

## Summary of Important Rules

- 1) All players must wear the **DHA issued hockey socks**. No exceptions.
- 2) DHA teams **MUST** use the game jerseys issued by DHA in all games.
- 3) **Fair play** for all players applies at **all times**.
- 4) Team Captains and Assistant Captains **MUST** be second year players. Exceptions to this **MUST** be approved by DHA.
- 5) Callups can **NOT** be used when 2 DDO teams play against each other (unless a team needs a goalie or has less than 10 players. Convenor approval is required.)
- 6) DHA requires that when callups are used, the same player cannot be called up more than 2 times in a row. After using a player for the second consecutive time, a different player must be called for the next game that a callup is needed.
- 7) **Since HQ rules only allow call ups to be used if a player is absent, the absent player's name must be crossed off the scoresheet when a call up is added.**
- 8) Teams can only use 'proper' ratios of forwards versus defense. See table below.

### Ratio Forwards vs. Defense

# of skaters	Forwards	Defense
8	5	3
9	6	3
10	6	4
11	7	4
12	8	4
13	9	4
14	9	5
15	9	6

## **Guide to DHA Rules around the Rink**

- 1) DDO teams cannot play each other in exhibition games without accredited referees and a timekeeper. Violations are punished by 3 game suspensions for the coach.
- 2) An exhibition game between 2 DDO teams is defined as a scrimmage that last longer than half of the allocated practice time.
- 3) DDO teams from different age levels or categories cannot scrimmage during practice. Violations are punished by 3 game suspensions for the coach.
- 4) Players are not permitted on the ice surface when the Zamboni doors are open or the Zamboni is on the ice.
- 5) Players cannot sit on the boards when the Zamboni is on the ice surface.
- 6) No objects (like cones, pucks, sticks, etc) can be put on the ice surface when the Zamboni doors are open or the Zamboni is on the ice.
- 7) Zamboni rule infractions will see the coach suspended for 1 game.
- 8) Players are not permitted on the ice surface without a DHA accredited coach or parent on the ice. The coach/parent does not have to be from the players' team.
- 9) A DHA coach or parent supervising a team on the ice MUST be on the ice himself, wearing skates and a CSA approved hockey helmet.
- 10) A player cannot be on the ice surface or the players' benches without a helmet & neck guard. Players needing to remove their helmets must go to the dressing room hallway.
- 11) Players cannot wear their game jerseys for practice, except when team events call for it (like photo sessions).
- 12) Siblings of players cannot practice with the team.
- 13) All players and coaches 16 years of age and younger must wear all their equipment when on the ice.

## Guide to Score sheets

- 1) Score sheets are to be provided by the home team.
- 2) Labels must be used on scoresheets.
- 3) The fields that are to be filled in are the:
  - a. City - DDO
  - b. Arena - DDO
  - c. Date – Game date
  - d. Category – Novice, Atom, Peewee, etc
  - e. Level – A or B or C
  - f. Game number – From the CHL schedule
  - g. League – CHL (Central Hockey League)
  - h. Team name
- 4) Pre-printed labels **MUST** be used for team rosters.
- 5) The team name **MUST** be at the top of the label
- 6) Make sure the home team is listed on the HOME side of the scoresheet.
- 7) The team's roster must be filled in listing goalies at the top.
- 8) The coaching staff who will be behind the bench during the game must be listed at the bottom of the roster.
- 9) Call up Players must be indicated with
  - a. Sweater number
  - b. Name
  - c. JA in the designated column.
  - d. E.g. 12 – Joe Player JA
- 10) Since HQ rules only allow call ups to be used if a player is absent, the absent player's name must be crossed off the scoresheet when a call up is added.**
- 11) Signature of Coach must appear below the roster.
- 12) The home team must provide the game pucks to the scorekeeper.
- 13) Always inspect score sheets after the game to note suspensions and correctness of the score.

## Guide to Call up Players

- 1) 'Call up' players are also known as affiliated players.
- 2) 'Call up' players are players from lower level teams that can be used to replace absent players.
- 3) DHA will assign call up players to each team; coaches cannot select their own call up players.
- 4) Goalies can be assigned as callups to 2 teams. Skaters can be callups for 1 team only.
- 5) To use a call up in a game, the coach must first contact the player's home team coach and ask permission.
- 6) HQ rules state that a coach cannot refuse to allow a player to be called up unless he has a game on the same day as the requesting team.
- 7) A game takes priority over a practice. A coach cannot refuse to allow a player to be called up just because he has a practice.
- 8) HQ states that call up players can only be used when teams are missing players.
- 9) There is a limit to the number of times a player can be used as a call up.
- 10) The number of times that a player be called up is unlimited before Jan. 10. After January 10, the maximum number of games is five (5). When counting, coaches must include league and league playoff games. They do not have to count tournament games and Regional Playoff games.
- 11) Call up players must be properly indicated on score sheets.
- 12) Notwithstanding rule 8, call up players are forbidden in games where 2 DDO teams play each other, unless:
  - a) A team needs a goalie
  - b) A team has fewer than 10 skaters. In this case, call up players can be added to bring the roster to 10.

