



# SCTA

## Rules of Operation

# SCTA RULES OF OPERATION

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# **SCTA RULES OF OPERATION**

## **RULE 1: AMENDMENTS TO RULES**

- a) Any changes, additions or deletions to the rules may be brought up at any monthly meeting. Proposed changes will be documented in the minutes and centres will be allowed to present the proposed changes back to their respective boards to discuss. Rule votes will follow in the next League meeting, and a simple majority of the voting members present will pass the changes, additions or deletions.

## **RULE 2: GENERAL PROVISIONS**

- a) The SCTA League specifically adopts the rules governing the OMHA and all disputes will be resolved by reference to those rules unless by these Rules of Operation of SCTA has specifically dealt with that issue, in which case the SCTA Rules govern.

## **RULE 3: ENTRY REQUIREMENTS**

- a) Centres must provide their list of teams and ice times to the designated League Scheduler, with a copy to the League Secretary by June 15th. Where a Centre has not provided this list on time, the Scheduler will assign an arbitrary day/time for their teams, and then the Centre will be responsible for rescheduling as necessary.
- b) Acceptance by the SCTA of any entry automatically binds the participating team, its officials and players to comply with the SCTA Constitution and Rules of Operations, and to accept decisions of the SCTA Executive or Committee members either elected or appointed.

## **RULE 4: MEMBERSHIP FEES AND ATTENDANCE**

- a) Fees will be set at the August meeting annually based upon the approved budget. Invoices will be sent to Associations based on the budget timing. Payments are payable to SCTA and presented to the Treasurer at the next monthly meetings unless mailed previously.
- b) Member Centres have an obligation to attend and/or participate in all SCTA meetings and sanctioned events. Fines will run on an annual basis from June to May of the subsequent year i.e., SCTA fiscal year.
- c) Unless otherwise determined by the Board, member centres shall be levied a **\$50** fine for a delegate missing a regularly scheduled meeting, the Annual Meeting or other SCTA event as determined by the League. Each centre will be permitted to miss one meeting per year without a fine being assessed. Absences due to extreme weather conditions will be considered by the Board.
- d) A subsequent absence will result in a **\$100** fine, and each meeting missed after that will result in an additional **\$100** fine added, to a maximum of a **\$500** fine per meeting.
- e) Any Centre missing 3 consecutive meetings will be deemed “not in Good standing” and may be suspended from further play until all fines are paid in full.
- f) Member Centre players, coaching staff or executive/volunteers not participating in sanctioned events such as the U16 Showcase, SCTA U18 All Star game, OMHA U18 All Star game, U15 Combine or other SCTA events as determined by the Board may be levied a fine of up to \$300 and/or a suspension, to be determined by the Board.

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## RULE 5: SCHEDULES & RESCHEDULING OF GAMES

### 5.1 ADVANCE SCHEDULING OF GAMES

- a) The SCTA League schedule, playoff shall be decided no later than the May meeting each year. (See Appendix “B”) Each member Centre shall ensure sufficient and proper ice to complete their scheduled games before the end dates designated by the Executive Committee, in each age group and no regular league game shall remain unscheduled after December 31 in any year unless cancelled after that date, due to weather or other unforeseeable circumstances.
- b) Each Centre agrees to comply with the minimum ice time allocations for games set out in ([Appendix A](#)) to these Rules.
- c) The SCTA will hold a League Scheduling meeting on or about the third Saturday in August of each year and every Centre is required to send sufficient delegates to that meeting to permit the scheduling to proceed in a business-like manner.
- d) Prior to the League Scheduling meeting, Rule 5 (c), Buffalo and Grey Bruce may schedule their Home games with each other. This is in recognition of the travel involved. No other games will be allowed to be scheduled prior to the Scheduling meeting in Rule 5 (c).

