

2011-2012
OUA HOCKEY - WOMEN
Rules and Regulations
Updated July 2011

1. ADMINISTRATION

1.1 See General Regulations

2. AWARDS

2.1 The Team winning the championship shall receive the Judy McCaw Memorial Championship Trophy.

2.2 Each member and the coach of the championship team shall receive an OUA Gold Medal.

2.3 Each member and the coach of the second place team shall receive an OUA Silver Medal.

2.4 Each member and coach of the third place team shall receive an OUA Bronze Medal.

2.5 An OUA Banner shall be awarded to the institution winning the team Championship.

2.6 ALL-STARS

2.6.1 Each member of the first and second All Star Teams shall receive an OUA All Star Certificate. The certificate shall denote whether the individual was selected as a First or second Team All Star.

2.6.2 The following awards shall be given:

- OUA First Team All-Stars
- OUA Second Team All-Stars
- OUA Rookie Team
- OUA Marion Hilliard Award – recognizing the athlete who demonstrates outstanding achievement in athletics, academics and community leadership
- OUA Rookie of the Year
- OUA Player of the Year
- OUA Coach of the Year

2.6.3 The process for All Star Selection will be as follows:

- i) Each participating coach **must** nominate three (3) forwards, two (2) defenders, and one (1) goaltender for all-star consideration. Also included in the nomination will be nominees for the OUA All-Rookie Team. Coaches may nominate three (3) rookie forwards, two (2) rookie defenders, and one (1) rookie goaltender (if applicable). Coaches shall also nominated one (1) rookie from their All-Rookie Team nominees for the OUA Rookie of the Year award. In addition, coaches shall nominated one (1) player from their team for the OUA Player of the Year Award (this player should also be nominated for All-Star consideration). Coaches may nominate one (1) player from their team for the OUA Marion Hilliard Award (nominations for this award must be accompanied by accurate academic, athletics and community leadership information).

All-Star nominees must have competed in two-thirds of the games played by their team by January 15 of the current season.

- ii) This information shall produce an OUA All-Star ballot of a maximum of sixty (60) players for All-Star consideration. Thirty (30) will be forwards, twenty (20) shall be defenders and ten (10) goaltenders.

Changes from last year are highlighted.

The OUA All-Star Ballot shall also produce a maximum of thirty (30) players for OUA All-Rookie Team consideration. There may be a maximum of ten (10) forwards, ten (10) defenders, and ten (10) goaltenders.

The OUA All-Star Ballot shall also include ten (10) nominees for OUA Rookie of the Year and ten (10) nominees for Player of the Year. It may also include up to ten (10) nominees for the OUA Marion Hilliard Award.

- iii) All OUA coaches will be responsible to circulate their nomination form to all of the other OUA coaches and the OUA Convenor of women's ice hockey. The Convenor shall circulate an electronic nomination form to all coaches as well as an accurate and up-to-date email listing of all OUA head coaches. Nominations must be circulated during the first week of February.
- iv) When casting a vote, coaches must rank the top six (6) forwards, the top four (4) defenders, and the top two (2) goaltenders for all-star consideration. Coaches must rank the top three (3) rookie forwards, top three (3) rookie defenders, and top two (2) rookie goaltenders (if applicable). Coaches must vote for the top three (3) nominees for OUA Rookie of the Year. Coaches must vote for OUA Player of the Year, ranking the top three (3) nominees. Coaches must vote for an OUA Coach of the Year, ranking the top three (3) head coaches from the pool of OUA head coaches. Coaches shall not vote for their own players and are required to complete the vote sheet in its entirety. The Convenor shall tabulate the results. Points will be awarded in descending order with the top ranked player receiving six (6) points, the second ranked players receiving five (5) points and the third ranked player receiving four (4) points and so on. The players with the most points shall be favoured in the All-Star selection process.

Ranking all categories should eliminate any ties. However, In the event that nominees are tied for an awards or All-Star position, a second ballot will be distributed by the Convenor to break the tie between tied nominees.

