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**EDMONTON RECREATIONAL HOCKEY LEAGUE**  
**RULES, REGULATIONS**  
**AND INFORMATION BOOKLET**



**Rules**

1. The League will follow current [Canadian Hockey Association Rules](#), with exception of the EDMONTON RECREATIONAL HOCKEY LEAGUE (E.R.H.L.) Ltd. Rules and Regulations that follow.

**Game Format**

1. Playing times for all E.R.H.L. Games shall be as follows:
  - Warm-up 5 minutes.
  - 1<sup>st</sup> Period Stop-Time 15 minutes.
  - 2<sup>nd</sup> Period Stop-Time 15 minutes.
  - 3<sup>rd</sup> Period Stop-Time 15 minutes.
  - Overtime (if necessary) – 5 minutes straight time – if time permits.
  - Shootout (if necessary) – 3 players per team - if time permits.
2. Rest periods shall be held to a 5-minute maximum. This may be adjusted at the referee's discretion.
3. One thirty (30) second time out per team per game will be allowed. This will be at referee's discretion. There will be no time-outs permitted in running time. Time-outs may only be called in stop time.
4. In case of a tie at the end of regulation time, a 5-minute straight time O/T period will be played (if time permits) in which the quick change format will be in effect. In playoffs, the last minute of overtime will be stop-time. During regular season, if less than 5 minutes of ice time remains, there will be a 3-player shoot-out instead of the overtime. If the game is still tied at the end of the O/T period (if time permits) there will be a 3-player shootout.  
Teams have up until the end of regulation time to designate the 3 players that will be participating in the shootout (if applicable). At the start of the shootout, if teams have not designated the players on the sign-in sheet, the first 3 eligible players listed on the sheet will be the shooters. Players ejected from the game, serving penalties or misconducts at the end of game play, and goaltenders are not eligible to participate as shooters
5. Maximum game time is ninety minutes.
6. Each player must sign a game sheet before each game.
7. If one team is ahead by 5 or more goals with 5 minutes remaining in the game, the clock will run at straight time for the remainder of the game. Stop-time will apply if the difference in score is less than 5 goals.
8. For games ending in a tie at the end of regulation – both teams are awarded at least a single point, with the team winning during a shootout or overtime being awarded two points.

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**E.R.H.L Rules**

1. As per [Canadian Hockey Association Rules](#) except:

- a) Four minor penalties or three stick infractions in one game will result in game ejection. No further suspension will be added. A double minor counts as two minor penalties.
- b) If a player contacts a puck with a high stick, the play will immediately be blown dead, and a face-off will take place in the defending zone.
- c) Any major penalty (with the exception of an accidental high stick) will result in a Game Misconduct and automatic suspension for one game. The automatic Game Misconduct for the accidental high stick major penalty will be waived and the resulting penalty will be 5 minutes plus a Game EJECTION, unless a significant injury is caused.
- d) Any player receiving a Game Misconduct will be suspended for the next game and additional games may be added to the suspension, pending review by administration. Players may not play for other league teams while serving a suspension. A Game Ejection simply removes the player for the balance of the game – no further suspension is added.
- e) Suspensions will be posted on the E.R.H.L. website ([www.erhl.ca](http://www.erhl.ca)). If a player is assessed a suspension at the end of the season, it will be carried over to the following season (Summer to Summer, Winter to Winter seasons).
- f) Once a player has been assessed three suspensions in one season, the player will not be eligible to play for the remainder of the season (including playoffs).
- g) Any player playing while suspended will continue his full suspension the following game, and an additional game will be added to his suspension. The team captain or assistant at that game will also receive a two game suspension.
- h) Any team aware of a player's ineligibility, which allows that player to participate in a game, will automatically forfeit that game, and is subject to a 2 game suspension of the team captain/representative, pending review by administration.
- i) Any player receiving 80 penalty minutes before playoffs, during winter league, or 65 minutes during summer league, will not be allowed to participate in further league games for the remainder of the season (including playoffs).
- j) Any player receiving a match penalty before, during or after the course of a game shall be suspended. The suspended player will not be eligible to participate in any further league play until notified by league administration.
- k) If a game is declared a forfeit, for any portion of the game that has been played, all penalties will still apply to both teams and all players' points will be counted for the non-offending team only.
- l) No intentional body checking or rough play will be allowed. These infractions will constitute a minor or major penalty at the discretion of the officials.
- m) If a player is wearing equipment improperly, the play will be blown dead as soon as offending player's team touches the puck. The player will first be issued a warning, then a 2-minute penalty, then a 10 minute misconduct for any further offences.
- n) Once the puck carrier has crossed his team's blue line, the puck may be fired the length of the ice without this being called icing. An icing call will be waved off if the goaltender moves in an attempt to play the puck. The league has also abandoned the red line for two-line passes.
- o) If a goaltender intentionally stops the play (by dislodging the goal, removing his mask, etc.) during a breakaway, a penalty shot will be awarded to the non-offending team.
- p) Penalties for fighting:

Double roughing	4 Minutes	At the referee's discretion, player can stay in the game. This is for things like grabbing or shoving each other around, when no punches have been thrown. If the referee feels one or both players are a problem, they can also be assessed a <b>game ejection</b> and escorted off the ice. In most cases the player(s) will not receive any additional suspension.
Minor fight	2 Minutes / Game Ejection	Players <b>will receive</b> a game ejection. For example: as above, but with a single punch having been thrown. In most cases the player(s) will not receive any additional suspension.
Fighting	5 Minutes / Game Misconduct	This penalty will be assessed when players confront each other with full intentions of hurting someone. This can be with gloves off or on. Players will receive a suspension of two games if they immediately cease fighting once the officials have intervened.  There will be additional games added to the suspension if a player is assessed an instigator or aggressor penalty, or if a player continues to throw punches once his opponent is down on the ice, refuses to stop fighting when he has his opponent at a definite disadvantage and/or when the referees have stepped in and given instructions to stop.

- q) Any player who throws one punch with gloves on shall receive a double minor for roughing and/or a Game Ejection at the discretion of the officials. Any 'sucker punch' thrown with gloves on or off will be assessed a more severe suspension.

- r) Any player or team official leaving the bench to join an altercation or act as a peacemaker shall be ejected from that game and will receive an additional three game suspension.
- s) Third man in – at the discretion of the referees – will receive a 10-minute misconduct or an ejection/suspension depending on his actions in the altercation.
- t) Suspended players are not allowed on the players' bench or around the player area during their team's games. To prevent further altercations in the hallway or dressing room area, when players from opposing teams are ejected from a game, one will be asked to remain in the penalty box until the opposing player is in his dressing room. Players ejected from a game as a result of an altercation may not watch the game from behind the glass, but must remain in their dressing room or leave the building.

If a player refuses to leave the ice after being directed to do so by the officials and/or continues to disrupt the game to such a degree that it cannot be continued within a reasonable amount of time, the game will be suspended, and a forfeit win will be awarded to the opposing team.

Any players involved in altercations in the hallway/dressing room area will be subject to a season-ending suspension, pending review by league administration.

- u) Schedule of Penalty Minutes:

Minor penalties	2 minutes
Major penalties	5 minutes + an additional 10 minutes if multiple game suspension is assessed
Match penalties	10 minutes+ an additional 10 minutes if multiple game suspension is assessed
Game Misconduct	10 minutes (unless automatic in addition to Major) + an additional 10 minutes if multiple game suspension is assessed
Gross misconduct	10 minutes + an additional 10 minutes if multiple game suspension is assessed

