

CENTRAL HOCKEY LEAGUE

2022-2023 Season



COACH'S MANUAL and RULE BOOK



Official February, 2023

A WORD OF WELCOME

We, the Governors of the Central Hockey League, salute you, the coaches and everyone involved in helping our young players in their appreciation of hockey within the coming months. We want to assure you of our support and commitment in coordinating the activities of the League in a spirit of service to players, coaches, trainers and parents.

We share a common goal, which is the healthy development of hockey skills among the young, based on respect for each other and respect for the rules of play.

This manual outlines the philosophy of the League, and explains the rules, adopted in a democratic manner, which are in force this season. These rules exist to ensure orderly functioning, foster healthy rivalry and good hockey.

As the season begins, we wish to thank you for your commitment, and ask for your cooperation in adhering to the rules and policies of the League.

Have a great season!

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1. CENTRAL HOCKEY LEAGUE MEMBERSHIP

ASSOCIATION	GOVERNOR	DISCIPLINE	ICE SCHEDULER
DOLLARD	Ray Fisher 514-898-5058 dion.c.shea@sympatico.ca	Ray Fisher 514-898-5058 dion.c.shea@sympatico.ca	Dino Gangai 514-626-2819 gangai@videotron.ca
LAKESHORE	Bob Morrissette 514-862-2335 lmhfv@gmail.com	Daniel Guay 514-695-8022 danielguayavocat@hotmail.com	Sabrina Thibeault 450-288-1880 sab_hockey@hotmail.com
PIERREFONDS	Glen Maxheleau 514-594-6218 president@hockeypfd.com	Les Yersh 514-594-6218 lesteropolous@gmail.com	Julie Dumas 514-943-6440 scheduling@hockeypfd.com
WEST ISLAND	Ron Létourneau 514-913-1013 rletourneau@ventesrudolph.com	Ron Létourneau 514-913-1013 rletourneau@ventesrudolph.com	Butch Kennedy 514-242-7124 scheduler.wsi@sympatico.ca

2. TEAM NAMES

Team Names	DOLLARD	LAKESHORE	PIERREFONDS	WEST-ISLAND
1 st	Civics	Jaguars	Barons	Kings
2 nd	Centennials	Leopards	Marquis	Knights
3 rd	Citadels	Lions	Royals	Remparts
4 th	Capitals	Tigers	Vicomtes	Aces
5 th	Cavaliers	Cougars	Ducs	Senators
6 th	Celtics	Bengals	Chevaliers	
7 th		Lynx	Seigneurs	
8 th		Bobcats	Ramparts	

3. CENTRAL HOCKEY LEAGUE PHILOSOPHY

- It is our philosophy to allow all players to participate on an equal time basis, in a fun atmosphere. **FAIR PLAY is essential**
- We want to have as balanced a program as possible in all levels of play.
- Skills must be developed in an environment of good sportsmanship and teamwork.
- All those involved with our program must help in the development of discipline and a good self-image for everyone.
- Our coaches should be excellent role models for children and always well-organized for practices and games.

4. IMPORTANT DATES

The following table summarizes important dates for the current season:

Event	Date
M9 start	December 3, 2022
M9 end	End of March.
M11 start	October 22, 2022
M13, M15 & M18 start	October 15, 2022
End of Regular Season, except M9 / U9	March 5, 2023
Start of Playoffs	March 12, 2023
Mid-season break	December 23, 2022 to January 3, 2022 (incl.)

5. RULES AND REGULATIONS OF THE LEAGUE

These rules are an addendum to Hockey Canada and Hockey-Québec rules:

Please be advised that Hockey Canada, Hockey Québec and Hockey Lac St-Louis regulations take precedence over all our rules and regulations. Please review those regulations for clarification on any rules not indicated in this manual.

5.1 SEASON

5.1.1. BLACK-OUT DATES

- No games will be scheduled **after 3 pm** (all levels) on October 31st, (**HALLOWEEN**)
 - No games can be scheduled to **END PAST 5 pm** on the days of **GREY CUP** Sunday and **SUPERBOWL** Sunday.
 - Consult the calendar on the CHL website for the season start dates as well as December holiday break and mid-season (March) break.
 - If deemed necessary, games between teams from the same association could be during the mid-season break.
- Miscellaneous
- Game schedules shall be prepared in advance for the entire season.
 - Regional playoffs are scheduled by the region, not the CHL.
 - Total number of games:
 - 18 for M9 & M11
 - 24 for M13, M15 & M18
 - There will be one (1) division per category.

