



*Manitoulin Minor Hockey Association
Administrative Procedures
Amended October, 2019*

1 2004-08-31

The official rules of hockey Canada will be used for all Manitoulin Minor Hockey games.

2 1995-06-02

Any change in team sweater colours must be approved by MMHA Executive prior to their use in league games. Local associations are encouraged to keep the same colour for all teams.

3 2004-08-31

Game durations shall be:

Initiation: See Appendix A (amended 2018-01-01)

Novice: See Appendix B (added 2018-10-01)

Atom through Midget: 3 x 15 minute stop periods. In all divisions the ice shall be flooded once during the game unless otherwise agreed upon by both coaches and the game officials.

Post season: 10-minute period with sudden death. Teams do not change ends. If still tied, the ice will be resurfaced and teams will change ends and will play a full period with sudden death.

Post season: (all divisions) If teams are tied at the end of the regular season the tie breaker will be 1) most wins 2) head to head 3) goals for divided by goals for/against.

4 1995-06-02 (amended November 12, 2019)

Game score sheets must be sent to the MMHA statistician within 48 hours of the game being played. Sending an image/jpeg via text or email is acceptable and manager retains the scoresheets. This is the responsibility of the winning team or the home team in the case of a tie game. Failure to adhere to this policy will mean the loss of points for the team who did not meet the deadline.



5 2004-08-31

Any cancelled game should be played or rescheduled within two weeks of the original game date. All games cancelled before December 25 must be played on or before January 20th. If teams are unable to agree on a specified date to play rescheduled games, the president or delegate of MMHA will schedule the game. If this does not occur, neither team will be awarded points. All games must be played prior to the end of the regular season unless approved by the MMHA president or delegate. No team is to forfeit a game.

6 1995-06-02

Community Associations must provide the MMHA Secretary with the following data and information on, or before the dates indicated:

June 1st; the names and contact information of executive members
(Contact information = telephone, e-mail, mailing address)

July 1st: the names address and telephone numbers of their representatives to the board of directors

October 1st: a list of each team playing in the upcoming season showing the name and telephone number of a team representative plus the names of at least six players. A schedule of community ice times for games and practices of each participating team.

November 1st: a complete list of each team showing all registered players and their date of birth, together with copies of birth certificates for players not previously registered with MMHA.

7 1995-06-02

Community Association fees payable to MMHA shall be based on a per team basis and determined annually by the board of directors on or before October 1st of each season.

8 2010-05-18

A levy will be assessed against any team that fails to show up for a scheduled game without giving the opposing team a minimum of a two hour notification. This levy will be based upon



the actual costs incurred by the offended team for ice charges and payment of officials, and will upon collection by the MMHA, be reimbursed to the team incurring the loss.

9 1995-06-02

All associations must ensure that players on each team are properly registered and insured through the Northern Ontario Hockey Association office before he/she is permitted to play in any league games. Roster sheets must be sent to the MMHA, secretary before playing in league games.

10 1995-09-29

All communities shall adhere to the policy of fair play for all players in all divisions.

11 2004-08-31

No game shall be scheduled before 6:30 pm on a weeknight for any team, unless with the permission of both teams.

12 2004-08-31 (amended 2017-09-12)

Team officials, between the 2nd and 3rd period, are to stroke off on the score sheet any player that is not present.

13 2006-02-13

MMHA utilizes a three man official system for Bantam and Midget divisions.

14 1997-01-13

Game lateness under normal weather conditions: if a team fails to ice minimum number players within 15 minutes of scheduled start time, the game is forfeited. Correspondingly, a no show fine (rule 8) will apply.

15 2014-11-04



Any associations not having a representative at a scheduled MMHA meeting will be fined at \$150 for the 1st meeting missed, \$300 for the 2nd meeting missed, and \$500 for 3rd meeting missed. All fines must be paid within 30 days of meeting.

16 2003-11-03 (amended 2005-12-06)

All community arenas will have the same admission charge for all Minor Hockey games through the year. The fee will be set at the beginning of each hockey season. The current rates will be:

Adults \$3.00

Students (5-16yrs) \$1.00

Seniors (65 and older) - are free

17 2004-08-31

Any appeals or protests will follow the same format and procedures as set out in the NOHA Constitution.

18 2000-04-13

Referees shall be remunerated at the NOHA prescribed rates.