- v) Any player receiving a season suspension may be allowed to return the following season, by a majority vote of the ERHL executive. The team must apply to the league executive to have the player reinstated, and the vote will take place before the captains' meeting of the following season.
- w) Any players abusing officials in any way will immediately be assessed a Game Ejection. If the abuse continues the player will be assessed a Game Misconduct and the corresponding suspension. All match penalties involving physical abuse of officials will result in the immediate suspension of the player or team official and will be dealt with by the E.R.H.L. Administration.
- x) The discipline committee will deal with all protests and player suspensions. Unless time between games is less than two days, any protests must be made at least 48 hours before the start of the next game.
- y) A Delay of Game Penalty will be assessed against a player who intentionally shoots the puck over the glass inside his team's defensive zone. This will be at the referee's discretion and is NOT automatically assessed.
- z) All players MUST be able to provide Picture Identification when asked. Teams may ask for an ID check on one or two players (not an entire team) before the end of the first period, or at the first point that a suspected ineligible player enters a game. The game will not be held up for the ID check, but the player must provide ID at a convenient time before leaving the rink (i.e. between periods or immediately after the conclusion of the game).
- aa) If a goaltender is struck in the mask with a puck, there is no automatic whistle. It will be left to the referee's discretion as to whether or not play should be stopped.
- bb) In a shootout or penalty shot situation, the goaltender may leave the crease once the opposing player touches the puck at centre ice.
- cc) Teams caught using an ineligible player during the regular season will forfeit that game, and lose an additional two points in the standings. Teams caught using an ineligible player during the playoffs will forfeit the series and their team bond.

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## **Goaltender Rules**

At the discretion of the referees - if a goaltender is assessed a game misconduct or a game ejection or any other penalty that would normally cause a player to be disallowed from completing a game, he/she will be allowed to continue play for the duration of the game. Any game misconduct issued will be served in the offending goaltender's next regularly scheduled league game. Until such a suspension is served in full, the goaltender may not participate in any other league games.

If during the remainder of the game, the goaltender is assessed a second misconduct/ejection or penalty that would cause him/her to be disallowed from completing a game, he/she will be asked to leave the game immediately and any suspensions will be added to the penalties previously assessed.

If a goaltender through ejection/suspension is not able to complete a game, the team has the following options:

- Borrow a goaltender from one of the teams waiting to play the next scheduled game. If time permits, the team may have up to two minutes to make arrangements, otherwise play will continue with 6 skaters (barring any penalties) while arrangements are made to borrow a goaltender. In all cases, replacement goaltenders are not entitled to a warmup.
- Dress a player – with the clock running and a goal being awarded every 5 minutes of time that it takes to dress this player in full goaltender equipment.
- The team may also choose to continue the game with 6 skaters instead of 5 players and a goaltender, during which time a player may change into goal equipment. In this case the automatic goal against will not be awarded every 5 minutes.

Once a team has chosen an option, they cannot change their minds. For example, they cannot choose to run almost 5 minutes off the clock and shortly before this period of time ends decide to play with 6 skaters. Similarly, a team cannot choose to play with 6 players, and then shortly thereafter decide not to resume play until the replacement goaltender is ready.

If there are less than 5 minutes left on the clock, the team without the goaltender must either immediately arrange for a replacement goaltender, or finish the game with 6 skaters.

If a goaltender through injury is not able to complete a game, the team may still use the option of borrowing a goaltender, however, if a replacement goaltender is not readily available, the team must then dress a replacement goaltender or play the game with 6 skaters. There will be no automatic goals awarded during the time it takes to dress the replacement goaltender, however, the goaltender is allowed 10 minutes running time to dress (if time allows), after which time (if the goaltender is not yet ready) the game is to recommence with the team fielding 6 skaters. The replacement goaltender would then be able to enter the game at the next stoppage in play. Again, replacement goaltenders are not entitled to a warm-up.

In the case of an injury to a goaltender with less than 10 minutes remaining, the game will be played with one team fielding 6 skaters while the replacement goaltender dresses. If the replacement goaltender becomes available before the end of the game he may enter the game at a stoppage in play.

In the case of an injury to a player or goaltender, the officials have the option of making any necessary adjustments to the remaining game time, based on the time remaining in the ice slot. All games will end at the scheduled end time, regardless of any situation that takes place during this timeframe.

If the regular goaltender for a given team is unavailable to play a league game during the regular season, the team has several choices.

1. Use the backup goaltender as designated on the team roster.
2. Use any goaltender from within the league.
3. Use any "adult league" calibre goaltender.
4. Dress a player in full goaltender equipment.

Backup and any other replacement goaltenders are exempt from the league uniform policy; however, the regular goaltender must have a fully compliant jersey. All goaltenders must also wear a CSA-certified mask or helmet-cage combination.