5.2 GAME TIMES, FREQUENCY, SCORESHEETS

5.2.1. SCORESHEETS

All M9 games require a scoresheet. It is the responsibility of the HOME team to ensure that the Category, Place, Date, Game Number and team names are clearly indicated on the

scoresheet. Both team rosters must be listed on the scoresheet. Labels are not required but teams are encouraged to use them for their rosters. **The visiting team must complete and sign the score sheet first followed by the home team.**

Only major penalties need to be recorded on scoresheets. Goals and minor penalties are not recorded.

5.2.2. GAMES PER DAY

A maximum of one game per day will be scheduled. However, a second game may be scheduled to make up cancelled games or to play a tournament game.

5.2.3. GAME DURATION

Stop time will be used. Games are to be divided in the following manner.

CATEGORY	1 st Period	2 nd Period	3 rd Period
M9	21 Minutes	21 Minutes	0 minutes
M11 to M18	10 Minutes	10 Minutes	**CHL Rule

**** CHL Rule: The Third Period: The referees will calculate the third period as follows. To play the third, the referees must take the available time divide it by two (2) and add (five) 5 minutes to this time to determine the length of the third period.**

EX: The time is 20:06 and the rental period is over at 20:20. The remaining ice available is 14 minutes. (14 minutes divided by 2 = 7 minutes) (7 minutes + 5 minutes = 12 minutes). In the case of an odd number of minutes remaining, the result would be rounded down to the nearest minute.

5.2.4. START – FINISH TIMES

CATEGORY	START Mon to Fri	FINISH Sun to Thurs	START Sat to Sun	FINISH Fri to Sat
M9	18:00	20:00	8:00	20:00
M11	18:00	20:30	8:00	20:30
M13	18:00	21:15	8:00	21:30
M15	18:00	22:15	8:00	22:30
M18	18:00	23:15	8:00	23:30

5.2.5. SCORESHEET LABELS

Pre-printed **computerized** stickers (labels) with the **Team name**, all players' names, sweater numbers **and the coach's names and numbers** printed on the stickers (labels) are mandatory for **all of the 5 copies** of all scoresheets, indicating all players present for that game. **Failure to abide by this rule will result in receiving a 2 minute delay of game penalty to be served at the beginning of the game.**

5.2.6. SCORESHEET

It is the responsibility of the HOME team to ensure that the Category, Place, Date, Game Number and team names are clearly indicated on the scoresheet. If this is not completed, a \$10 fine will be assessed to the home team. These incidents will be tracked by the league

statistician. **The home team must give the score sheet to the visiting team (20) minutes before game time. The visiting team must complete and sign the score sheet first followed by the home team.**

Check List for score sheet:

- Game #
- Date
- Category
- Location
- Team names
- Labels on all 5 copies

5.2.7. ZAMBONI

No one, including referees, is permitted on the ice until the Zamboni has left the ice and the exit doors are closed.

5.2.8. FORFEIT GAMES AND DEFAULTED GAMES

A FORFEIT game occurs when one or both teams fail to show up for a scheduled game. In this case, the team that shows up for the game is awarded a 1-0 victory and a FJ point in the standings. The team that forfeits the game is awarded zero points for the game (loss of FJ). Note that in the case a where a team notifies the opponent of the forfeit in advance, the team that is available to play is deemed to have appeared for the game.

A DEFAULT game is one that has been played, however the league has decided that a rule was broken, and the result must be overturned. In this case, the score is recorded in the standings as a 1-0 victory for the team deemed not at fault. The team deemed by the league to be in violation of a rule also loses its FJ point. However, all penalties and suspensions assessed during the game still stand and must be served. If the winning team lost its FJ point during the game, they still lose the FJ point in the default victory.