19 2000-04-13

Should it be brought to the MMHAs attention that any team official is operating in a manner contrary to the basic concepts of sportsmanship, gentlemanly conduct, and fair play, the MMHA shall investigate and request that the local association take disciplinary actions as appropriate for the circumstances. If no action is taken, then the MMHA may take disciplinary actions.

20 2000-04-13

Team officials shall be responsible for supervising and controlling the conduct of players before, during and after each game. (For example, dressing room vandalism, bench brawls, lobby and parking lot, altercations, etc.) Infractions shall result in the suspension and/or other disciplinary actions to the player(s) and Team Official(s) responsible. In addition, the cost of any damages will be assessed against the responsible team.



21 2004-08-31

No players will be allowed on the ice surface WITHOUT THE DIRECTION of the officials.
FAILURE TO DO SO RESULTS IN A 2 MINUTE MINOR PENALTY

22 2000-10-24

Game Officials are to be paid at the end of the second period.

23 2004-08-31

All teams registering must have an equal number of 1st and 2nd year players in the association if icing two teams in the same division.

24 2005-02-07

Any team official on the bench without an approved CRC or not certified with an NOHA staff card will be suspended until they are considered approved by MMHA. The offending Association will be fined \$100.00.

25 2010-05-18 (amended 2018-01-01)

Any player receiving a 4th penalty in a game providing the first three are not stick infractions OR 3 HEAD CONTACT PENALTIES (a double minor for head contact only counts as one penalty in regards to this) will automatically receive a game ejection (GE101). After a second offence, the division statistician will report the player to the Disciplinary Committee for review.

26 2006-02-13

The Discipline Committee will inform the MMHA Treasurer of any fines and any Association incurring a fine will have seven days from the time of notification to pay this fine.

27 2006-03-07

In the case of a winning team being found to have an ineligible player, this team forfeits the points and the losing team will be awarded these points.



28 2006-03-07 (amended 2017-04-11)

A player may only be eligible for participation in playoffs providing said player has played at least 50% of his/her teams regular season games. (Special circumstances, i.e.: illness, relocation, safety issues, or other justifiable cause, may be approved by a committee comprised of the MMHA President and two Executive members). For players playing in two divisions, said player may only play for both divisions/ teams during playoffs if he/she has played at least 50% of both teams regular season games. Exception to the rule is the Novice division.

29 2007-05-08

All teams registered with the OWHA can 'ice' a team in a particular division. When an OWHA representative feels they would not be competitive, the MMHA will allow the team to play down a division in the league with the understanding the OWHA team will not compete in playoffs. Points accumulated during regular season stand as is.

30 2006-12-12

Suspensions of players will hold regardless if the score sheet is filled out correctly by officials.

31 2006-12-12

When an official does not arrive within 15 minutes of the assigned start time of a game, the visiting team will be awarded the game. THE REFEREE IN CHIEF WILL BE NOTIFIED BY THE HOME ASSOCIATION.

32 2007-01-09

Teams collecting at the door MAY use a sign in sheet to ascertain team officials to a maximum of four.

33 2007-02-13

After a seven-goal differential in the third period of a game, the time will be straight. If a team regains a five-goal differential, stop time will be reinstated for the remainder of the 3rd period.



34 2007-05-08

The MMHA Discipline Committee requires notification from local community representatives within forty eight (48) hours of any suspendable altercations or infractions incurred in off island tournaments sanctioned by the NOHA. The MMHA Discipline Committee will make a decision consistent with existing MMHA policies and procedures.

35 2009-01-10

Tournament games used as regular season games. At the end of regulation, if tied, one (1) point will be awarded to each team. Overtime is excluded. Both teams must be in agreement to use the game as a regular season game.

36 2011-04-11

Outstanding fines/monies are to be paid to MMHA prior to Association being allowed to participate in playoffs.

37 2012-03-20

Home associations are responsible to provide approved on and off ice officials for NOHA sanction games. Failure to do so will result in a \$100.00 fine for each occurrence.

38 2012-05-08

A player or team official who receives an identical suspendable infraction code in the same season will be subject to an additional game suspension for each occurrence by the MMHA discipline committee. In addition, all players who receive a GE101 will be on their 2nd occurrence receive a one game suspension and an additional game for each subsequent infraction. The MMHA discipline committee will rely on the current OHF suspension list when adding additional games for same infraction.

39 2017-04-11



Social Media Policy must be signed for each registered player each year prior to registration.