During the playoffs, if the regular goaltender is unavailable, the team has the following choices:

1. Use the backup goaltender as designated on the team roster.
2. Use any goaltender from within the league in the team's division or lower. The lowest division teams may also use a goaltender from one division above.
3. Use a goaltender of their own choosing after obtaining permission from the league.
4. Dress a player in full goaltender equipment

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### **Referee Responsibilities**

1. Referees should be aware of all E.R.H.L. special rules, which they will enforce in conjunction with the current [Canadian Hockey Association Rules](#).
2. All reports of misconduct by referees shall be fully investigated by the Discipline Committee and such officials may be assured that every necessary action will be taken.
3. Referees will insist on proper dress by the players of all teams in order that they may be identifiable during play.
4. In the case of a dispute of player's eligibility, the referee may require the player or players in question to sign a game report and this signature will later be compared with the player's registration forms.
5. All referees must have their own insurance or make arrangements for CARHA coverage through the league. The league does not automatically provide coverage for officials.

### **Timekeeper Responsibilities**

1. The timekeeper shall abide by the rules as set down in the current [Canadian Hockey Association rule book](#) under the headings so designated for:
  - Penalty timekeeper
  - Official scorer
  - Game timekeeper
2. Timekeepers shall ensure that all game sheets are properly completed.
3. Timekeepers shall ensure that sign-in sheets are completed before the games commence.
4. Timekeepers shall identify any uniform and equipment that does not comply with league standards to the referees (illegal masks, no shoulder pads, visors, name bars, etc.).
5. Timekeepers must note on the sign-in sheet any players who do not comply with the uniform standards or ensure that a pre-designated spare player without a proper team jersey has produced the appropriate identification.
6. By the end of each game, timekeepers must note on the sign-in sheet three players from each team that may participate in a shoot-out in the event of a tie.
7. Timekeepers must have their own insurance or make arrangements for CARHA coverage through the league. The league does not automatically provide coverage for officials.

### **Coaches**

1. Coaches must register with the league and must complete and sign a league waiver form.
2. Coaches will be held accountable for their actions and are subject to the same suspensions as players.
3. Only one coach is permitted on the players' bench.
4. No persons under the age of 18 will be allowed on the players' bench.

### **Player Entry and Continued Participation In The League**

The E.R.H.L. Administration reserves the right to:

- Refuse any player entrance into the league without explanation.
- Move any team with dominant players to a different division, or require the dominant players be replaced.

### **Conduct**

Any players, coaches, captains, teams, etc. will be held accountable for their actions to referees, administration and other players. This pertains to actions on or off the ice, on any premises used by the E.R.H.L. Any objectionable conduct may result in suspension by the Administration. No refunds will be issued to players or teams for any reason.

K of C has also asked the teams to be discreet about alcohol consumption for both the Saturday and Sunday morning ice slots as there will be several minor hockey players and parents at the arena at the same time. As well, under City of Edmonton Bylaws, smoking is prohibited in all arenas, dressing rooms, etc.

### **Additions**

Administration reserves the right to change, add, or modify any part of these regulations.

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### **League Meetings**

Teams having membership in the league (E.R.H.L.) shall be eligible to have one (1) vote on matters discussed at meetings. The person voting on behalf of their team shall be known as a Team Captain or Team Representative. Team Captains/Representatives must be present at the meetings to register their vote. Team Captains/Representatives will be named and registered at the first league meeting of the season. Only under special circumstances will a new name be accepted as a Team Captain/Representative once the season has begun.

### **League Jerseys**

Registered full-time players not having the proper team jersey will not be allowed to play until the player conforms to the team colors. Helmet and pants color can differ, but jerseys must conform to team colors. Namebars are mandatory except in the competitive division(s), for spare goaltenders, or for pre-designated spares as described below.

Matching socks are not mandatory, but are strongly recommended.

All teams must have two uniforms, home (dark) and visitor (light) colors, with the exception of new teams to the league.

For the first year, any new team may have ONE set of jerseys ('home/dark' colors preferred) that has been league approved (although 2 sets are recommended).