5.3 OFFICIALS & TIMEKEEPERS

5.3.1. NUMBER OF OFFICIALS

Level	Class	Maximum No.	Minimum No.
M9	1-2-3-4	1	1
M11	A-B-C	2	1
M13	A-B-C	3	1
M15	A-B	3	2
M18	A-B	3	2

NB: If the minimum number of officials is not met, the game will be rescheduled.

5.3.2. TIMEKEEPERS:

As per local association rules, if the assigned timekeeper is not present, the home team must find a suitable replacement.

5.3.3. REFEREE'S ROOM

The referees' room is off limits to all team personnel, organization, or association.

5.4 GAME PROCEDURES

5.4.1. SWEATERS

All teams must have two (2) sets of sweaters, (LOCAL and VISITOR). The home team shall wear their **dark** sweaters. The visiting team shall wear their **white** sweaters. In the case whereby both teams arrive on the ice with the same sweaters, (white or dark), the home team shall change sweaters.

5.4.2. SWEATER NUMBER

A sweater number assigned to a player must remain with that player for the whole season. If for some unforeseen reason a player must change his number for a game, the team must indicate on the score sheet both numbers of the player in the following manner:

EX: #10 John Doe will change to #15

Enter: 15 (10) John Doe

5.4.3. GOALTENDER'S SWEATERS

In the event that one (1) of the two (2) goaltenders forgets his sweater, the substitute only will get permission to wear a different color of sweater. If the substitute has to replace the starting goaltender, they will have to exchange sweaters so that the new goaltender wears the same color as the rest of the team.

In addition, a two (2) minute minor penalty for delaying the game will be assessed.

The protective flap is compulsory for goalkeepers.

5.4.4. WARM UP

The referee will indicate the start of the mandatory 2-minute warm-up **once the ice and nets are ready for the teams to get on to begin the warm-up**. Teams are not to take to the ice until directed by the referee.

5.4.5. HANDSHAKE

To encourage respect for your opponent, the shaking of hands will be permitted at each game.

In M9, M11 and M13 teams will shake hands at the end of the game.

In M15 and M18 divisions, teams will shake hands before the start of the game.

For any altercations by a coach or a player during the handshake, severe sanctions will be assessed in addition to the incidentals. See sanction table.

Note: Teams are required to follow the specific rules outlined by HQ or the LSL region for the handshake.

5.4.6. START OF GAME

In order to accelerate the start of a game and permit a full third period, both teams must be prepared to start play and be lined up for the face-off immediately at the end of the warmup.

5.4.7. COMPLETE/OFFICIAL GAME

In all categories and classes, a game will be considered to be complete after two (2) periods of 10 minutes duration have been played.

5.4.8. INCOMPLETE GAME

A game will not be considered complete if the following circumstances impede the completion of two 10-minute periods:

- a) The game does not start on time and no arrangements can be made to complete two periods.
- b) During the game there is a delay or delays due to injuries, and two periods could not be completed.
- c) During the game there is an electrical failure, arena equipment breakdown, or defects in the ice, such that two periods cannot be completed. In such circumstances the game will be rescheduled with open team roster, the official in charge of the game will report the facts on the reverse side of the scoresheet.
- d) If an incomplete game is to be resumed, only the unplayed portion of that game, up to the end of the second period, will be played.

5.4.9. BETWEEN PERIODS

No rest time is permitted between periods.

5.4.10. MERCY RULE

During the regular season, once a **difference** of seven (7) goals is attained **at any time** after the completion of the second period, the following rules will apply:

- a) The rest of the game (**regardless of any change in goal difference**) will be played with running time only starting at the face off, after the 7th goal.
- b) Minor and major penalties will be stop time, time clock permitting.
- c) For the standings, a maximum goal differential will always be registered at no more than 7 goals.
- d) Maximum scheduled game time is 50 minutes.

5.4.11. ELIGIBILITY

Any person acting in any capacity at the players' bench must be a member and his name and number shall appear on the score sheet prior to the beginning of the game. **A maximum of five (5) members are permitted behind the bench, of which at least one member must have Health and Safety Attendant accreditation.**

5.4.12. PARTICIPATING IN A GAME

A member is considered having taken part in a game when his name appears on the score sheet.

5.4.13. END OF GAME

The "Game Clock" refers to the clock that is controlled by the scorekeeper and displays the time remaining in a period.

The "Arena Time Clock" refers to the clock in the arena that displays the time of day.