2.6.4 Completed vote sheets must be returned to the Convenor via e-mail by **February 12th, 2012**.

2.6.5 When all of the information has been tabulated, the results will be as follows:

FIRST TEAM ALL-STARS

- 1 Goaltender
- 2 Defenders
- 3 Forwards

SECOND TEAM ALL-STARS

- 1 Goaltender
- 2 Defenders
- 3 Forwards

OUA ROOKIE TEAM

- 1 Goaltender (if applicable)
- 2 Defender
- 3 Forward

MAJOR AWARDS

- OUA Rookie of the Year
- OUA Player of the Year
- OUA Coach of the Year
- OUA Marion Hilliard Award

2.6.6 Women's Hockey All-Stars and Major Award winners are to be recognized at the OUA Final at either game 1 or 2 with a pre-game ceremony. The ceremony should take place on a weekend at a central location (most likely game 2).

3. LEAGUE PLAY

- 3.1 The competing teams play a triple round robin on a two-year rotation.
Year One – Team X plays Team Y 1 away and 2 home
Year Two – Team X plays Team Y 2 home and 1 away

All teams will play twenty-six (26) league games. (Amended July 2011)

- 3.2 Each team shall receive two (2) points for each game won, one (1) point for a tie and one (1) point for an overtime loss.
- 3.3 The total points gained in league play will determine league standings and playoff positions.
- 3.4 In all regular season games that go into overtime, teams will play four-on-four in the required overtime period.

3.4.1 A five (5) minute sudden-death overtime, with no flood, will be played. There will be a 3 minute rest between the end of regulation and the start of the overtime period. (Amended June 2011)

3.5 Shoot Out:

If the game remains tied at the end of the five (5) minute overtime period, the teams will proceed to a shootout. The rules governing the shootout shall be the same as those listed under penalty-shot.

1. The Teams will not change ends for the shootout. **The home team shall decide who shoots first.** The teams shall alternate shots.
2. Three (3) players from each team shall participate in the shootout and they shall proceed in such order as the Coach selects. All players are eligible to participate in the shootout unless they are serving a ten minute misconduct or have been assessed a game misconduct, gross misconduct or match penalty.
3. Once the shootout begins, the goalkeeper cannot be replaced unless they are injured. No warm up shall be permitted for a substitute goalkeeper.
4. Each team will be given three shots, unless the outcome is determined earlier in the shootout. After each team has taken three shots, if the score remains tied, the shootout will proceed to a "sudden death" format. No player may shoot twice until everyone who is eligible has shot. In the instance that one team has a smaller roster, both teams will go through the smallest sized roster before being able to repeat a player.
5. Regardless of the number of goals scored during the shootout portion of overtime, the final score recorded for the game will give the winning team one more goal than its opponent, based on the score at the end of overtime.
6. The losing goalkeeper will not be charged with the extra goal against. The player scoring the game winning goal in the shootout will not be credited with a goal scored in his personal statistics.
7. If a team declines to participate in the shootout procedure the game will be declared as a shootout loss for that team. If a team declines to take a shot it will be declared as "no goal".
8. If at the end of overtime a player is in the penalty box they will be ineligible for the shootout.

The points for the shootout win or loss are the same as a victory and /or defeat for the overtime: 2 points for a win, 1 point for a loss.

- 3.6 Ties at the end of the regular season affecting playoff positions shall be resolved by the formula set out in the OUA General Playing Regulations.

- 3.7 During the OUA play-offs, including the quarter final games, a tie at the end of regulation time will

Changes from last year are highlighted.

be broken according to the following procedure:

After the third period there is a short 2-3 minute rest with no flood. Then a 10 minute sudden death period is played. If still no winner, there is a flood followed by regular 20 minute sudden death periods, with floods until there is a winner.

- 3.8 Coaches are to submit their exhibition schedules to the Convenor by September 15th. Score sheets for all exhibition games and tournaments are to be forwarded to the Convenor no later than the first Monday following any games.
- 3.9 That no weeknight games start before 6:00 pm and weekend games not start before 2:00 pm.
- 3.10 It is the responsibility of the home team to ensure that a legible, completed copy of the conference game sheet (summary sheet not required) is forwarded to the OUA Office and the Hockey Convenor immediately following each game.
- 3.11 Teams may play a maximum of 34 (thirty-four) games excluding playoffs. Coaches are to submit schedules prior to October 1st. Scoresheets for all games including exhibition/tournaments are to be forwarded to the Convenor no later than the first Monday following any games.
- 3.11.1 Participation in a tournament shall count as two games.
- 3.11.2 Any violation of the maximum 34 games will result in a fine of \$500 per additional game.