**All jerseys/namebars must be in place by November 16<sup>th</sup>** (apart from the exceptions previously discussed).

It is up to the team representative to inform the league if there are extenuating circumstances that would prevent a player from complying with the policy. The representative will also indicate when this is to be resolved.

### **Jersey Rules - Regular players and Spares - Recreational Divisions (2-10)**

**For players pre-designated as spares only;** during the regular season these players will be permitted to use a uniquely numbered jersey of the same colour and style as the rest of the team and a namebar is not required. Picture ID must be available to verify the spare player identity at game time if requested by either the opposing team representative or any of the officials. Pre-designated spares that cannot produce ID upon request will not be permitted to play.

All full-time players are still expected to conform to the applicable uniform and namebar regulations, and all skaters that qualify for and participate in the playoffs must also meet the same uniform standards (proper matching team jersey complete with namebar) during the playoffs.

To pre-designate a spare, this must be submitted to the league on the final roster **before** November 16th, and the spare player will subsequently be indicated on the sign-in sheets.

### **Team Colors**

Home teams will wear their dark jerseys, and away teams will wear their light jerseys.

All teams are required to register their jersey colors with the league prior to commencement of league play.

All players of the same team are required to wear jerseys of identical color and style.

All jerseys must be numbered, and no two jerseys may have the same number.

All jerseys (apart from the exceptions previously discussed) must have a name bar stating the player's name.

All team crests and sponsor logos must have league approval.

Players may not use tape for numbers or to designate 'C's or 'A's.

### **Summer Jerseys**

Each team must have jerseys of matching colour and style, and all jerseys must be uniquely numbered.

Crests and name bars are optional.

Helmet, pants and socks color matching is also optional.

### **Age of Players**

All players competing in this league **must be** 18 years of age or older.

All players registered in a division classified as 'over 35' (if applicable), must be 35 years of age or older. The league reserves the right to place a team into this division with players that are under 35 years of age, provided that the teams are still competitive. Any players in this division, under the age of 35, are subject to evaluation by the league.

All players must meet the minimum age requirement (18). Those who have not previously recorded proof of age may be asked to submit their birth certificates.

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## **Team Rosters**

### **Recreational Divisions (Divisions 2-10).**

A team may register up to **25** players (including goaltenders), but may only dress 17 per game (including goaltenders). Any more than 17 players on a roster must be designated as spares. Teams may alternatively dress 15 skaters and two goaltenders.

Each full-time player must be assigned a number that will be registered as his for the entire season including playoffs. All players must be registered on the roster form.

Before each game a roster sheet for that game must be turned in. Any team not handing in a roster sheet will forfeit that game.

All rosters will be frozen on November 16<sup>th</sup> (Winter League), and June 1<sup>st</sup> (Summer League). With the roster size increase, teams may no longer petition the league to replace a given player after the deadline.

Each registered player in the recreational division must play at least 10 regular season games in the ERHL winter season to qualify for winter playoffs and 5 regular season games in the ERHL summer season to qualify for summer playoffs.

Any registered player on a team roster may spare or play (subject to league approval) on other teams in the league, provided that he/she is on the other team's roster. A player may not spare for a team in a lower division without special permission from the league. Those players that receive special permission will have this indicated on the sign-in sheet.

Any player who participates as a spare on two teams in the winter may play in the playoffs on the higher division team if he has played in the required number of games (10) to qualify. In order to play in the playoffs on the lower division team as well, he will need to have played a minimum of half (15) games to qualify.

### **Competitive Divisions (Division 1).**

There will be an open roster – i.e. no roster freeze will be in effect for the regular season. All competitive teams may use any player over the age of 18, at any time during the regular season, provided that this player signs a waiver before the first ERHL game that he participates in. As a result, spare players are exempt from the namebar rules; however, in order to stay consistent with the rest of the league, we do ask that competitive division teams make their best effort to have namebars in place for full-time players.

Each registered player in the competitive division must play at least 10 regular season games in the ERHL winter season to qualify for winter playoffs and 5 regular season games in the ERHL summer season to qualify for summer playoffs.

### **Player Registration/Waiver Forms**

All players, including substitutes or spare players, must have read and signed the player registration-waiver form *before* competing in their *first* game.