Prior to the start of the game, the referee shall consult the local team in order to confirm the time at which the game must end **as per the arena time clock**. He shall advise the opposing team and they must put an end to the game, when the time allowed for ice is completed. Arena staff and/or timekeeper can also end the game.

5.5 SEASON SCHEDULING / GAME CHANGES / NO SHOWS

5.5.1. GAME CHANGES

No changes to the schedules are allowed during the season and the playoffs except for **TOURNAMENTS and EXCHANGES ONLY** and only when there is a game conflict. When there is a conflict, PLEASE FOLLOW PROCEDURE IN THE TOURNAMENT AND EXCHANGE SECTION.

5.5.2. GAME CHANGES WITHIN ASSOCIATION

Local associations can, however, request game changes, other than those indicated in Rule 6.5.1, as long as only their teams are affected and this does not change any other scheduled game. Permission from the local association as well as the League scheduler would still be required.

5.5.3. LATE ARRIVAL FOR A GAME

A) In the event that a team arrives late for a scheduled game, a delay of 10 minutes will be allowed to the team, after the warmup.

B) In addition, a two-minute minor penalty for delaying the game will be assessed to the offending team.

5.5.4. RESCHEDULED GAMES

Once the ice coordinator has been notified of a game cancellation, **the receiving representative must provide suitable ice to get the game rescheduled (off of the TBRS list) within the next 14 days.**

***Note**

During the regular season: When a minimum 14 day notice is given to a team, rescheduled game dates cannot be refused for practice ice; hours proposed or team not being available. If the team is not scheduled on the league schedule, they are considered available.

During the Playoffs: When a minimum 3 day notice is given to a team, rescheduled game dates cannot be refused for practice ice; hours proposed or team not being available. If the team is not scheduled on the league schedule, they are considered available.

5.5.5. NO-SHOWS

Any team not showing up will lose by default. A final score of 1-0 will be marked on the scoresheet by the referee indicating that the other team did not show up. After investigation, a team may be liable to a fine of \$100.00, if they do not show up for a scheduled game. The only acceptable no-shows are those caused by errors in the League schedule or by association ice schedulers. Such games are to be rescheduled.

If it is confirmed via the association ice schedulers or governors, that a team will forfeit and not show up, the opposing team and officials are **NOT** required to show up.

Also, any team defaulting, forfeiting or not showing up **shall not at any time** receive the Franc-jeu point.

5.6 REGISTRATION / DISCIPLINE / SUSPENSIONS OR NON-ELIGIBLE PLAYERS

5.6.1. SUSPENSIONS

Automatic suspensions are to be served as per League rules and Federation rules. Suspensions can only be served in regular league games, tournament games and playoffs.

Note: Codes that appear on the white copy of a score sheet are considered official and cannot be modified by a CHL Discipline Committee.

5.6.2. PROOF OF SUSPENSIONS

For any suspensions served in a sanctioned tournament, the team **MUST** submit a copy of the score sheet via email to chlscoresheets@gmail.com, with the appropriate indication of the suspension being served indicated on the score sheet to the CHL

5.6.3. RESPONSIBILITY FOR SUSPENSION VERIFICATIONS

The coach is responsible at all times for the actions of his team and ensuring that suspensions are served. If a sanction requires league intervention, the coach will be notified of the decision and any additional suspensions must be served immediately upon notification.

Note that any B-? Code penalty should also include an automatic D-? code penalty which is a game misconduct with a subsequent suspension.

For any suspensions served in a sanctioned tournament, the team **MUST** submit a copy of the score sheet (via email) to chlscoresheets@gmail.com, with the appropriate indication of the suspension being served indicated on the score sheet to the CHL.

5.6.4. SUSPENSIONS ON SCORESHEET

The coach is responsible to indicate **the name and number** of any player or coach or member serving a suspension in the appropriate corner of the scoresheet and whether they are serving 1 of 1, or 1 of 2, etc. (See Appendix 1 - Scoresheet).

Teams are responsible for reporting all suspensions awarded and served to the CHL.. **Teams have 48 hours from the end of a game to report suspensions. Failure to do so will see a \$10.00 fine levied against the team** for each delinquent game.