40 2017-04-11

MMHA has adapted the following mandatory equipment list to be adhered to by all:

- CSA approved helmet and cage or visor
- BNQ approved Neck guard
- Shoulder pads
- Elbow pads
- Jock/Jill
- Hockey Pants
- Shin Guards
- Hockey socks
- Gloves
- Skates
- Stick

41 2017-09-12

Teams will only affiliate players from lower division if they have less than 10 skaters and a goalie and may only affiliate up to a max of 10 skaters. Following Rule 27, if there is a violation the head coach will be assessed a 3 game suspension as well.

****The goalie is the only exception****

42 2017-09-12

During playoffs divisions of 5 teams will start with a 3 game series to decide 4th place. 4th place will play 5th place with the winner securing 4th place and moving on.

43 2018-09-11

Game officials must report all potential suspendable infractions to the Discipline Committee within 24 hours of the game conclusion. This will include all Misconducts, Game Ejections, Majors, Match Penalties, Gross Misconducts and Game Misconducts



44 2019-10-08

Misconducts

M20 – Disputing Call

M21 – Harassment

M22 – Inciting

Any player receiving 2 infractions will receive 1 game suspension.

3rd infraction = 2 games

4th infraction = 4 games

5th = Board Hearing

Game Ejections

Any player receiving 2 GE 101's will receive 1 additional game suspension. Additional GE 101's will result in 1 game suspension for each.

Game Misconducts/Match Penalties/Gross Misconducts

Any player / coach receiving combination of GM/MP/GRM adding up to 2 will receive 2 additional league games. After that, 1 additional games for each infraction. (GM55 –Checking from Behind Minor not included.

Checking from Behind – Minor – GM55

A player receiving a 2nd GM55-Checking from Behind Minor will receive 2 additional league games. After that 1 additional game for each infraction.

Fighting - GM30 / GM31 / GM 32

Any player receiving GM30/GM31/GM32 will receive additional 1 game league game suspension.



Coach Suspensions

Bantam & Midget – coach is suspended 1 game if team receives 40 minutes in penalties.

Peewee and under – coach is suspended 1 game if team receives 25 minutes in penalties.

2nd infraction = 1 game

3rd infraction = 2 games

Repeat Offenders

That any player accumulating 6 games or a coach/team official accumulating 4 games, will be brought before MMHA Executive Members for Discipline Hearing.

Appendix A – 2018-01-01

1. The Playing Surface

1.1. Cross-Ice Hockey

All games (exhibition, regular season, and jamborees) will be played preferably on one-third of the normal size rink; half-ice may be used depending on the numbers of participants. Full ice games will not be permitted. The nets will be placed across the ice in the end zones. See diagram below:

1.2. Cross-Ice Hockey Dividers

It is recommended that all Minor Hockey Association purchase rink dividers for the Initiation age group to be used during games and practices. If, due to financial constraints or other



reasons, dividers cannot be purchased, the rink can be divided using wooden dividers, a fire hose, or the bluelines.

1.3. Small Nets

It is recommended that all Minor Hockey Association purchase small nets for the Initiation age group to be used during games and practices. If, due to financial constraints or other reasons, small nets cannot be purchased, regular sized nets can be used, or regular sized nets can be modified to a smaller size.

2. Seasonal Structure

2.1. Game Cap Policy

Initiation age teams are only to play between 15 to 25 games throughout the course of the season. A game is considered 20 minutes of consistent play. Teams that are attending “Jamborees” or who are playing exhibition games must have their requests approved via the NOHA Portal. No “games” can be played without approval.

3. Equipment

For children to enjoy the sport, they should use equipment that is suited to their size. Hockey has modified equipment that allows players to excel.

3.1. 4-Ounce Puck Policy

All Initiation Practices and Games must use the 4-Ounce Puck (usually blue in colour).

4. Game Organization

4.1. Statistics

No statistics or league standings are to be recorded by any association or league that operates Initiation age group games.

4.2. Game Officials



NO Officials are to be used for Initiation Games. There should be at least one coach, or on-ice helper that should act as an on-ice guide for the players during modified ice games.

4.3. Off-Ice Officials

The Home team shall be responsible for designating an off-ice official to keep time for the game. They are only to manage the clock and not track statistics.

4.4. Length of Games

One game shall last twenty (20) minutes of playing time.

4.5. Playing Time

4.5.1. Player Personnel

It is recommended that teams play three on three during all games. Four on four can be played if the teams playing beforehand agree to it. This is excluding a goaltender.

