

| Policy Revision | Section(s) revised | Change Description | Effective Date |
|-----------------|--------------------|--------------------|----------------|
| 0 | | New | Sept 2019 |
| 1 | | Housekeeping | Sept 2021 |
| 2 | | Section 6.6 | Jan 2022 |
| 3 | | Updates in Red | Sept 2022 |

6. League Operations Policy

6.1. Purpose

This policy shall establish and define the requirements for League Operations.

6.2. Principles

- 6.2.1. All participating teams deserve fair access to league games.
- 6.2.2. It is the goal of the League to provide structure that promotes competitive equity.
- 6.2.3. The League shall operate in accordance with Critical Dates (Appendix 7).
- 6.2.4. The League shall operate in accordance with the Fees and Fines structure established in Appendix 6.

6.3. Requirements

6.3.1. League Committee Terms of Reference

The League Committee Terms of Reference (Appendix 1) defines the formation and authority of the League Committee.

6.4. Tournament Attendance

6.4.1. Tournament Blocks & Reschedules – Session 1 ONLY

- 6.4.1.1. Teams may attend ONE tournament weekend through means of a RESCHEDULE REQUEST in the first half only in accordance with Critical Dates (Appendix 7)
- 6.4.1.2. In addition to the above, teams who are accepted to their own HOME tournament in the first half, and they are confirmed as accepted, may request one additional reschedule, using the form and complying with Critical Dates
- 6.4.1.3. Teams may not request ANY other reschedules. No tournaments in lieu of the home tournament can be accommodated in the case a home tournament does not run all divisions or accept all teams in that division.
- 6.4.1.4. Reschedule requests will be tracked and must be made minimum 7 days in advance.
- 6.4.1.5. The only acceptable scheduling constraint will be for tournament attendance. Fundraising events, team activities, dryland, exhibition games, etc. are not able to accommodate reschedules or constraints. Teams must use “Events” in SportzSoft and not “Constraint” for this

reason. The league may reschedule games on days that do not have constraints. Teams are expected to manage their events accordingly.

- 6.4.1.6. Reschedules will not occur with less than 7 days' notice to prospective teams unless mutually agreed.
- 6.4.1.7. Rescheduled games are subject to ice and referee availability, and at no time are guaranteed. **The League** will make best efforts to reschedule.
- 6.4.1.8. If a team accepts a tournament after the league schedule has been released on a weekend that they appear to be available, be advised that game reschedules for other teams may occur on that weekend. If they later accept a tournament, they must either play the league game as well, or forfeit at their own risk.

6.4.2. Tournament Blocks – Session 2 ONLY:

- 6.4.2.1. 2nd Half league games WILL NOT BE RESCHEDULED by **the League**.
- 6.4.2.2. Zone 3 Teams may BLOCK (CONSTRAIN) one tournament in the 2nd half in addition to the Esso Golden Ring (EGRT) weekend for a maximum of 2, total, (see Critical Dates). In the case a team does not attend the EGRT, they will not be granted any additional schedule constraint in lieu.
- 6.4.2.3. Associations with home tournaments in the second half must use their tournament block to constrain the league from scheduling.
- 6.4.2.4. Zone 1 and 2 teams participating in League may have up to 2 constraints, total. This may or may not include EGRT.
- 6.4.2.5. It is important to note the start of Playdowns, Provincials, and City Playoffs when accepting post-league tournaments. These events will not be scheduled around tournaments.

6.5. Forfeit, Default and No Fault Games

6.5.1. Forfeit

- 6.5.1.1. Teams that forfeit give up the possibility of acquiring points in a game. Forfeits require the payment of league fines.
- 6.5.1.2. The opposing team will be awarded two points for a win for the game in question. The score shall be recorded as 2-0 and will result in a League fine in accordance with Appendix 6, Fines. For example, a forfeit would be (but not limited to):
 - 6.5.1.2.1. A team who cancels a game for any reason other than allowed in section 6.4.
 - 6.5.1.2.2. A team who does not show up for a scheduled league game.
 - 6.5.1.2.3. A team who has the minimum required 7 players to start a game, and declines to play the game for "lack of players". See default options below.

6.5.1.2.4. A team who uses illegal players and the opposing team does not agree to play the game or becomes aware after the game has started, shall be issued a forfeit. The opposing team shall notify the League Director the game is played under protest. Additionally, the head coach will be subject to discipline action, and the team will be fined in accordance with Appendix 6.

6.5.2. Default

6.5.2.1. Teams that default give up the possibility of acquiring points in a game.

6.5.2.2. The opposing team will be awarded two points for a win for the game in question. The score shall be recorded as 2-0 and does not result in a League fine. For example, a default would be (but not limited to):

6.5.2.2.1. A team who has less than the required 7 legal players to start a game and does arrive at the arena at the scheduled time. The teams may combine players, the game marked as exhibition, and a default awarded to the team with sufficient players.

6.5.2.2.2. If two teams believe at any time they are unbalanced and jointly agree to combine teams for a game or part of a game. The weaker team would be issued a default, the game marked as exhibition, and a default awarded to the stronger team.

6.5.2.2.3. Using a player/goaltender who is not a registered member of that team. If the opposing team agrees to play the game anyway, the default is awarded to the compliant team.

