (0) points for a Regulation loss.

### TIEBREAKERS

The following procedure shall take place to determine Final Regular Season Standings in the event teams are tied following the Regular Season Schedule:

#### If two (2) teams are tied:

- The team with the most wins in the Regular Season in games played between the two (2) tied teams.
- If still tied, the team with the most wins during the Regular Season.  
**Note:** Should the two (2) tied teams play an unequal number of Regular Season games, this rule will not apply. Please proceed to step c.
- If still tied, the team with the highest points percentage. Points percentage will be determined using the following formula: **Points / Total Possible Points to be earned X 100 = Points %**

**Example:** Points Earned (PE) = 18      Total Possible Points (TPP) = 28

$\frac{PE}{TPP} = \frac{18}{28} = \frac{0.643\%}{x 100} = 64.3\%$
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**Note:** To calculate total possible points, take the number of games played at the end of the regular season and multiply by two (2). Example: 14 games played x two = 28 total possible points.

- If still tied, the team with the highest goal ratio. Goal ratio will be determined using the following formula: **Goals For / (Goals For + Goals Against) X 100 = Goal Ratio %**

**Example:** Goals For = 56      Goals Against = 44

$\frac{GF}{GF + GA} = \frac{56}{100} = \frac{0.560\%}{x 100} = 56.0\%$
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- If still tied, the team with the fewest penalty minutes per game average. Penalty Minutes per game average will be determined using the following formula: **Total Regular Season Penalty Minutes / Number of Regular Season Games played = Penalty Minute average per game.**

Example: Regular Season Penalty Minutes = 115

Regular Season Games = 18

$\frac{PIMS}{Games} = \frac{115}{18} = \frac{6.39}{Average}$
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- If still tied, a coin toss shall take place by the League.

**If three (3) or more teams are tied:**

- a. The team with the most wins during the Regular Season.  
**Note:** Should the three (3) or more tied teams play an unequal number of Regular Season games, this rule will not apply. Please proceed to step b.
- b. If still tied, the team with the highest points percentage. Points percentage will be determined using the following formula: **Points / Total Possible Points to be earned X 100 = Points %**

Example: Points Earned (PE) = 18      Total Possible Points (TPP) = 28

$\frac{PE}{TPP} = \frac{18}{28} = 0.643\%$	$\times 100 = 64.3\%$
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Note: To calculate total possible points, take the number of games played at the end of the regular season and multiply by two (2). Example: 14 games played x two = 28 total possible points.

If all three (3) or more percentages are different for the teams that are tied, then the highest percentage will gain the highest ranking and so forth with the lowest ranking percentage gaining the lowest position amongst the tied teams.

- c. If two or more teams are still tied, the team with the highest goal ratio. Goal ratio will be determined using the following formula: **Goals For / (Goals For + Goals Against) X 100 = Goal Ratio %**

Example: Goals For = 56      Goals Against = 44

$\frac{GF}{GF + GA} = \frac{56}{100} = 0.560\%$	$\times 100 = 56.0\%$
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If all goal ratio percentages are different for the teams that are tied, then the highest percentage will gain the highest ranking and so forth with the lowest ranking percentage gaining the lowest position amongst the tied teams.

- d. If two or more teams are still tied, the team with the fewest penalty minutes per game average. Penalty Minutes per game average will be determined using the following formula: **Total Regular Season Penalty Minutes / Number of Regular Season Games played = Penalty Minute average per game.**

Example: Regular Season Penalty Minutes = 115      Regular Season Games = 18

$\frac{PIMS}{Games} = \frac{115}{18} = 6.39$	<b>Average</b>
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If all penalty minute per game averages is different for the teams that are tied, then the team with the lowest penalty minute per game average will gain the highest ranking and so forth with the team with the highest penalty minute per game average gaining the lowest position amongst the tied teams.

- e. If still tied, a coin toss shall take place by the League.



## PLAYOFFS

The following are approved playoff formats for use by Hockey Alberta Minor Leagues to be chosen at the discretion of each league

### **Knockout**

- Double Elimination – Teams must lose either two games or series (at the discretion of the League) to be eliminated. There is a winner's bracket and a loser's bracket. Each team starts in the winner's bracket. If a team loses, they move to the loser's bracket. If a team loses again in the loser's bracket, they are eliminated. The last remaining team from each bracket will play for the championship. The team from the loser's bracket must beat the team from the winner's bracket twice to be the champion.

### **Round Robin**

- Traditional Round Robin - All teams in the Round Robin or specific pool (at the discretion of the League) will play each other an equal number of times in the Round Robin. The League will then determine the number of teams that will move onto a single elimination playoff after the conclusion of the round robin.
- Semi Round Robin - When round robin pools have a different number of teams. All pools will play the same number of games as the pool with the least number of teams. Pools with more teams will determine opponents based on the results of each round robin games (ex. Winner's play each other). Tie breaking procedures need to be used in the pools where not all teams play each other.
- Consolation/ Multi-Level Traditional - Teams will play in a play-in round to determine a split between which teams will proceed into a winner's round, and which teams will proceed into a consolation round. The number of consolation rounds can vary. Round