4.5.2. No Full-Time Goaltender Policy

No team shall designate a player as a full-time goaltender.

4.5.3. Team Composition

Initiation Teams are defined as a group of registered participants who are qualified to be registered onto a team. During a modified ice game, it is critical for the Initiation Coach, Coordinator, Convener, or Organizer to separate teams into sub-teams. Preferably, these subteams should have one spare player. For instance, if you are playing 3-on-3, sub-teams should be made up of 4 players, if you are playing 4-on-4, sub-teams should be made up of 5



players. The maximum number of players per sub-team should be 6 (two spares during a 4-on-4 game). These sub-teams should be divided by talent (high, medium, and low). This way, players will be engaged in an atmosphere where they are comfortable, and are receiving enough playing time so that they are receiving the benefits of cross-ice.

4.5.4. Even Playing Time

All players must play as evenly as possible throughout a game.

4.5.5. Shift Changes

All games shall be played with a two-minute running clock, after the two-minute running clock, the timekeeper will buzz the players off and a new set of players shall go on. It is recommended that, when two games are being played at the same time (two separate end zones), that the two-minute running clock be the same for both games.

4.5.6. Player Resting Area

It is recommended that all players that are not currently playing in a game should be either resting in the neutral zone or working on technical skills in the neutral zone. Benches can be used as player resting areas as well, given the layout of the rink.

5. Game Flow

5.1. Icings/Offsides

There shall be no blue lines or red lines in a cross-ice game, and therefore, no icings or offsides.

5.2. Face-offs

There shall be face-offs at the beginning of the game.

5.3. Penalty Infractions

There shall be no penalty infractions called at the Initiation age group. In cases where a perceived rule violation has occurred, the coach or on-ice helper may intervene to notify the player on how the rule was violated. If a player needs to be removed for consistently violating rules, the player should be replaced immediately.



5.4. Timeouts

There shall be no timeouts called at any time throughout a modified ice game.

Appendix B – 2018-10-01

1. Seasonal Structure

The Novice Seasonal Structure can take on many forms. This section identifies a set of minimum standards that Hockey Canada membership must adhere to. Keep in mind, there is some flexibility because the framework provides a set of recommended timeframes when minor hockey associations build their seasonal plan. If the season starts in October or even as late as November, the minor hockey association should still follow the guidelines of a balanced season approach. Some of the dates and timeframes are guidelines while others are fixed. The number of games and practices are also recommendations based on what Hockey Canada has set out in the Long-Term Player Development Model and Novice Player Pathway documents. 1.

2. Development Phase



During the development phase, coaches should be focused on skill development. The ideal practice to game ratio has been identified as 3:1, or three practice sessions to one game played. The start of the season for Novice players is not a fixed time. Therefore, the guidelines outlined in the Novice Seasonal Structure are just that – guidelines. The goal for every minor hockey association should be to set aside a window of time where young players have more practices than games. The Hockey Canada Novice Skills Manual provides coaches with a series of well-crafted practice plans (ice sessions) that focus on developing fundamental movement skills like striding, turning and stopping, manipulation skills like shooting, passing, puck control and the very important motor skills of agility, balance, coordination. All of these components should be a part of player-centred skill development in a fun and safe environment that promotes self-confidence.

3. Regular Season Phase

The regular season phase represents the bulk of the season in the Novice Seasonal Structure. The practice to game ratio shifts to 2:1 or two practices for every game played. It is important that coaches continue to focus on skill development during practice sessions. Once again, the Hockey Canada Novice Skills Manual provides a wide variety of resources in the form of practice sessions as well as drills that will assist in the delivery of practices that will meet the skills development needs of young players. Hockey Canada has developed additional resources to support coaches in their efforts to deliver practice plans. The Hockey Canada Network, Drill Hub and the Initiation Program all contain age-appropriate and skill-specific resources to meet the needs of young Novice hockey players. Even though the regular season phase has a lower practice to game ratio (2:1) through the months of November, December and January, there are still up to 24 possible practice sessions to support and encourage young players through this skill acquisition phase of the season.

4. Game Play Phase or Transition Phase

The approved Hockey Canada policy for Novice hockey permits the introduction of full-ice game play in the later part of the season for second year Novice players. In the event there is a desire to introduce second-year Novice players to the full-ice game model, membership is required to wait until after January 15 to allow Novice teams to participate in full-ice games. The transition phase has a practice to game ratio of 1:1, or one practice to one game played. It is important to ensure practice sessions continue through the Transition Phase. This will provide coaches with the opportunity to continue to reinforce individual skill development elements in practices in addition to introducing players to concepts attached to the full-ice game.