5.6.5. FAILURE TO SIT OUT SUSPENSIONS

Any game in which a suspended or non-eligible player, **coach or member** plays or is present on the scoresheet will be forfeited. In addition, the player, **coach or member** is still obliged to serve his suspension(s) and the assigned coach will also receive an automatic suspension.

5.6.6. CARRY-OVER SUSPENSIONS

A master list of suspensions carried over from the previous season will be provided by the League Discipline Chairman. Any carry-over suspensions are to be served during the regular season games the following year. The suspended player is allowed to participate in the pre-season evaluation process.

5.6.7. SUSPENSION (COACH)

After investigation, any coach under suspension or who has just been ejected from a game and tries to influence the game in any manner from the stands will receive an additional three (3) game suspension for this infraction. Penalties may be assessed at any time before, during and after the game, when an offence is committed.

5.6.8. GAME REPORTS

For any type of ejection from a game, regardless of the penalty codes, the referee must complete a written game report immediately after the game and submit it to the league.

5.7 SPECIAL REGULATIONS

5.7.1. PROTESTS

All protests must be investigated under the following guidelines.

- 1) No protest regarding an official's (Referee, linesman) judgment call will be accepted; an official's decision is final.
- 2) All protests questioning the application or non-application of a playing rule must be done by a registered member.

Any protest will be invalid unless these procedures are followed:

- 1) A protest must be given to the referee at the time of the infraction or the first stoppage of play and must not be made public. The referee must indicate on the scoresheet the said protest at the time it was requested.

- 2) A protest must be formally tabled within 48 hours of the scheduled game time to the Central Hockey League Chairman by registered or electronic mail indicated at the front of this manual. (Weekends, and holidays exempted)
- 3) If a team does not follow up with their protest, the head coach will receive a one game suspension. A dollar amount is required, as a deposit, for each protest. Please see the Hockey Québec rulebook to determine the exact dollar amount required for deposit. This deposit will be returned to the litigant only after a decision has been returned in their favour.
- 4) When a protest is withdrawn it must be done by the coach before the end of the game or before the score sheet is signed by the officials. If a protest is not withdrawn it must be followed up and all fees and sanctions shall be applicable.
- 5) In the event that the team who lodged a protest wins the game, it is assumed that the protest is withdrawn.

5.7.2. THREE (3) STICK INFRACTIONS

Any player incurring a total of three (3) or more stick infraction penalties (**codes A-22, A-23, A-24, A-25, A-26**) during the same game shall be ejected from the game. Stick infraction penalties are considered to be: high sticking, crosschecking, slashing, spearing and butt-ending.

5.7.3. ONE GOALTENDER

In the event that only one goaltender is available, and is replaced due to injury, a maximum of 15 minutes will be allowed, to dress another goaltender.

5.7.4. END OF GAME A-98 PENALTIES

At the end of the game, the players who are on the bench must remain there and the players on the ice must return immediately to their respective bench. If there is a failure to abide by this rule, the coach will be assessed an A-98 penalty. This will result in the following sanctions:

- 1st Offence: warning
- 2nd Offence: warning
- 3rd Offence: warning
- 4th & Subsequent Offence: 1 game suspension

In the case of M9 and M11, the on-ice officials are asked to consider the spirit of this rule and are encouraged to remind the teams as they near the end of the game to avoid unnecessary or unwarranted penalties for beginners. Also, officials must work with the M9 & M11 coaches to have this rule respected and avoid unnecessary A-98 penalties for players rushing to congratulate their goalie when there is no risk of a situation between the teams.

5.7.5. MINOR OFFICIALS' ACCREDITATION

The associations have until December 31st of the current year to accredit their minor officials (score keepers / timekeepers). Failure to do so, the associations that use unlicensed minor official will receive a fine of \$ 10 per game. Information about the courses offered will be sent in early season through the regional representative.

5.8 STANDINGS & STATISTICS

At the end of each game, a member of the local team must update the game scores via the CHL game portal. **Failure to report scores and/or suspensions within 48 hours of the game will result in a \$10.00 fine levied against the HOME team.** There is a document on how to enter game scores that can be found on CHL website (www.chlhockey.ca) in the documents section.