### 5.2 REGULAR SEASON

- a) All League games must be completed for teams to enter Playoffs.
- b) The regular season will consist of a balanced schedule (best efforts) of anywhere from 32-36 games.
- c) The regular season will begin on the third Monday of September. If teams wish to start their regular season before this date(s), it must be mutually agreed upon by both teams.
- d) All teams are allowed 3 tournaments during regular season play. Tournaments must be entered into the SCTA website no later than **July 15<sup>th</sup>** (Form on SCTA website). Early Bird and Christmas tournaments (Dec 24-Jan 02) do not count towards the 3 allowed tournaments.
- e) Games shall not be scheduled earlier than 6:30 p.m. on weekdays and 11:00 am on weekends, unless otherwise mutually agreed, and in any event no game shall be scheduled to start after 9:30 p.m.
- f) Schedulers are to do their absolute best efforts to have a balanced schedule so they play teams equally throughout the season.

### 5.3 RESCHEDULING OF GAMES

- a) When a Centre/Zone wishes to change the date of a game for any reason other than an emergency, the change must be made a minimum of fourteen (14) days in advance of the scheduled date to a mutually agreeable date prior to that originally scheduled. The Home Team Ice Scheduler is responsible for posting the game change online within twenty-four (24) hours of the initial change.
- b) The decision to cancel or reschedule a game to another date will be made as soon as possible, by contacting the Ice Scheduler in each Centre.
- c) If a mutually agreed upon cancellation or reschedule date cannot be decided by the two Ice Schedulers, the President should be contacted immediately. The President may appoint a Chair to assess the situation and determine the outcome.

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## 5.4 CANCELLATIONS DUE TO WEATHER AND MINIMUM NO. OF PLAYERS

- a) Games may be postponed or re-scheduled due to bad weather. It is the travelling team's decision to cancel or postpone a game. The League convener and the home ice scheduler must be notified by the travelling teams Ice scheduler. It is the Home Ice schedulers responsibility to notify the home team officials of a decision to cancel a game due to weather.
- b) Games cannot be cancelled more than ninety (90) minutes prior to the expected departure of the travelling to the Host Centre.
- c) If a game is cancelled due to weather conditions during League Series Playoffs and cannot be rescheduled in sequence, the series will continue with the next game in the signed contract. The weather lost game, if needed, will be inserted by the Ice Schedulers in the contract in the first available time. If this is not possible, the game will be played at the end of the series.
- d) If a team may not provide a minimum of 10 players and one goalie they may cancel and reschedule the game.
- e) If the above situations occur the President of SCTA, League convenor and the OMHA RD must be notified in writing (email).

## 5.5 FORFEITS

- a) There shall be no forfeiting or defaulting of games in the League.
- b) For games where a team fails to show through no fault of either one of the teams, a new game will be rescheduled.

## 5.6 COSTS OF CANCELLING GAMES

- a) In the event a game is unable to be played due to the Home Centre not having referees or ice conflicts and the Visiting Centre has travelled to the game, the Home Centre will be required to cover travel expenses up to a maximum of \$500.00 at the discretion of the Executive Committee. Events outside of the Home Centre's control are not covered by this provision.
- b) A team that fails to show intentionally or without cause may lose two (2) points associated with the default. Decision for this default process will be at the discretion of the Executive Committee.
- c) A SCTA team defaulting any game, without cause, may also be barred from further play.
- d) The defaulting team may also be assessed costs associated with the default.

## RULE 6: GAME STRUCTURE

### 6.1 TEAM COLOURS

- a) All teams will conform to two (2) set of sweaters and will wear **DARK** colours for home games and **LIGHT** colours for away games.

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## 6.2 CURFEWS

- a) A game may not be curfewed, that is play stopped, unless the minimum playing time allotted has in fact elapsed as per Appendix A. If a team believes it has been improperly curfewed, a protest may be filed per Protest Rule # 10.
- b) When a curfew is to be imposed, it must be noted on the game report prior to the official signing of the report and the referee shall ensure that an official from each team initials acknowledgement of the curfew.

## 6.3 LENGTH OF GAMES/MINIMUMS

- a) The League has set minimum length for games to be played at all age divisions. Centres may not play less than the minimum game length. Centres may add an additional five (5) minutes to the game length maximum should they want to play longer games. Please refer to ([Appendix A](#))
- b) In the event of a double header on the same day, the Home Centre may reduce the min game length by no more than five (5) minutes per game.
- c) In all games played the OMHA mandatory rest periods / flood rules apply. All games should begin with fresh flooded ice. No extra floods are allowed unless the teams mutually agree.
- d) All Centres must follow the minimum League referee quantity ([Appendix A](#)). Centres do have the option of one (1) additional referee to the League minimum

## 6.4 TIME KEEPERS

- a) The home Centre is responsible for supplying trained Time keepers for all its games. Volunteers must have a knowledge of game sheet coding and time clock operation.