5. Game Play Guidelines

- 5.1 The Game Play format is referred to as the Two-Team Game Play Model. This model is built on two teams playing one another in two halves. Each Novice team is divided into two units. Each team is required to dress two goaltenders, one for each half-ice game.
- 5.2 In some minor hockey communities, team composition may be smaller. If this is the case, the ice is still divided in two halves, but only one half will be used for game play. The other half of the ice can be used as a practice surface.
- 5.3 In the two teams, two half-ice games model, each team will consist of up to 18 players (16 skaters and two goaltenders) divided into two units of nine players. Each team unit of nine players will have one goaltender and eight skaters. Smaller numbers will allow for players to double shift to ensure there are always four players on the ice. Coaches must make sure all players take turns double shifting.
- 5.4 While not a requirement, the ideal length of a game is 50 minutes (2 x 25-minute halves) plus a three-minute warm-up.
- 5.5 It is recommended that in each half, the centre spot should be marked to indicate where the face-off will take place. This is to be established at the midpoint between both nets.
- 5.6 When play is stopped due to the goaltender freezing the puck or a goal being scored, the referee will signal the attacking players to back off three metres. Once the attackers have moved back, the players may resume play as soon as the possession team has control of the puck. In the event a puck goes out of play, the referee will provide a new puck to the non-offending team and the offending team will be required to provide a three-metre cushion.
- 5.7 Incidental contact may happen, but body-checking is not permitted.
- 5.8 There is no centre-ice (red) line, and therefore no icing.
- 5.9 There are no blue-lines in play, therefore there are no offsides.



5.10 The home team shall defend the two ends of the rink, while the visiting team shall defend the centre-ice nets.

5.11 When the buzzer sounds to end the first half, the visiting team will switch ends and switch benches, so players can play against the other half of the opposing team.

5.12 Teams will share the respective player benches with each team using the gate closest to the net they are defending.

5.13 The main score clock can be used to keep time for both games simultaneously.

5.14 No score is kept, and no game sheets are necessary.

6 Rules for Half-Ice Game Play

6.1 4 vs. 4 format – plus each team with a goaltender

6.2 Each team is required to have two goaltenders, one for each half of the ice

6.3 Three-minute warm-up

6.4 Rink set-up:

6.4.1 One set of barriers or two sets of barriers with a space in between for spare players

6.5 Game length

6.5.1 50 minutes (varies by region)

6.5.2 Two 25-minute halves



- 6.5.3 Shift length – one minute in duration with an automatic buzzer or whistle sounding to indicate players change. The clock continues to run throughout the 25-minute half.
- 6.5.4 Both games are synchronized.
- 6.5.5 Officials work together to keep the games synchronized.
- 6.5.6 Players change on the fly
 - If there are fewer than four players on the bench, the active player designated to stay out for the following shift must tag up at the bench prior to continuing play.
- 6.5.7 There will be two face-offs during the game:
 - The first face-off will start the game.
 - The second face-off will start the second half.

6. Shifts

- 6.1 Player shifts are recommended to be one minute in length. A buzzer or whistle will sound to signal line changes.
- 6.2 On the buzzer/whistle sounds, players must relinquish control of the puck immediately and vacate the ice. The new players enter the ice immediately.
Failure to immediately relinquish control of the puck or new players entering the ice surface prematurely may result in a penalty (see below) for the offending team.

7. Change of Possession

- 7.1 Goaltender freezes the puck – the official blows the whistle to indicate the attacking team backs off and defending team gets possession.
- 7.2 Puck shot out of play – the offending team backs off and the official gives the non-offending team a new puck.



8. Penalties

- 8.1 Minor penalties are noted with the official briefly raising their arm to indicate a penalty will be assessed. At the conclusion of the shift, the official notifies the coach of the infraction and the number of the offending player.
- 8.2 If the offending team controls the puck after the infraction, the official blows the whistle and calls for a change of possession; the non-offending team is given room to play the puck (three-metre cushion).
- 8.3 The offending player will sit out the next shift, but the team will play even strength.
- 8.4 Should an infraction occur that would normally require a player to be ejected from the game (game misconduct, match penalty or gross misconduct), the player will be removed from the remainder of that game. Even under these circumstances, teams will not play shorthanded and no game incident report will be required.