



SCTA

Rules of Operation

June 4, 2019

SCTA RULES OF OPERATION

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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 perspective 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

- a) Fees will be set at the August meeting annually based upon the approved budget. Payments will be set for September and November payable to SCTA and presented to the Treasurer at the perspective monthly meetings unless mailed previously.
- b) Qualifier payments will be invoiced in December for January payment.
- c) The League will issue payment to the host Centres upon receipt and approval of the hosts Qualifier schedule. Schedules should be sent to the VP no later than January 31st.

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.

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- 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 (Qualifiers or Round Robin Play)
- b) The regular season will consist of 36 games for Qualifier format divisions (Minor Atom - Atom) and 32 games for Round Robin format divisions (Minor Peewee – Midget)
- c) The regular season will begin on the third Monday of September for Novice to Minor Midget. Midget will begin Oct 1. 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 15th (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.

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 mutually agree upon cancellation or reschedule date cannot be decided upon by the two Ice Schedulers, the President should be contacted immediately. The President may appoint a Chair to access the situation and determine the outcome.

5.4 CANCELLATIONS DUE TO WEATHER

- 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.

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- d) If the above situation occurs 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 light colours for home games and dark colours for away games.

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.

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- 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) Minor Bantam – Midget will be allowed one thirty (30) second time out 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) 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

RULE 8: STANDINGS

8.1 LEAGUE PLAY

Tie breaker rules for League play, Qualifier and Round Robin Playoffs are found in [Appendix B](#)

8.2 PLAYOFFS

- a) Teams will be positioned into their groupings for Qualifiers (Minor Atom - Atom) and Round Robin Playoffs (Minor Peewee to Midget) 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 crossover to play the teams in the other group for a six (6) point series to determine who represent SCTA at OMHA's. The tie breaker rules will apply to the rankings as above in League play.

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- c) Team A1 vs. Team B2, Team B1 vs. Team A2. Home Ice is awarded to the higher ranked team from the League play.
- d) Winners of their respective 6-point series will qualify to participate in the OMHA Championship Weekend.
- e) Should the Winner of one of the 6-point series be the Host Centre of an OMHA Championship Weekend, then an extra game will take place between the two (2) Teams who did not win their 6-point series to determine the third qualifying team for the OMHA Championship Weekend. The Home Team and Host for the extra game is awarded to the highest seed from regular season final standings. The Home Team will be responsible for booking the Referees and Timekeeper. There will be an appointed SCTA Rep in attendance at this extra qualifying Game.
- f) 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.
- g) 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.
- i) The decision of the Protest Committee shall be final on all matters that affect the SCTA League activities.

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9.2 QUALIFIERS

- a) All protests shall be filed with the OMHA Representative assigned to the Tournament and the Representative of the Opposing team (Coach /Manager) within thirty (30) minutes of the completion 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 protested team may file a defense, in writing, within 30 minutes of the protest being filed, along with the protest fee of \$100.
- c) All protests shall be dealt with by the OMHA Protest Committee.

9.3 ROUND ROBIN AND SERIES PLAY

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

9.4 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

Division		Min League Game Details	SCTA Round Robin Play	SCTA 6-Point Playoff Series	OMHA Championships
Novice	# refs	2	2	2	2
	Warm up (min)	3	5	5	5
	Period Lengths (min)	10-10-15	10-15-R-15	10-15-R/F-15	10-15-15
	Overtime			1- 10 MIN	
	Time Outs		1-30s	1-30s	
		1 hr 10 mins			
	Ice time required			1 hr 35 min	1 hr 35 min
Minor Atom	# refs	2	2	2	2
	Warm up (min)	3	5	5	5
	Period Lengths (min)	10-10-15	10-15-R-15	10-15-R-15	10-15-R-15
	Overtime			1- 10 MIN	
	Time Outs		1-30s	1-30s	
		1 hr 10 mins			
	Ice time required			1 hr 35 min	1 hr 35 min
Atom	# refs	2	2	2	2
	Warm up (min)	3	5	5	3
	Period Lengths (min)	10-10-15	10-15-R-15	10-15-R-15	10-15-R-15
	Overtime			1- 10 MIN	
	Time Outs		1-30s	1-30s	
		1 hr 15 mins			
	Ice time required			1 hr 35 min	1 hr 35 min
Minor Pee wee	# refs	2	3	3	3
	Warm up (min)	3	5	5	3
	Period Lengths (min)	10-15-15	15-15-F-15	15-15-15	15-15-15
	Overtime			1- 10 MIN	
	Time Outs		1-30s	1-30s	
		1 hr 15 mins			
	Ice time required			1 hr 35 min	1 hr 35 min
Pee wee	# refs	3	3	3	3
	Warm up (min)	3	5	5	3
	Period Lengths (min)	10-15-15	15-15-F-15	15-15-15	15-15-15
	Overtime		1- 10 MIN	1- 10 MIN	
	Time Outs		1-30s	1-30s	
		1 hr 15 mins			
	Ice time required			1hr 45 min	1 hr 35 min
Minor Bantam	# refs	3	3	3	3
	Warm up (min)	3	5	5	3
	Period Lengths (min)	10-15-15	15-15-F-15	15-15-15	15-15-15
	Overtime		1- 10 MIN	1- 10 MIN	
	Time Outs	1-30s	1-30s	1-30s	
		1 hr 15 mins			
	Ice time required			1hr 45 min	1 hr 35 min