## 6.5 TIME OUTS AND GAME COMPLETION

- a) All teams will be allowed one thirty (30) second timeout per team, per game during the regular season.
- b) At the completion of the game, the home team go to their bench area, while the visiting team leaves the ice surface. When the visiting team has vacated the ice surface and the referee signals, the home team may leave the ice surface.

## RULE 7: GAME REPORTS

- a) SCTA will be using Electronic Game Sheets. Games need to be submitted once the iPad is connected to Wi-Fi. This is the home team's responsibility.
- b) Failure of the Home team to provide an iPad for the home game will result in a **\$50** fine by the league to the Centre. Fines will increase by **\$50** per instance for repeat offending teams.
- c) Game sheets must be checked promptly after each game. If there are any errors on the sheet, immediately have the manager discuss with the referee. If the referee is unavailable, then contact your Centres' SCTA representative and they may contact the Convenor to investigate. Teams should not contact the Convenor directly.
- d) Failure to upload the Gamesheet within 24 hours after the completion of the game will result in a **\$50** fine. Fines will increase by **\$50** per instance for repeat offending teams.

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## RULE 8: STANDINGS

### 8.1 LEAGUE PLAY

- a) The first-place team in each division at the end of the regular season play will be declared the SCTA League Champion and awarded the SCTA Championship Trophy.  
Tie breaker rules for League play and Round Robin Playoffs are found in [Appendix B](#)

### 8.2 PLAYOFFS

- a) Teams will be positioned into their groupings for Round Robin Playoffs (U10-U18) as per the [Templates](#) found on the SCTA website. In general, most divisions are 10 teams. The groupings will be as follows: Group A: Teams 1, 2, 8, 9, 10. Group B: Teams 3, 4, 5, 6,7.
- b) In both formats the top two teams from each group will represent SCTA at OMHA's. The tie breaker rules will apply to the rankings as above in League play.
- c) The 4 teams will be ranked as per their League ranking going into the OMHA Championships.
- d) All Playoff rules may be found in [Appendix C](#)

## RULE 9: PROTESTS & COMPLAINTS

### 9.1 LEAGUE PLAY

- a) All protests shall be filed with the League Secretary, League President and the League Representative of the Opposing team within forty-eight (48) hours of the starting time of the game in question. A protest fee of one hundred and fifty dollars (\$150) will be charged and only returnable if the protest is won.
- b) The protest must be in writing and shall set out the rules and regulations, supported by evidence. It must be signed by the coach, manager and League Representative of the protesting teams Centre.
- c) A defense of protest must be filed within thirty-six (36) hours of notification of protest. A defense fee of one hundred (\$100) will be charged and only returnable if the defense is won.
- d) The defense must be in writing and signed by the teams Coach, Manager and the League Representative of the Centre.
- e) The protest committee is to consist of three (3) League Executives or alternatives at the Presidents discretion in the event of a conflict.
- f) Matters that may be protested are found in the OMHA manual Policies & Procedures including a) A game officials rule application which in the opinion of the aggrieved team may be incorrect and may have given the opposition team a distinct advantage and b) A violation of any OMHA, OHF or Hockey Canada rule, regulation or policy deemed to have had a significant and legitimate effect on the outcome of the game.
- g) A protest on a game officials' discretion and judgement of rules will not be considered, unless it is a clear misapplication of a rule.
- h) The decision of the Protest Committee shall be communicated forthwith to the Centre representatives within 72 hours of the hearing and a record shall be kept of the protest.

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- i) The decision of the Protest Committee shall be final on all matters that affect the SCTA League activities.