In addition, at the end of each game, the **home team** must send the score sheet electronically to chlscoresheets@gmail.com within 48 hours of the game. The title of the email should state Level-Division and game number. **i.e., M18A-1000**

Teams can scan it or take a picture (must be legible) of the white copy of the sheet. The team that does not send the game sheet will be fined \$10.00. This rule also applies to exhibition games when there are suspensions.

Note: Teams will keep copies of white and green scoresheets. The league will no longer collect these sheets, but it is required to retain the copies until the end of the season in case they need to refer to them.

To ensure consistent results and efficient processing of score sheets, it is essential that these guidelines are followed to the letter.

6. TOURNAMENTS, EXCHANGES & SCHEDULING

- 1.1. The maximum number of allowable tournaments or exchanges is three (3) for any level. While recognizing the importance and desirability of exchanges and tournaments, the League emphasizes the primacy of league play and set out the following rules, which should be fair to all teams.
- 1.2. **NB: Exchanges count as one tournament.**
- 1.3. **NO GAME CHANGES ARE PERMITTED DURING THE FIRST 10 DAYS OF THE PLAYOFFS of the division, WITH THE EXCEPTION OF CONFLICTS WITH THE REGIONALS.**
- 1.4. AFTER the first 10 days of the playoffs of the division, the ONLY possible changes that will be considered shall be when a team can provide **written justification** that they have requested a schedule change with the tournament which was denied by the tournament.
- 1.5. These potential changes are subject to the usual game change delays and league rules as well as subject to scheduling availability.
- 1.6. Communications will only be between the League scheduler and the ice coordinator of your association.
- 1.7. Only regular season games conflicting with exchanges and Federated sanctioned tournaments may be rescheduled.
- 1.8. All tournament schedules and information must be submitted to your ice scheduler immediately upon receipt as soon as possible and game results must also be reported within 2 hours after completion.
- 1.9. Game conflicts for tournaments or exchanges must be reported to the scheduler as soon as they are known and a **MINIMUM of 14 days** before the league game to be considered.
- 1.10. Games possibly on hold must be reported to the scheduler as soon as they are known and a **MINIMUM of 14 days** before the league game to be considered.
- 1.11. **For M11 through M18, when a team is required to play two games in the same day, a rest period of three (3) hours is mandatory when the league game is first and a rest period of six (6) hours is mandatory when the tournament game is first. For M9 / U9, when a team is required to play two games in the same day, a rest period of three (3) hours is mandatory**
- 1.12. The only other reasons for rescheduling a game are specifically; an act of God, an error in scheduling, or a lack of referees or equivalent.
- 1.13. It is the responsibility of each association to ensure that their teams are advised.
- 1.14. Failure to abide by the above rules will cause offending team to lose the game by default. Repeat offenders will be reviewed by the League Discipline Committee.
- 1.15. Teams playing in out-of-town tournaments must notify the CHL immediately upon being accepted to the tournament in order to block out that weekend for the team.

7. PLAYOFF RULES

Playoffs will begin on **the date specified in the table in Section 4**. The playoff schedule will be made available in advance (middle of February).

7.1 Scheduling

The Central Hockey League will only schedule a team one time during the opening weekend of the playoffs so as to not eliminate such a team within that first weekend.

Playoff games (not including Regionals) will **NOT** be re-scheduled due to tournament conflicts with the following exception:

AFTER the first 10 days of the playoffs of the division, the ONLY possible changes that will be considered shall be for **'local' tournaments only (i.e. the team must be available to play a playoff game on the same day as a tournament game.)** and when a team can provide **written justification** that they have requested a schedule change with the tournament which was denied by the tournament. These potential changes are subject to the usual game change delays and league rules as well as subject to scheduling availability.

Details of the playoff schedules and the location of the finals will be communicated to all governors by the league scheduler, prior to the playoffs

7.2 FINAL STANDINGS

The team with the most points will finish in first place; the team with the next highest number of points finishes second, and so on.