## Guide to Player Suspensions

- 1) After each game, it is the coach's responsibility to examine the score sheet and verify if any players received suspensions. This is indicated by any penalty with a code starting with D or E.
- 2) If a D or E is present, it is the coach's responsibility to determine how many games the player must serve. He can consult the Coach's Manual or contact the discipline committee if he/she is not sure.
- 3) Suspensions CANNOT be appealed, so don't waste time thinking about it.
- 4) Suspensions received in exhibition games must be served.
- 5) A suspension is effective immediately after the game where it is issued. The coach cannot delay having a player serve his suspension.
- 6) A suspended player CANNOT play in exhibition games, and exhibition games do NOT count towards a suspension.
- 7) Any game in which a suspended player plays or is listed on the score sheet (not listed in the top right corner as a suspended player) will be forfeited.
- 8) A suspended player must serve his suspension in a league game, tournament game or playoff game. These can all count towards the suspension.
- 9) In a game where a player is serving a suspension, the coach must ensure that the score sheet is properly filled out. The suspended player's name must.
  - a. NOT appear in the player roster section (important if you use labels)
  - b. Appear in the top right corner with the number of games served, followed by a slash, followed by the total number of games to be served. (e.g.: 2/3 means this is the second game of a three game suspension.)
- 10) If a score sheet indicates that a suspension is being served, a copy should be addressed to the DHA Governor of Single Letters and dropped in the DHA mailbox at the Civic center. This is VERY important for exhibition, tournament games & regional playoff games.
- 11) IT IS THE COACH'S RESPONSIBILITY TO ENSURE THAT SUSPENSIONS ARE SERVED AND PROPERLY RECORDED.

## Team Rules

- 1) Coaches can, and are encouraged to, make a set of team rules.
- 2) Rules include:
  - a. Times to arrive at practice
  - b. Times to arrive at games
  - c. Protocols for notification of absence
  - d. Sanctions for lateness
  - e. Sanctions for missed practices/games
- 3) A player can be sanctioned for missing games, practices & team meetings, but not for missing team outings.

## Guide to Franc Jeu

- 1) "Franc Jeu" is a Hockey Quebec program that rewards teams for not taking penalties.
- 2) For each game played, teams are awarded an extra point in the standings by having fewer than the specified number of penalty minutes assessed during the game. The number of minutes by level is:
  - a. Novice: 8 minutes
  - b. Atom: 10 Minutes
  - c. Peewee: 14 Minutes
  - d. Bantam: 16 Minutes
  - e. Midget: 20 Minutes
  - f. Junior: 22 Minutes
- 3) League standings are determined by calculating 2 points for a win, 1 point for a tie plus the number of FJ points.
- 4) A team automatically loses its FJ point if a coach is assessed a 10 minute bench penalty.
- 5) Penalties with a C or D designation count for 10 minutes towards the total minutes awarded in a game.
- 6) In tournaments or playoffs, where overtime decides the game winner, a team that has lost its FJ point will play the overtime period short handed.

## Game Protests

- 1) CHL Rule Book section 6.7.1 covers game protests.
- 2) A Coach CANNOT protest a referee's judgment call. Only administrative rules can be protested.
- 3) The coach MUST notify the referee of his intent to protest the game immediately after the infraction occurs or at the first stoppage in play afterwards. The referee will note this on the score sheet.
- 4) The coach does not need to debate or discuss the reason; he only needs to get his intention noted on the score sheet.
- 5) The coach has 48 hours from the start of the game in question to get the protest to the CHL.
- 6) The coach must write a document that describes the circumstances and the basis for the protest and send it to the Governor within 24 hours of the game..
- 7) The team's manager must make out a cheque for \$50.00 and put it in the Governor's mailbox in the DHA office within 24 hours of game time.

## CHL

- 1) The length of the 3<sup>rd</sup> period is calculated as:
  - a. Total clock time remaining
  - b. Divide by 2
  - c. Add 5 minutes**
- 2) No AWAY tournaments are allowed during playoffs (March).
- 3) Use the CHL web site to verify your schedule and standings ([www.bk-scheduling.com](http://www.bk-scheduling.com)).
- 4) Use the link on the CHL web site to report scores and ALL suspensions awarded and served (i.e. for BOTH teams) for your HOME games only.
- 5) Contact Dion Shea for questions or comments on CHL issues ([dion.c.shea@sympatico.ca](mailto:dion.c.shea@sympatico.ca))