### **9.2 ROUND ROBIN**

- a) All protests for Round Robin play will follow the OMHA manual 5.0 Playdowns and Playoffs 5.1 Protest rules

### **9.3 COMPLAINTS**

- a) Should an issue/complaint arise between Members of the League, the parties are encouraged to discuss the situation to seek understanding and/or resolution prior to contacting the league. If a timely resolution is not obtained, then the Complainant can fill out the [Conflict and Complaint Form](#) on the SCTA website.
- b) Upon receipt of the completed complaint form, the President or appointed Official will investigate of the issue/complaint including: interviews with the parties involved; a review of policy/past practice; and, consultation with the Executive Committee.
- c) Upon completion of Step #b, the President will provide a written response to the parties involved, including the determination of the Complaint Committee.
- d) In the event the issue/complaint is not satisfactorily resolved in Step #c, either party may appeal the matter to the Board and the parties will be provided an opportunity to present to the Board. The resolution of the Board will be provided in writing.
- e) In the event the issue/complaint is not satisfactorily resolved in Step #7, either party may appeal the matter to the OMHA, conditional upon the issue/complaint being within the scope of the OMHA Rules & Regulations.

### **RULE 10: DISCIPLINARY ACTION**

- a) Any team or person, subject to disciplinary action by the SCTA, shall have the right to appeal the decision to the OMHA executive. The final decision of the OMHA shall be binding on all concerned.
- b) Appeals must be made in writing to the OMHA Regional Director with copies to the SCTA Secretary.



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## Appendix A: SCTA Game Information / Rules

Feb-23

Division		Min League Game Details	SCTA Round Robin Play	OMHA Championships
U10	# officials	2	2	2
	Warm up (min)	3-5	3-5	5
	Period Lengths (min)	10-15-15	10-15-R-15	10-15-R-15
	Time Outs	1-30s	1-30s	1-30s
	Overtime		1-10 min	
U11	# officials	2	2	2
	Warm up (min)	3-5	3-5	5
	Period Lengths (min)	10-15-15	10-15-R-15	10-15-R-15
	Time Outs	1-30s	1-30s	1-30s
	Overtime		1-10 min	
U12	# officials	2	3	3
	Warm up (min)	3-5	3-5	5
	Period Lengths (min)	10-15-15	10-15-R-15	10-15-R-15
	Time Outs	1-30s	1-30s	1-30s
	Overtime		1-10 min	
U13	# officials	3	3	3
	Warm up (min)	3-5	3-5	5
	Period Lengths (min)	10-15-15	15-15-F-15	15-15-F-15
	Time Outs	1-30s	1-30s	1-30s
	Overtime		1-10 MIN	
U14	# officials	3	3	3
	Warm up (min)	3-5	3-5	5
	Period Lengths (min)	10-15-15	15-15-F-15	15-15-R-15
	Time Outs	1-30s	1-30s	1-30s
	Overtime		1-10 MIN	
U15	# officials	3	4	4
	Warm up (min)	3-5	3-5	5
	Period Lengths (min)	15-15-F-15	15-15-F-20	15-15-F-20
	Time Outs	1-30s	1-30s	1-30s
	Overtime		1-10 MIN	
U16	# officials	4	4	4
	Warm up (min)	3-5	3-5	5
	Period Lengths (min)	15-15-F-20	15-15-F-20	15-15-F-20
	Time Outs	1-30 s	1-30s	1-30s
	Overtime		1-10 MIN	
U18	# officials	4	4	4
	Warm up (min)	3-5	3-5	5
	Period Lengths (min)	15-20-F-20	15-15-F-20	15-15-F-20
	Time Outs	1-30s	1-30s	1-30s
	Overtime		1-10 MIN	

**League Play** Centres may exceed Minimums by only 5 minutes per game, (no other increments allowed eg +2 min); and 1 referee in League play.  
 In Playoffs there are **no exceptions** to the rules.  
 Floods (F) /Rests (R) must follow OMHA rules, no arbitrary floods allowed.  
 Round Robin for U10-U18. OT is sudden victory.  
 changes in **RED**

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## APPENDIX B: TIE BREAKER RULES

Tie Breaker rules will be slightly different for League Play and Round Robin. Only the games associated with each area will be used in the calculation of a tie breaker.