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		Min League Game Details	SCTA Qualifiers or Round Robin Play	SCTA 6-Point Playoff Series	OMHA Championships
Bantam	# refs	3	4	4	4
	Warm up (min)	3	5	5	3
	Period Lengths (min)	15-15-15	15-15-F-15	15-15-15	15-15-15
	Overtime		1- 10 MIN	1- 10 MIN	
	Time Outs	1-30s	1-30s	1-30s	
	Ice time required	1 hr 35 min		1hr 45 min	1 hr 35 min
Minor Midget	# refs	4	4	4	4
	Warm up (min)	3	5	5	3
	Period Lengths (min)	15-15-20	15-20-F-20	15-20-20	15-20-20
	Overtime		1- 10 MIN	1- 10 MIN	
	Time Outs	1-30 s	1-30s	1-30s	
	Ice time required	1 hr 50 min		2hr -2hr 15 mins	2hr- 2hr 15 mins
Midget	# refs	4	4	4	4
	Warm up (min)	3	5	5	
	Period Lengths (min)	15-20-20	15-20-F-20	15-20-20	15-20-20
	Overtime		1- 10 MIN	1- 10 MIN	
	Time Outs	1-30s	1-30s	1-30s	
	Ice time required	2hr-2hr 15 mins		2 hr 15 mins	2 hr 15 mins

League Play } Centres may exceed Minimums by no more than 5 minutes per game in League play.
 } Centres may exceed referee minimums by 1 referee per game in League play.
 } Floods/Rests must follow OMHA rules, no arbitrary floods allowed.
 } Qualifiers are for Minor Atom - Atom.
 } Round Robin for Minor Pee wee – Midget. OT is Sudden Victory.
 } Qualifier, Round Robin & Series Playoff game lengths will be as per the above, **no exceptions.**

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APPENDIX B: TIE BREAKER RULES

Tie Breaker rules will be the same for each area of Tie breaker e.g. League Play, Qualifiers and Round Robin. Only the games associated with each area will be used in the calculation of a tie breaker.

1. Two Teams Tied

- 1.1. The team with the most wins of the games between the two tied teams.
- 1.2. The team with the most wins in the overall type of play.
- 1.3. If the two teams are still tied after 1.1 and 1.2 has been applied, 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:
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**
- 1.4. If the two teams are still tied after 1.1, 1.2 and 1.3 have been applied, the team with the least number of minutes in penalties throughout **all of the games**, gains the higher position. All **misconducts are to be included in the penalty minute count.**
 - 1.4.1. Game misconducts are worth ten (10) minutes
 - 1.4.2. Misconducts are worth ten (10) minutes
 - 1.4.3. Match penalties are worth fifteen (15) minutes (game sheet will indicate 5 min)
 - 1.4.4. Gross misconducts are worth fifteen (15) minutes (game sheet will indicate 10 min)
- 1.5. If the two teams are still tied after 1.1, 1.2, 1.3 and 1.4 have been applied, then the team which scored the first goal in the first game between the tied teams gains the higher position.
- 1.6. If the two teams are still tied after 1.1, 1.2, 1.3, 1.4 and 1.5 have been applied, a single coin toss will determine which team gains the higher position.