All player registration/waiver forms are to be filled out in their entirety to be accepted by the league.

All player registration/waiver forms are to be submitted to the league immediately after completion.

### **Ineligible Players**

Any player who is not registered with the league is deemed ineligible.

Any player who is suspended is deemed ineligible until the full term of the suspension is served.

Any player not wearing his own league-approved jersey may be deemed ineligible.

Any team who knowingly plays an ineligible player will automatically forfeit that game and is subject to a 2 game suspension of their Captain/Representative, pending review by administration. . Statistics will only be counted for the non-offending team. Using non-registered or suspended players during playoffs will result in the team immediately being eliminated from playoffs AND forfeiting their team bond.

During playoffs if an ID request is made and the player is not able to produce valid ID or some valid proof of his identity, the game will be declared a forfeit. The player in question must then be able to produce ID within 24 hours or the team will be eliminated from the playoffs and forfeit their bond.

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### **Game Forfeit (Default)**

Each team must have a minimum of six (6) players in order to play a league game, one of which must be a goalie in full goaltender equipment. If a team shows up with less than six, (6) eligible players, the other team will be awarded the win and the offending team will forfeit a portion of the team bond. The game sheet will be filled out as standard, with the winning team awarded 3 goals. Ice time can then be used as a practice by both teams. In the case of coincidental penalties when one team has the minimum of six (6) players, that team will simply play shorthanded as long as a minimum of 3 players and a goaltender are on the ice.

If at the beginning of the game the goaltender is late, the game clock will start the first period, but the players will not be allowed to start the game until the goaltender is on the ice. The following penalty/goals shall be used if the goaltender is not on the ice at the start of the game:

15:00 – 10:01 = 2 minute delay of game penalty when play starts.

10:00 – 05:01 = 1 goal against after five minutes.

05:00 – 00:01 = 2 goals total against after ten minutes.

00:00 (End of Period) = 3 goals against. If a goaltender is available for the second period, the score will start at 3-0.

This gives the team time to dress another player in goaltender's equipment without forfeiting the game at the beginning of the first period.

In the event that neither team is able to field enough players for a game, the game will be declared a double-forfeit, and neither team will be awarded any points in the standings.

### **Equipment**

All players must be fully equipped (including shoulder and elbow pads).

Neck guards are not required, but are recommended.

All helmets must be CSA approved and cannot be painted.

Goaltenders may use either regular helmets or the new form fitting helmets, but still must be CSA approved.

Cages on helmets (regular players and goaltenders) must be CSA approved.

All players must wear a face shield (minimum half shield).

Broomball cages (Cat's eye) are not allowed in this league.

### **Division size**

The E.R.H.L. attempts to place teams where they are best suited, and therefore division sizes may vary. The number of divisions will depend on how many teams register and what their ability levels are. The E.R.H.L. reserves the right to place any team in any division and may reject or cancel any team's entry at any time when it is considered to be in the best interest of the league.

### **Team Placement/Divisional Moves**

The E.R.H.L. will partition the Winter schedule into three sections. After the first 5 games have been played, team placements will be evaluated, and teams may move up or down depending on their performance to date. After another 10 games have been played, there will be another evaluation where teams may again be moved, followed by the remaining 15 games in the winter schedule. The Summer schedule will be partitioned into two sections consisting of 5 and 10 games respectively.

In each case, teams moving up or down will be placed in the middle of the point standings in their new division. To determine the middle, the average divisional winning percentage will be calculated based on total points earned divided by total games played, and this figure will then be multiplied by the number of games that the team moving in to the division has played. The rounded value will then be assigned to the team.

If a division number is changed as a result of divisions above or being combined or split, there will be no adjustments to the point totals.

If a majority of the teams from a division above or below are moved to a new division, the point totals for those teams remaining in the division may be adjusted instead.