6.5.2.2.4. Failure to finish the game due to an injury sustained by a team's only available goaltender, and the team will not utilize any other player in goal.

6.5.3. No-fault Game

6.5.3.1. Recognizing that some scheduled games may not be completed due to circumstances beyond either team's control, teams will be issued one point each (tie). The score recorded for that game shall be 0-0. These games will not be rescheduled. For Example, a no fault game would be (but not limited to):

6.5.3.1.1. Lack of available ice (Double booking, power/equipment failure, communication problems)

6.5.3.1.2. Referee no-shows

6.5.3.1.3. Inclement weather – See Section 6.5.4

6.5.4. Cancelling of **League** Games due to Inclement Weather

6.5.4.1. The League encourages participants to leave enough travel time to arrive safely and drive according to weather conditions.

- 6.5.4.2. **In the case of moderate travel games (less than 2 hours)** - any decision relating to cancellation of games will be made by 4pm on a weekday, or minimum three hours prior to the commencement of the game on a weekend.
- 6.5.4.3. In the case of high travel games (over 2 hours) - the decision will be made a minimum five hours prior to the commencement of the game.
- 6.5.4.4. League games canceled due to weather will NOT be rescheduled. Teams will be issued a no fault tie (0-0).
- 6.5.4.5. If a decision is made to cancel games, the League will send notification through the following means:
 - Email notification to the affected team contacts as listed on the website
 - Email to League Scheduler
 - Email to Referee Assignor
- 6.5.4.6. Due to the geographic size of the league, safety requires attention from all participants. Nominated team representatives may submit ONE game cancellation request by filling in the online form (on the website under "Forms"). The form will notify League Director, Scheduler and Referee Assignor. Note:
 - The form requires documentation of inclement weather conditions from either Alberta Roads (511.alberta.ca or any generally recognized Canadian National Weather Service)
 - The nominated team representative will receive confirmation of cancellation from the League upon receipt of the game cancellation form.
 - **The League** encourages teams to reorganize cancelled games and play them as exhibition, so the teams still get a game. In such cases the teams involved are responsible for providing the ice and booking/paying for the referees. **The League** will not get involved and the game will NOT count in standings.

6.6. Standings

- 6.6.1. Statistics and standings for U12 divisions and higher shall reflect a maximum seven (7) goal differential on score clock during the game, and in final score displayed on the website. The actual goal spread (as reported on the game sheet and stored in league software) will be used when evaluating advance and retreat options.
- 6.6.2. To account for differences in number of games played between teams, team standings will be decided using a Win Percentage for scheduled league games. Win % = points earned divided by total possible points
Teams will be ranked from high to low win percentage.
 - 6.6.2.1. For U16A & U19A divisions, League games against AA teams will be removed for final rankings.

- 6.6.2.2. In the event that a team has advanced or retreated across divisions, only their Win% in the division in which they ended the season will be counted.
For example, Team X advances from division UxxB to UxxA. Only the games at UxxA will count toward Win%. All teams remaining in division UxxB will have games against team X removed from their standings.
- 6.6.2.3. All games cancelled because of government or public health restrictions will be fully removed from Win% calculations.
- 6.6.2.4. In the case of teams being tied after the application of Win%, the tie will be broken by:
 - 6.6.2.4.1. Goals For divided by Goals Against for all League Games.
- 6.6.3. Tied League Games
 - 6.6.3.1. If a league game at U12 or higher, is tied after regulation time, and if more than 8 minutes remain on the ice permit, a 3-player “best of 3” shootout will take place. The score reported on the game sheet shall remain the score at the end of regulation time.
 - 6.6.3.2. Regardless of the outcome of the shootout, each team will be awarded 1 point for a tie. This is intended to encourage coaches to give all players the opportunity to compete in the shootouts.
 - 6.6.3.3. A coin toss will determine which team gets choice of shooting 1st or 2nd (winner of the coin toss getting their choice).
 - 6.6.3.4. 3 players for each team alternate shots.
 - 6.6.3.5. Coaches must have list of shooters (including all players on the bench) completed by the end of the game.

6.7. Advance Retreat/Team Pooling Process

- 6.7.1. **The League** holds paramount the principles of fair play and competitive equity. For this reason, the League will follow the Advance Retreat Procedure to analyze empirically if teams may have a more appropriate experience in a different division or sub-division (tier).
- 6.7.2. In some cases, pre-season evaluation may be indicative of a need for sub-tier team pooling within a division. In the case this is evident, the League Director will call an emergency League Meeting, including representatives from every affected association and the decision to pool teams within a division at the start of session 1 or 2 will be made by popular vote. Each association within the league will get one vote at the league call. Impacts of this decision will be discussed. This includes, but is not limited to, mid-season equity and post-season rankings.

6.8. References and Attachments

- Appendix 1 League Committee Terms of Reference
- Appendix 2 Tournament Block Form (Session 2)
- Appendix 3 Game Reschedule Request (Session 1)
- Appendix 4 Game Cancellation Form (Weather) – Any Session

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| Appendix 5 | League Request Procedure (Overage, Advance, Retreat) |
| Appendix 6 | Fees and Fines |
| Appendix 7 | Critical Dates |