2. Three or More Teams Tied

Note: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd and 3rd 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. The team(s) with the most wins gains the highest position.
- 2.2. 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**

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The exercise of 2.2 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”

Example A: Team A - .714 = 1st Seed – Advances
Team B - .500 = 3rd Seed – Does not Advance
Team C - .650 = 2nd Seed – Advances

Example B: Team A - .714 = 1st Seed – Advances
Team B - .500 = Still tied with Team C – go to next step 2.3
Team C - .500 = Still tied with Team B – go to next step 2.3

Example C: Team A - .650 = Still tied with Team B – go to next step 2.3
Team B - .650 = Still tied with Team A – go to next step 2.3
Team C - .500 = Does not Advance

- 2.3. If the teams are still tied after 2.1 and 2.2 have been applied; the team with the fewest goals against (all games played) will gain the highest position.
- 2.4. If the teams are still tied after 2.1, 2.2 and 2.3 have been applied; the team with the most goals for (all games played) will gain the highest position.
- 2.5. If the teams are still tied after 2.1, 2.2, 2.3 and 2.4 have been applied; the teams to qualify would be the team that received the least number of minutes in penalties throughout all games.
- 2.6. If the teams are still tied after 2.1, 2.2, 2.3, 2.4 and 2.5 have been applied; a coin toss shall determine the winner. In a three-team coin toss, the odd team (three coins are tossed) gains the highest position. If two teams are tied in points at the end of the season schedule, the following procedure will apply to determine ranking for all purposes.

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APPENDIX C: SCTA QUALIFIER , ROUND ROBIN & SERIES RULES

A: QUALIFIER RULES (MINOR ATOM – ATOM)

Schedule

Tentative schedules with game times must be into the SCTA Qualifier Tournament Committee by Jan 31. There must be a minimum of 2-hour break between games (end time of one game and the start time of the next game) for a team. This Committee will approve the schedule within 48 hours.

Length of Games

In the 4 game Round-Robin series, all games will be as follows:

- i) **Novice, Minor Atom & Atom** – 10-15-15 minute periods with a 5-minute warm-up prior to the game and a rest between the 2nd and 3rd periods
- ii) **Minor Peewee** – 15-15-15 minute periods with a 5-minute warm-up prior to the game and a flood between the 2nd and 3rd periods

Each team is allowed one (1)-thirty (30) s time out per game. There is no overtime in the Qualifier Playoffs.

Ties in Qualifier Standings

In the event of a tie at the end of the Qualifier , for any position, [Appendix B](#), Tie Breaker Rules procedure will be used to break the tie:

Game Regulations

All games will be played under official OMHA rules. See [Appendix A](#)

Player Eligibility

Prior to the start of the qualifying series the team will provide an **approved electronic Player Roster/ Declaration List and Affiliated Player List plus the corresponding team rosters that the affiliated player/players are listed on to the Regional Executive Member or Designate in charge.** Only those players approved on the lists will be eligible to play.

Game Officials

The Host Center (or local referee in chief) is responsible for appointing game officials. To qualify, game officials must be from an AAA Centre. The Host Centre is responsible for the costs of these officials.

The Host Centre will appoint timekeepers and scorekeepers. Goal Judge for each game will be optional.

A two-man system will be used from Novice to Atom.

A three-man system will be used from Minor Peewee.

Game Times

Games are to be scheduled on the Saturday and Sunday of the SCTA Qualifier Weekend unless special permission has been obtained by the SCTA Qualifier Committee.

Note: The positions (1 vs. 2) of the teams may not be altered, you may adjust the starting times of your games, but you must have two hours between each game.

Please refer to the SCTA website, Playoff tab/[Qualifier Templates](#) for the complete spreadsheet for Qualifier matchups based on the number of teams in the division.

Protests

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The team representative must present any protest resulting from any game in the Qualifying Tournament Weekend to the Convenor assigned to the tournament, in writing within 30 minutes of the conclusion of the game in question, along with the protest fee of \$150. The protested team may file a defense, in writing, within 30 minutes of the protest being filed, along with the protest fee of \$100. All protests shall be dealt with by the OMHA Protest Committee. See the OMHA Manual of Operations (**Policies and Procedures, Section 5.2 and 5.3**) for matters that may or may not be protested.

B: ROUND ROBIN PLAYOFFS (MINOR PEEWEE – MIDGET)

For Pee wee to Midget 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 10th ranked teams and Group B: 3, 4, 5, 6 and 7th 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 then crossover for the Semi Final Series. Same tie breaker rules will apply for Round Robin play as for the Qualifiers.

C: SEMI-FINAL SERIES

The top 2 Teams from each group will advance to play a 6-point series to determine who will represent SCTA at the OMHA's as follows:

- 1) Team A1 vs. Team B2
- 2) Team B1 vs. Team A2

**Note: Home Team is the higher ranked from the League play schedule in each series.
Local Referees will be used for the Semi-Final Series.**

Game details will be described in the OMHA contract for the series and are as per [Appendix A](#)

Winners of their respective 6-point series will qualify to participate in the OMHA Championship Weekend.