### A. League Play

#### 1. Two Teams Tied

**1.1** Head-to-head winner - The winner of the games between the two tied teams will gain the higher seeding position.

**1.2** The team with the most wins in league play gains the higher position.

**1.3** If the two teams are still tied after the first two options are considered, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:  
Goal Average = Total number of goals for, divided by the total number of goals for and against.

Example: 10 GOALS FOR, 4 GOALS AGAINST

Goal Average Calculation:  $10/10+4 = .714$

NOTE: The higher percentage gains the higher position. **Only head to head games against the two tied opponents to be included.**

**1.4** If the two teams are still tied after 1.1., 1.2 and 1.3 have been applied, then the team with the best goal average **in all league games** gains the higher position.

**1.5** If the two teams are still tied after the first, second and third options, the team with the least number of penalty minutes throughout all league games, gains the higher position.

**1.6** If the two teams are still tied after the first, second, third and fourth options then the team which scored the first goal in the game between the tied teams gains the higher position.

**1.7** If the two teams are still tied after the first, second, third, fourth and fifth options, a single coin toss will determine which team gains the higher position.

#### Three or More Teams Tied

**Note:** The three-team tiebreaker is used to determine the seeding of the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> seed etc. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.

**2.1.** Only apply 2.1 if the three tied teams have played each other an equal number of times. If they have not played equal number of times each then proceed to 2.2. If the three (3) tied teams or more are tied, the point record established in the games **among the tied teams only** will be used as the first tie breaking formula.

**2.2.** The Team with the most wins amongst tied teams will be seeded higher

**2.3.** If three teams are tied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner:

**Total number of goals for divided by the total number of goals for and against.**

**Note: All games are included.**

**Example:** Goals for 10 - Goals against 4: **Percentage: 10 divided by (10 + 4) = .714**

The exercise of 2.3 establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step.

**They do not go back to the "two Team Tiebreaker"**

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Example A: Team A - .714 = 1<sup>st</sup> Seed  
Team B - .500 = 3<sup>rd</sup> Seed  
Team C - .650 = 2<sup>nd</sup> Seed

Example B: Team A - .714 = 1<sup>st</sup> Seed – Advances  
Team B - .500 = Still tied with Team C – go to next step 2.4  
Team C - .500 = Still tied with Team B – go to next step 2.4

Example C: Team A - .650 = Still tied with Team B – go to next step 2.4  
Team B - .650 = Still tied with Team A – go to next step 2.4  
Team C - .500 = 3<sup>rd</sup> seed

- 2.4. If the teams are still tied; the team with the fewest goals against (all games played) will gain the highest position.
- 2.5. If the teams are still tied; the team with the most goals for (all games played) will gain the highest position.
- 2.6. If the teams are still tied; the teams seeding would be the team that received the least number of minutes in penalties throughout all games.
- 2.7. If the teams are still tied; a coin toss shall determine the winner. In a three-team coin toss, the odd team (three coins are tossed) gains the highest position.

## B. Round Robin Play

### 1. Two Teams Tied

- 1.1. If two teams are tied for 1<sup>st</sup> and 2<sup>nd</sup> place then regular Season rankings will be used to seed these teams for the OMHA Championships. I.e. If a 4 and 7 seed are tied in Group B round robin play, these two teams will move on to OMHA's. Assuming in Group A that 1 and 2 move on, the 4 will be the 3 seed at OMHA's and the 7 will be the 4 seed going to the OMHA's.
- 1.2. If there are 2 teams tied for 2<sup>nd</sup> and 3<sup>rd</sup> place then there will be a play in game between these 2 teams to determine who attends the OMHA Championships. The team finishing higher in seeding from the Regular season will host the Play in game.

### 2. Three Teams tied

- 2.1. If 3 teams are tied in a Group after the Round Robin play, then the 3 teams tie breaker rules will be applied to determine the higher seed. The two remaining teams would play a play in game. The team finishing higher in standings from the Regular season will host the Play in game.

