

Constitution

1. Name

The name of this Association is "CARLETON TEACHERS HOCKEY LEAGUE".

2. Executive

The Executive consists of a President and six (6) Team Captains, serving renewable two year terms. The President votes only to break a tied vote. Meetings will be called when deemed necessary by the President. Decisions of the Executive are final and binding.

3. Player Entry

All players must be invited and approved by the Executive of the Association. (Names appearing on the official team or spares lists are approved).

4. Teams

Each Team will consist of twelve approved players.

5. Referees - General

Referees will be used for each game and their decisions are final. A game may be protested by a captain in writing to the President. The Executive must rule on the protest before the next game.

6. Referees - Conduct of Players

Any player who threatens, touches, attempts to touch, or verbally abuses a referee will be suspended immediately. The Executive will rule on the player's status before the next game.

7. Rules of Play

Rules will be the same as those approved by the C.A.H.A. (including mandatory use of helmets) with the following exceptions:

Body contact will not be allowed. A minor or major penalty at the discretion of the referee shall be assessed any player who body checks, cross checks, elbows, charges or trips an opponent.

8. Games

Games will commence three (3) minutes after the scraper leaves the ice and end at the horn or after two (2) periods. A game will consist of two straight time periods. The first period will be twenty-two (22) minutes and the second period will be of the time remaining for the ice. If the game is within two goals then the final minute will be stop time.

A complete League Schedule will be posted on the website.

If there is no scorer present (see Section 14), the time format of a game will not change.

9. Penalties - General

In a game with two (2) periods of straight time, penalties will be assessed as follows:

Minor	-	Three (3) minutes
Major	-	Seven (7) minutes
Misconduct	-	Twelve (12) minutes

Note:

1. Co-incidental penalties must be served but teams play at full strength.
2. A player receiving three (3) penalties in one game will be suspended for that game.
3. When a player is ejected from a game, penalties assessed that player will not be served by any other player but the team penalized will play shorthanded for the duration of the penalties.

10. Penalties - Major Penalties, Misconducts & Gross Misconducts

Any player receiving a Gross Misconduct penalty will automatically be suspended for that game.

Any player receiving a major or a misconduct penalty will have his playing status reviewed by the Executive if deemed necessary.

11. Penalties - Fighting

Fighting will not be tolerated. Any player who is assessed a major penalty for fighting will be assessed an automatic game misconduct. The player will then have his playing status reviewed by the Executive who may, at its discretion, suspend the player for up to the balance of the season, without refund.

12. Fees

An approved player must have paid his entry fee paid before November 1st. If expenses of the Association (ice, sweaters, referees, etc.) exceed revenue, the Executive, at its discretion, may levy a further fee which will be due immediately from all players.

13. Absences

Any player who repeatedly fails to inform his captain of his intended absence will have his playing status reviewed by the Executive.

A team that has no goalie for a regular season or playoff game loses by default.

14. Timekeeping and Scoring

Each player must score at least one game in which he is not playing as the Association does not employ official scorers. The Team Captains are responsible for assigning their players to the dates required by the Schedule. The assigned Timekeeper/Scorer should be in attendance 10 minutes before the start of the game. The Timekeeper/Scorer is responsible to post the score and stats directly to the website

If a Team fails to supply a Timekeeper/Scorer for a game that has been assigned in the Schedule, the Team in question shall forfeit two (2) points in the League standings. In the playoffs the team shall forfeit one (1) point in the league standings.

15. Spares

Spares are to be used by teams when a regular player is unable to play. Captains should attempt to use spares with the same ability as the player being replaced. Spares other than goaltenders cannot be used in playoffs except if a team has only 6 players and a goalie for a game. In this case 1 spare player can be added to equal 7 skaters and a goalie. The request to use a spare player for playoffs must to be accepted by the majority of the captains.

- 1) When a regular player is unable to play for a period of three (3) consecutive games or more, his long term replacement must be approved by the Executive.
- 2) If a spare player is involved in a fight he will be banned from the league.

16. League Standings & Playoff Tournament

At the end of regular season play, team standings will be finalized. Ties will be broken on the basis of the results of games played between the tied teams.

Regular Season Tiebreakers:

1. Head to head
2. Most wins
3. Goals For divided by Goals For plus Goals Against ($GF/(GF + GA)$)
4. Goals For – Goals Against
5. Goals For
6. Coin flip

The League playoff format will begin with a five game round robin tournament. 1st place will play 3rd, 4th, 5th and 6th (twice). 2nd place will play 3rd, 4th, 5th (twice) and 6th. 3rd place will play 1st, 2nd, 4th, 5th and 6th. 4th place will play 1st, 2nd, 3rd, 5th and 6th.

Playoff Tiebreakers:

1. The team with the most playoff points.
2. Head to head in the round robin playoff tournament.
3. Most regular season points.
4. Head to head in regular season.
5. Most games won in the regular season.
6. $GF/(GF + GA)$ playoffs
7. $GF - GA$ playoffs
8. GF playoffs
9. $GF/(GF + GA)$ regular season
10. $GF - GA$ regular season
11. GF regular season
12. Coin flip

The semi-finals and finals will both be the first team to 3 points. If tied after 2 games in either semis or finals, the following OT scenarios apply

Overtime Rules:

Semifinals Game #2:

1. 5 vs 5 – 10 mins running
2. 4 vs 4 – 10 mins running
3. Shootout 3 vs 3 (three different shooters)
4. Sudden Death Shootout 1 vs 1 (any shooter, can repeat)

A player that was in the penalty box at the end of the game is eligible to be a shooter.

Final Game #2:

1. 5 vs 5 – 10 mins running
2. 4 vs 4 – 10 mins running
3. 3 vs 3 – 20 mins running
4. Shootout 3 vs 3 (three different shooters)
5. Sudden Death Shootout 1 vs 1 (any shooter, can repeat)

A player that was in the penalty box at the end of the game is eligible to be a shooter.