Should the Winner of one of the 6-point series be the Host Centre of an OMHA Championship Weekend, then an extra game will take place between the two (2) Teams who did not win their 6-point series to determine the third qualifying team for the OMHA Championship Weekend. **This extra game will be booked (Home Team and Host for the extra game is awarded to the highest seed from regular season final standings) by the Home Team. The Home Team will be responsible for booking the Referees and Timekeeper. There will be an appointed SCTA Rep in attendance at this extra qualifying Game.**

The first-place team in each age division at the end of the regular season play will be declared the SCTA League Champion and awarded the SCTA Championship Trophy.

SCTA RULES OF OPERATION

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

SOUTH – CENTRAL MIDGET ALL STAR GAME INFORMATION SATURDAY, NOVEMBER 30, 2019, BURLINGTON

DIVISIONS

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

CENTRAL – BRAMPTON, GREY BRUCE, GUELPH, HALTON, OAKVILLE

PLAYER & COACH AVAILABILITY

All Statistics (League Play only) will be taken as of **12:01 AM November 17**, based on winning percentage. Tie breakers will follow the Qualifier 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.

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 st Place	3 Forwards + 2 Defensemen	3 Forwards + 2 Defensemen	4 Forwards + 2 Defensemen
2 nd Place	2 Forwards + 1 Defenseman	3 Forwards + 1 Defenseman	3 Forwards + 2 Defenseman
3 rd Place	2 Forwards + 1 Defenseman	2 Forwards + 1 Defenseman	3 Forwards + 1 Defenseman
4 th Place	2 Forwards + 1 Defenseman	2 Forwards + 1 Defenseman	2 Forwards + 1 Defenseman
5 th Place	2 Forwards + 1 Defenseman	2 Forwards + 1 Defenseman	---
6 th 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

SCTA RULES OF OPERATION

GAME DAY AGENDA

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 st and 2 nd) 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) SCTA will 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.
- 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 MIDGET ALL STAR TEAM

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

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

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

NOTES:

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

SCTA RULES OF OPERATION

APPENDIX E: SOUTH CENTRAL AAA BANTAM ALL STAR GAME (SOUTH VS CENTRAL).

SOUTH – CENTRAL BANTAM ALL STAR GAME INFORMATION

SATURDAY, JANUARY 11, 2020 UNIVERSITY OF GUELPH – GOLD RINK

DIVISIONS

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

CENTRAL – BRAMPTON, GREY BRUCE, GUELPH, HALTON, OAKVILLE

PLAYER & COACH AVAILABILITY

All Statistics (League Play only) will be taken as of 12:01 AM January 1st, based on winning percentage. Tie breakers will follow the Qualifier tie breaking rules.

C) **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.

D) **PLAYERS**

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

	6 Team Division	5 Team Division	4 Team Division
1 st Place	2 Forwards + 2 Defensemen	3 Forwards + 2 Defensemen	4 Forwards + 2 Defensemen
2 nd Place	2 Forwards + 1 Defenseman	3 Forwards + 1 Defenseman	3 Forwards + 2 Defenseman
3 rd Place	2 Forwards + 1 Defenseman	2 Forwards + 1 Defenseman	2 Forwards + 1 Defenseman
4 th Place	2 Forwards + 1 Defenseman	2 Forwards + 1 Defenseman	2 Forwards + 1 Defenseman
5 th Place	2 Forwards + 1 Defenseman	1 Forward + 1 Defenseman	---
6 th Place	1 Forward	---	

D) **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

GAME DAY AGENDA

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: 15, 15, F, 20 (if time permits) 5 min, 3 on 3 Overtime if necessary

SCTA RULES OF OPERATION

Shootout if necessary (3 shooters, then sudden victory, cannot repeat player until all have been used)

NOTES:

- 1) Dress Code: Shirt and Tie
- 2) SCTA will provide game sweaters and socks.
- 3) SCTA will provide pucks for warm-ups.
- 4) Players are responsible to bring their own water bottles.
- 5) **South** team 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.
- 7) In the event a player cannot attend the game for various reasons, they will be replaced by another player from the same Centre.

APPENDIX F: RECENT MODIFICATIONS TO RULES

DATE	RULE #	MODIFICATION
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 Peewee.
	Appendix E	Updated date for Bantam Combine