### 3. Play in Game – Overtime Rules

- 3.1. Should the teams be tied at the end of Regulation time, a 10 minute 5-on-5 sudden victory overtime period will be played with a 3-minute break between the 3<sup>rd</sup> period and 1<sup>st</sup> overtime. Teams will not change ends for this first overtime period.
- 3.2. If the score is still tied at the end of the first overtime period, a flood will take place and then a second 10 minute 5-on-5 overtime period will take place. Teams will change ends for this second overtime period.
- 3.3. If the score is still tied at the end of the second overtime period teams will be granted a 3-minute rest period and a third 10 minute 5-on-5 overtime period will take place. Teams will change ends for this third overtime period. Note, that NO more than three overtime periods will be played.
- 3.4. If a game is still tied after 3 overtimes, the winner will be determined by a shootout:
- 3.5. a. 5 vs 5 shooters  
b. If still tied after all 5 shooters, a 1 shooter vs 1 shooter sudden victory will take place.  
c. No player can shoot twice until all team members have taken a shot.

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d. If a player is in the penalty box as the third overtime period ends, they are NOT eligible to shoot in the shootout.

Teams with an unequal number of shooters will be able to reuse shooters once the team with the smaller number has had all players shoot once.

HOME TEAM WILL HAVE CHOICE TO ELECT TO SHOOT FIRST OR LAST

## **APPENDIX C: SCTA ROUND ROBIN RULES**

### **A: ROUND ROBIN PLAYOFFS (U10-U18)**

For U10-U18 age groups the Playoff structure will be a Home & Away Round Robin Playoff format. The Groups will be determined the same as the Qualifier groups; (see template) i.e. Group A: 1, 2, 8, 9 and 10<sup>th</sup> ranked teams and Group B: 3, 4, 5, 6 and 7<sup>th</sup> place teams for 10 team divisions. Each team will play a home and away game with all the teams in their group. Game Lengths are as per [Appendix A](#) plus a 10 min OT Sudden Victory if necessary. If tied after 10 min, each team will obtain one point.

The top two teams from each group will attend the OMHA Championships. Ranking for the OMHA Championships will be determined by the League play rankings.

Tie Breaker rules will apply in Tie Breaker rules, B. Round Robin play (above)

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## APPENDIX D: SOUTH CENTRAL AAA U18 ALL STAR GAME (SOUTH VS CENTRAL).

### SOUTH – CENTRAL U18 ALL STAR GAME INFORMATION

SEE SEASON DATES FOR HOST AND GAMETIME.

#### DIVISIONS

**SOUTH** – BUFFALO, BURLINGTON, HAMILTON, NIAGARA NORTH, SOUTHERN TIER

**CENTRAL** – CREDIT RIVER, GREY BRUCE, GUELPH, HALTON, OAKVILLE

#### PLAYER & COACH AVAILABILITY

All Statistics (League Play only) will be taken as of **end of games of a predetermined date**, based on winning percentage. Tie breakers will follow the tie breaking rules.

A) **GOALIES**

Each division will be represented by the two goaltenders. Only one goaltender from each Centre will be eligible. Factors taken into consideration will include GAA, Save Percentage, number of games played, and opponents played against.

Teams nominate one goalie from their division (South or Central). The nomination must be from a different team. E.g., Halton must nominate a Central goalie from either Credit River, Grey Bruce, Guelph or Oakville

B) **PLAYERS**

Each division will be represented by the number of players from each team per the following:

Based on Winning Percentage	6 Team Division	5 Team Division	4 Team Division
1 <sup>st</sup> Place	3 Forwards + 2 Defensemen	3 Forwards + 2 Defensemen	4 Forwards + 2 Defensemen
2 <sup>nd</sup> Place	2 Forwards + 1 Defenseman	3 Forwards + 1 Defenseman	3 Forwards + 2 Defenseman
3 <sup>rd</sup> Place	2 Forwards + 1 Defenseman	2 Forwards + 1 Defenseman	3 Forwards + 1 Defenseman
4 <sup>th</sup> Place	2 Forwards + 1 Defenseman	2 Forwards + 1 Defenseman	2 Forwards + 1 Defenseman
5 <sup>th</sup> Place	2 Forwards + 1 Defenseman	2 Forwards + 1 Defenseman	---
6 <sup>th</sup> Place	1 Forward	---	

Players are expected to arrive no later than one hour before the game time.