4 CHAMPIONSHIP STRUCTURE

Play-off Format

a) QUARTER-FINALS (best of three):

#1 vs #8
#2 vs #7
#3 vs #6
#4 vs #5

b) SEMI-FINALS (best of three)

Lowest ranked team @ Highest ranked team
Lowest remaining team @ Highest remaining team
(Amended July 2011)

Note: If possible, games to be played Wednesday, Saturday and Sunday (if necessary) depending on availability of facilities.

c) OUA Championship (best of three)

Semi-Final Winners @ home of highest remaining team

Note: If possible, games to be played on Wednesday, Saturday and Sunday (if necessary) depending on availability of facilities.

The higher seeded team has home ice advantage for two of the three games (including Game 3).

5 RULES

- 5.1 The playing rules shall be the Hockey Canada Rules unless exceptions are noted in the OUA Regulations. These regulations shall stand for the competitive year with the further exception that if Hockey Canada introduces changes in their regulations during that year, these may be introduced in the OUA Ice Hockey competitions following unanimous acceptance of the participating members.

Changes from last year are highlighted.

5.1.1 Exceptions:

- i) Each game shall consist of three (3) twenty minute periods.
- ii) All periods are stop time and there shall be a flood between each period. There will be a fifteen (15) minute warm-up prior to the start of the game followed by a flood. The clock shall run down from 15:00 during the warm-up and run down from 12:00 between each period if restricted by Ice Rental – 15 minutes if not. There shall be a flood between each period. The start of the warm-up and the time between periods must be posted on the clock.
- iii) A five (5) minute sudden-death overtime, with no flood, will be played for all league games tied at the end of regulation time. There will be a 3 minute rest between the end of regulation and the start of the overtime period. (Amended June 2011)
- iv) A minor penalty shall be two (2) minutes and a major penalty five (5) minutes. Any player involved in a fight shall receive an immediate game misconduct penalty and shall be suspended from the next game. Other penalties shall be applied according to the Suspensions Chart found in Appendix B. Officials shall submit a report of any fighting or such incident to the Convenor.
- v) A match penalty shall carry with it an automatic game suspension along with a review by the Convenor.
- vi) A gross misconduct will result in a one game suspension and counseling by the coach.
- vii) A coach is allowed to function only at the player's bench unless given permission by the officials to go elsewhere.
- viii) In case of injury to a goalkeeper. A five (5) minute warm-up will be permitted to the substituting goalkeeper.
- ix) A player must dress five (5) games throughout the league schedule to be eligible to play in the playoffs. Should a player be injured and not able to play in five games, the convenor can approve that player for the playoffs. In addition, should one of the two starting goalies get injured, a third goalie who is an eligible player and on the eligibility certificate may dress/play for the playoffs.
- x) Body Contact: No body checking as per Hockey Canada Rules
- xi) Red Line: The center ice red line will be in play for icing infractions only.
- xii) A team that is in violation of an icing is not permitted to make any player substitutions prior to the ensuing face-off. (Added June 2011)
- xiii) If a player makes contact with the goalkeeper in the crease it must be called.
- xiv) When a player or players are penalized at a stoppage of play that results in penalties being placed on the penalty time clock to one team, the ensuing face-off shall be conducted at one of the two face-off spots in the offending team's end.

5.2 The official party shall consist of **twenty (20) players**. The coach may dress eighteen (18) skaters (forwards and defense) plus one or two goalkeepers. The OUA will allow up to five (5) team officials on the bench (i.e. 3 coaches and 2 support staff). **Only the 18 skaters and 2**

Changes from last year are highlighted.

goalies who are listed on the game sheet may take part in the on ice warm up prior to the game.