7.3 TIE BREAKERS

Should a tie exist between teams, the standings will be determined by the criteria established in the Hockey Quebec Administrative Rules:

7.4 Playoff Game Duration

All 3 periods will be played stopped time, three (3) ten (10) minute periods. **Each team is allowed a 30 second timeout in all playoff games.**

7.5 Mercy Rule (Playoffs ONLY & in ALL Rounds)

If at any time after two periods have been completed there exists a goal spread of seven (7) or more, **the game will end immediately.**

Note: During the Playoffs, the application of the mercy rule shall not impact the total number of minutes which should have been played in order to calculate the penalty codes of the last 5 minutes.

7.6 Home & Visitor Scoresheets in Playoffs

The HOME team will always be the team that finished higher in the consolidated league standings regardless of the arena in which the game is being played. The HOME team is responsible for providing and preparing the scoresheet.

7.7 FINAL Round

The team which placed higher in the consolidated standings will be the home team for the 1st and 3rd game for the best of 3 series. The HOME team is responsible for supplying and the preparation of the scoresheet.

7.8 Overtime

At the end of regulation time, if the score is tied, there will be a sudden death overtime period(s) to determine the winner:

NOTE: FRANC JEU IS TO BE APPLIED AT THE END OF REGULATION PLAY

Preliminary Rounds:

5 minute stop-time sudden Death Overtime Followed by a shoot-out if no goal is scored
If a team loses their franc jeu point during the **preliminary rounds of the playoffs**, they do not have to put a player in the penalty box to serve the 5 minute penalty during the 5 minute overtime period.

Semi-Final and Final Rounds:

10 minute stop time sudden death Overtime period followed by a shoot-out if no goal is scored
If a team loses their franc jeu point in the semi finals or finals of the playoffs, they **MUST** put a player in the box to serve the 5 minute penalty during the 10 minute overtime period.

Skaters in Overtime Play

4 skaters vs. 4 skaters and a goalkeeper, except for penalized players who must serve their respective penalties or for the application of “Franc Jeu” regulations.

The first (1st) goal legally scored ends the game.

If the tie persists after this overtime period, the “shoot-out” procedure shall apply.

Minimum Number of Players in Overtime

In accordance with hockey game rules, there can never be less than three (3) skaters and one goaltender on the ice for each team. Any team having incurred a penalty in regulation time and the duration of the penalty has not expired at the end of regulation time will adjust its number of skaters accordingly to start the overtime.

7.9 Shoot-Outs

In accordance to the Hockey Quebec administrative rules.

7.10 Warmup

The referee will indicate the start of the mandatory **3-minute** warm-up once the ice and nets are ready for the teams to get on to begin the warm-up. Teams are not to take to the ice until directed by the referee.

7.11 Round Robin Format

In some cases the CHL uses a round robin format for the playoffs for certain divisions. The following is a summary of rules that apply to round robin format games.

- 1) Round Robin games can end in a tie. No overtime or shootouts are played for round robin games.
- 2) After the round robin games are completed, the top 2 teams, based on points, play in a best-of-3 final series.
- 3) In the Best-of-3series, each game must have a winner, so overtime and shootouts, as described in section 10.8 and 10.9 apply.

Appendix 1

Scoresheet

ENDROIT		LOU		LOU		LOU	
JOUEUR N° NOM DE L'EQUIPE TEAM'S NAME NO. VIS		JOUEUR N° NOM DE L'EQUIPE TEAM'S NAME NO. VIS		JOUEUR N° NOM DE L'EQUIPE TEAM'S NAME NO. VIS		JOUEUR N° NOM DE L'EQUIPE TEAM'S NAME NO. VIS	
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Suspended MEMBERS
/ name / 1 of?)

Captain (C)
Assistant (A)
Call ups (JA) or (AP)

Division (M9 / U9 to M18 /

Class (A or B or C)

Game #

League: CHL

Appendix 2

Call-Up Rules & Guidelines

	M7 and M9	M11 to M18
Max # games	- Unlimited up to Jan 10th - 5 games after Jan 10th	- Unlimited up to Jan 10th - 5 games after Jan 10th
Tournaments / Festivals	<u>Don't</u> count in 5 games	<u>Don't</u> count in 5 games
Playoffs	Not Applicable	<u>Don't</u> count in 5 games
Regionals	Not Applicable	<u>Don't</u> count in 5 games
1-Callups can <u>ONLY</u> be used when you are missing players;		
2-Callup goalies can only be used when a team is missing their regular goalie or goalies are injured in a game		