C) **COACHING STAFF**

Coaches will be determined by the divisional standings based on winning percentage. The first-place team in each division will provide the coaching staff for the game. Coaching staff will be provided with the details of the game and are expected to contact the players on their Roster with the information

**Each Association is encouraged to appoint independent evaluator(s) on who represents the team for the event.**

# SCTA RULES OF OPERATION

## GAME DAY AGENDA

Min 1 hr. before Game Time	Players arrival, Check In with SCTA
Game Time	Opening Ceremonies – Welcome, Introduction of Players, Coaches and Guests Ceremonial Face- off and National Anthem 5 min warm up All Star Game: 20, 20, 20 (Floods after 1 <sup>st</sup> and 2 <sup>nd</sup> ) 5 min, 3 on 3 Overtime if necessary Shootout if necessary (3 shooter, then sudden victory, cannot repeat player until all have been used)
Post-Game	Refreshments and announcement of SCTA All Star Team. Attendance is mandatory

### NOTES:

- 1) Dress Code: Shirt and Tie
- 2) SCTA will provide game sweaters and socks.
- 3) Coaching staff to provide pucks for warm-ups.
- 4) Players are responsible to bring their own water bottles.
- 5) **South** is the home team in the **even** years, **Central** is the home team in the **odd** years.
- 6) Home team is responsible to initiate the game sheet. A regular paper Gamesheet will be used.
- 7) Players who are originally picked but cannot attend the game for various reasons will be replaced by another player from their Centre. The Replacement player will keep the jersey if applicable.

## SCTA U18 ALL STAR TEAM

Following the SCTA South – Central U18 All Star game the Committee (representatives from each centre will form the committee) select the players to form the SCTA U18 All Star team which will compete against the ETA U18 All Stars in the OMHA U18 AAA All Star game in January.

The selection process will be overseen by the SCTA U18 All Star committee.

Each Centre must have at least one player selected. No Centre may have more than 3 players selected (excluding goalies) unless approved.

### NOTES:

- 1) Players who cannot attend the SCTA vs ETA U18 All Star game will be replaced by the All-Star Selection Committee.

# SCTA RULES OF OPERATION

## APPENDIX F: RECENT MODIFICATIONS TO RULES

<b>DATE</b>	<b>RULE #</b>	<b>MODIFICATION</b>
Feb 07, 2019	Appendix A, pt. B	Clarification that OT is Sudden Victory
June 4, 2019	Appendix A	Changes to games lengths for 6 pt. series to match up to OMHA Championships in Minor Atom and Atom
	Appendix C	Removal of Novice from Qualifier due to Hockey Canada rule changes, modify Qualifiers for Minor Atom and Atom only and Round Robin now begins at Minor Pee wee.
	Appendix E	Updated date for U15 Combine
Nov 08, 2019	Appendix D and E	Updated dates for U18 All Star game and U15 Combine
Jan 18, 2020	Appendix A	Removed SCTA 6 pt. series and OMHA championship from Novice, added 1 – 10 OT for Minor Pee wee.
Feb 2020	Rule 4 B-F	Added attendance rules and fines
Oct 2021		Removed past division names to U names, updated playoff structures removing qualifiers
Nov 3, 2021	Appendix A	Added 1-30 s time out for U10 and up in regular season play
	Appendix D and E	Updated dates for U18 All Star game and U15 Combine
Dec 11, 2021	Appendix A	OMHA championship game lengths changed
July 2022	5.2 F	Added schedulers to ensure a balanced schedule
	6.1 a	Reversal of jersey colours – dark at home, white on road
	6.5 a	Corrected for all ages to have 1-30s time out for reg season games
	Appendix A	Removed U9 division
	Appendix B	Updated tie breaker rules
	Appendix E	Removed U15 Combine completely
Oct 4, 2022	Appendix A	Warm up modified to 3 min minimum to 5 min maximum
Jan 3, 2023	5.4 d	Minimum of 10 players and one goalie added to rules for potential cancellation and reschedule of a game
Feb 6, 2023	Appendix A	Changed game lengths for playoffs and OMHA championships for U16 and U18
Mar 21, 2023	Appendix B	Addition of Play in Game rules