- 5.3 Home team shall wear white background sweaters during first term and solid colour (dark during second term).
- 5.4 All players on the team must be wearing the same sweaters and socks.
- 5.5 The OHA game sheets shall be used for all OUA games.
- 5.6 The home team must supply a minimum of twenty-five (25) pucks for the visiting teams to use during warm-up.
- 5.7 The following equipment must be worn:
 - i) Goalkeeper – standard goalkeeper equipment
 - ii) Players – standard hockey equipment
 - iii) CSA approved helmets and facemasks
 - iv) Chin strap on helmets must be fastened
 - v) Neck guards are mandatory
- 5.8 Where possible, games held on Sunday evenings can not be scheduled any later than 4:00 pm

6. SUSPENSIONS

- a) See Suspension Chart, Appendix B
- b) A one game suspension resulting from an incident in an exhibition game will be served during the next league game. Multiple game suspensions which occur as a result of an incident in an exhibition game will be served by the player(s) or coach(s) involved during the next game (league or exhibition) with the remainder to be served in successive league games. All league suspensions must be served during league play.
- c) Coaches must ensure that players who receive a penalty calling for a suspension begin serving that suspension immediately.
- d) Suspensions will be assessed by in accordance with the guidelines established.
- e) A team will forfeit any game in which they use a suspended player, or a player who has been assessed a Match; GM; or Gross Misconduct which has not yet been formally actioned by the Convenor. The player must then serve his original suspension. A plea of ignorance is unacceptable.
- f) Coaches must report all game misconducts, gross penalties and match penalties to the Convenor within 48 hours of the incident(s).
- g) All league and play-off suspensions must be served during league play and/or playoffs. If there are insufficient games left in the current season, a "carry-over" to the following season applies.
- h) The OUA will honour all suspensions imposed by other leagues
- i) A player receiving a GM penalty in the last 10 minutes of the third period must sit out the next league game. The only exception is if the penalty is a GM 50 – 2 min. CFB.

7. OFFICIALS

Changes from last year are highlighted.

- 8.1 All teams must use three (3) officials for all league and playoff games. All three officials must have a Level III certification. Where possible, the referee would hold a Level IV certification.
- 8.2 During warm-up at least one official must be on the ice and each team must stay within their half of the ice surface.
- 8.3 All OUA games are to be officiated by Hockey Canada certified Officials. Referees must have a minimum of Level III certification.
- 8.4 The host university MUST provide two (2) goal judges plus two (2) minor officials who are not team members in the penalty box for all league home games.
- 8.5 For all OUA play-off games the three (3) Official System, i.e. 1 Referee, 2 lines people shall be used.
- 8.6 All universities are expected to communicate with their respective assignor of officials and supervisors the rules of OUA women's hockey each year.
- 8.7 All universities are to request with their assignor of officials that a referee supervisor, registered as such with the OHA or OHF, be present at four (4) home games to evaluate and provide feedback to the on-ice officials. Schools will incur this cost.

9. GAME TAPE EXCHANGE

- a. That for the 2011-12 Season Women's Hockey shall use **Game Tape Exchange** (<http://www.gametapeexchange.com.com>) as their game film exchange service provide. Film Exchange Protocol listed in **Appendix A**. (Amended June 2011)

10. COST SHARING

- 10.1 All expenses for league and playoff competition will be the responsibility of the host.
- 10.2 The Championship team will be responsible for the engraving of the trophy.

11. CONVENOR'S DUTIES

- 11.1 In the fall, the Convenor will circulate to all Coaches and Directors, a list of names and telephone numbers of the Supervisor of Officials in their area.

APPENDIX A

Game Tape Exchange Policy

FILM/GAME TAPE EXCHANGE – FILM QUALITY STANDARDS

1. The zoom used in filming must be the widest possible in order to capture as much of play and ice surface as possible.
2. Prior to each faceoff the camera person must capture the game clock in order for those reviewing the video to be able accurately track the game.
3. The camera person must ensure that the camera is recording prior to the faceoff in order to capture the actual dropping of the puck.
4. The camera person is responsible for capturing all post whistle events (including scrums, fights and/or injuries).

It shall be the responsibility of the Home Team, to capture a digital recording of the complete game to the standards outlined above.

The digital recording of the game should be uploaded immediately following the game. Games must be available for download by the Visiting Team no later than 11:59pm (women) and 1:59am (men) upon the completion of the game.

Failure to do so will result in a \$50.00 fine as outlined in the OUA Constitution, Unit II, Section 7.8.14.

In addition to timely uploading, the quality and length of the games must be in the required WMV format. Downloaded copies of game film will be in a WMV format. (This is a compressed file format which enables a faster transmission than normal files).

The Visiting Team will not be responsible for any uploads of games.

Teams will not be provided access to any game film until their most recent film has been uploaded.

In the case of catastrophic circumstances in which equipment is damaged, or completely unable to be used in the procedure, the home team will not be fined but will be required to provide in writing a description of the problem, in addition to a solution for the issue. This document MUST be signed by the athletic director verifying that is in good faith and submitted to the OUA Hockey Convenors immediately.

The home team should contact GameTape Xchange for customer support.

Dwayne Richards - Dwayne@gametapeexchange.com

(480) 710-2403

(480) 557-6800

(866) 306-6800

The visiting team must be contacted immediately and advise of the problem.

**APPENDIX B
SUSPENSION CHART**
(Revised 2004)

INFRACTION CODE	SANCTION			
	1ST TIME	2ND TIME	3RD TIME	MORE THAN 3 TIMES
DISCIPLINE (20's)				
GM 21	1 Game	2 Games	Review	Review
M 22	0	0	Review	Review
MP 24	Review	Review	Review	Review
MP 25	3 games + Review	Review	Review	Review
GM 26	1 Game	2 Game	Review	Review
GM 27	1 Game	Review	Review	Review
GM 28	Review	Review	Review	Review
MP 29	2 Games	Review	Review	Review
GM 64	0	0	Review	Review
FIGHTING (30's)				
GM 30	1 game	2 Games	4 Games plus counseling	Review
GM 31	2 Games	Review	Review	Review
GM 32	2 Games	Review	Review	Review
GM 33	2 Games	Review	Review	Review
M 34	0	0	Review	Review
INS 36	One Game	Two Games	Review	Review
AGG 37	One Game	Two Games	Review	Review
MP 38	2 Games	Review	Review	Review
ATTEMPT TO INJURE (40's)				
MP40	2 Games	Review	Review	Review
MP41	2 Games + Review	Review	Review	Review
MP42	2 Games	Review	Review	Review
MP43	2 Games	Review	Review	Review
MP44	1 Games	Review	Review	Review
MP45	3 Games	Review	Review	Review
MP46	3 Games	Review	Review	Review
MP47	3 Games	Review	Review	Review
MP52	3 Games	Review	Review	Review
GM 57	0	2 Games	Review	Review
GM 58	0	2 Games	Review	Review
GM 59	0	2 Games	Review	Review
M 71	0	0	1 Game	Review
GM 71	1 Game	2 Games	3 Games	Review
MP 72	3 Games	Review	Review	Review

Changes from last year are highlighted.

INFRACTION CODE	SANCTION			
	1ST TIME	2ND TIME	3RD TIME	MORE THAN 3 TIMES
CFB & Stick Infractions (50's)				
GM 50	0	0	1 Game	Review
GM 51	1 Game	2 Games	3 Games	Review
GM 52	1 Game	2 Games	3 Games	Review
MP 52	3 Games	Review	Review	Review
GM 53	0	2 Games	Review	Review
GM 54	0	2 Games	Review	Review
GM 55	0	2 Games	Review	Review
GE 56	0	2 Games	Review	Review
GM 73	0	1 Game	Review	Review
GM 74	0	1 Game	Review	Review
GM 75	0	1 Game	Review	Review
GM 76	0	1 Game	Review	Review
GROSS MISCONDUCTS (60'S)				
GRM 60,61,62,63	1 Game + Review	Review	Review	Review
GRM 64	1 Game	Review	Review	Review
OTHERS (90's)				
99	Review	Review	Review	Review
99*	Review	Review	Review	Review

* For Convenors use to cover new Hockey Canada/OHF Rules that have not yet been listed in OUA Rules and Regulations.

* A player receiving a GM penalty in the last 10 minutes of the third period must sit out the next league game. The only exception is if the penalty is a GM 50 – 2 min. CFB.

**APPENDIX B
INFRACTION CODES**
(Revised 2004)

20's - DISCIPLINE		40's - ATTEMPT TO INJURE (cont'd)	
M/GM 21	Abusive Language & Disputing a call with an Official (verbal abuse of official)	GM 59	Charging
M 22	Inciting	M 71	Checking to the Head (Minor & Game)
MP 24	Threatening an Official	GM 71	Check to the Head (Major & Game)
MP 25	Physical Abuse of Official	MP 72	Checking to the Head
GM 26	Second Misconduct - same game	50'S - CFB & STICK INFRACTIONS	
GM 27	Second Major - same game	GM 50	Checking from Behind (Minor & Game)
GM 28	Interference From Bench	GM 51	Checking From Behind (Major & Game)
MP 29	Spitting	GM 52	Elbow/knee/Boarding/Charging (Major & Game)
GM 64	Trash Talking	MP52	Checking from behind (Match & Game)
30's - FIGHTING		GM 53	High Sticking (Major & Game)
GM30	Fighting	GM 54	Cross Checking (Major & Game)
GM31	2nd Fight, same stoppage of play (3rd, 4 th , etc.)	GM 55	Slashing (Major & Game)
GM32	Second, Third, Fourth, etc. player into Fight	GM 56	Game Ejection
GM33	Leaving the Players or Penalty Bench	GM 73	Tripping (Major and Game)
GM 33	Coach Identified as Having the First Player Leave the Players or Penalty Bench	GM 74	Interference (Major & Game)
M 34	Failure to Go to the Players Bench or Neutral Area	GM 75	Holding (Major & Game)
INS 36	Instigator	GM 76	Hooking (Major & Game)
AGG 37	Aggressor	60's - GROSS MISCONDUCTS	
MP 38	Fighting - Ring or Tape on Hands	GRM 60	Travesty of the Game
40's - ATTEMPT TO INJURE		GRM 61	Obscene Gestures
MP40	Attempt to Injure	GRM 62	Removing Helmet
MP41	Deliberate Injury	GRM 63	Discriminatory Slurs
MP42	Butt Ending	GRM 64	Trash Talking
MP43	Grabbing Face Mask/Helmet/Chin Strap	90's - OTHER	
MP44	Hair Pulling	99	Miscellaneous (explain on back of game sheet)
MP45	Kicking	99	OUA Blanket (For Convenors use to cover any new Hockey Canada and/or OHF rules not currently listed in OUA Rules)
MP46	Spearing		
MP47	Head Butting		
MP 52	Checking from Behind		
GM 57	Boarding/Body Checking		
GM 58	Elbowing/Kneeing		

Changes from last year are highlighted.

APPENDIX C
HOME GAME PROTOCOL



OUA Game Day

Women's Hockey Pre-Game Protocol 7:30pm Gametime

Actual Time	Visible Clock	Protocol
6:50pm	25:00	Forty minutes before game time (25:00) is put on the clock and is run down non-stop
6:50	25:00	On-ice officials notified 10min until warm-up
6:50	25:00	Visiting team notified 10min until warm-up
6:59	16:00	On-ice officials take to ice for warm-up
7:00	15:00	Teams take to ice for warm-up
7:15	0:00	Buzzer sounds to end warm-up and all players as well as officials leave ice
7:15*	15:00	Clock is run down non-stop for intermission
7:25	5:00	On-ice officials notified 5min until game time
7:25	5:00	Teams notified 5min until game time
7:28	2:00	Teams take to ice and introductions made.
7:30	0:00	Buzzer sounds; National Anthem played
7:32pm	20:00	Game starts

*Goal judges, timekeeper, and scorekeeper (off-ice officials) introduce themselves to on-ice officials.

Intermission: Fifteen-minute intermission begins when officials leave the ice. At the 5:00 mark, notify officials and teams they have 5 minutes before end of intermission. Recommended for Teams to return at 2:00 mark of intermission.