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**Location of arenas** (see [Arena Locations Page](#) for additional listings)

- a) [Knights of Columbus Twin Arenas @ 13160 – 137 Ave](#)
- b) [Bill Hunter Arena @ 9200 – 163<sup>rd</sup> Street.](#)
- c) [CastleDowns Arena @ 11520 – 153<sup>rd</sup> Avenue](#)
- d) [Canadian Athletic Club @ 14640 – 142<sup>nd</sup> Street](#)
- e) [Callingwood Arena @ 17740 – 69<sup>th</sup> Ave](#)
- f) [Clareview Arena @ 3804 – 139<sup>th</sup> Ave](#)
- g) [Coronation Arena @ 13500 – 112<sup>th</sup> Avenue](#)
- h) [Canadian Athletic Club @ 14640 – 142<sup>nd</sup> Street](#)
- i) [Glengarry Arena @ 13340 – 85<sup>th</sup> Street](#)
- j) [Grand Trunk Arena @ 13025 – 112<sup>th</sup> Street](#)
- k) [Kenilworth Arena @ 8313 – 68A Street](#)
- l) [Londonderry Arena @ 14520 – 66<sup>th</sup> Street](#)
- m) [Millennium Place @ 2000 Premier Way, Sherwood Park](#)
- n) [U of A \(Clare Drake\) Arena @ 87th Ave & 115 Street](#)

**Number of games**

There will be 30 regular season games in Winter and 15 regular season games in Summer. Winter league games start the second week in September. Summer league games start the first week of May.

**Playoff format**

Depending on the size of a division, the following number of teams will proceed to post-season play:

- 4 teams – 4 advance
- 6 teams – 4 advance
- 8 teams – 6 advance
- 10 teams – 7 advance

Game format will be the same as regular season (except overtime in tied games).

Series format may be single elimination, or best of three, depending on the team ranking and/or number of teams that advance to post-season play.

**Recreational Divisions.**

Team placement is determined in the following manner. If teams are tied in points, the team with the least penalty minutes will receive the higher placement. If a tie still exists, then the team with the most wins will receive the higher placement. If a tie still exists, the team with the best goal statistics (for/against) will receive the higher placement. If a tie still exists, a coin toss will decide which team will receive the higher placement.

**Competitive Divisions.**

Team placement is determined in the following manner. If teams are tied in points, then the team with the most wins will receive the higher placement. If a tie still exists, the team with the better record in head to head competition during the regular season will receive the higher placement. If a tie still exists, the team with the best goal statistics (for/against) will receive the higher placement. If a tie still exists, the team with the least penalty minutes will receive the higher placement. If a tie still exists, a coin toss will decide which team will receive the higher placement.

**Playoff Overtime & Shootout**

During the playoffs, the last minute of the overtime will be played stop time. If the game is not decided during the five-minute overtime period, a shoot out will determine the winning team. Each team will designate three players for the shoot out. If this does not decide a winner, a sudden death shoot out will take place.

Each team has one player at a time take a shot until only one scores. After both teams have taken a shot, the one that has scored will be declared the winner.

Home team (typically the team that finishes higher in the standings) will decide which team shoots first.

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### Days of play/Schedule

The league will operate 7 days/nights per week and will attempt to balance the schedule for everyone. An equal ratio of early, middle, and late games will be assigned. There are a number of teams in the league that have contributed their own ice slot to for league use with an understanding that a majority of the games they participate in are scheduled on 'their' ice.

### Rescheduling Games

There will be no games rescheduled as a result of team requests. If there are any dates that a team will be unavailable due to tournaments, work functions, etc. we ask that the league be notified before the schedule is published so that this can be taken into consideration when the schedule is built.

### Insurance

Most teams have members who are already covered at work and do not need additional coverage or the added expense. All players are responsible for their own medical insurance coverage. The league does not have insurance coverage for players or officials. If teams are interested in insurance, there is reasonable coverage available through CARHA.

### Liability

E.R.H.L and /or its' agents, directors or employees assume no responsibility for players, coaches, managers, stick boys, officials, and/or spectators' injuries or other liability incurred before, during, or after any E.R.H.L activity.

### League Fees – 2009/2010 Winter Season

\$8904.76	League Team Fees
+ 445.24	GST (5%)
<u>= 9350.00</u>	Total Fees
+ 150.00	Refundable Team Bond (if not carried forward from previous season)
- 200.00	Discount if paid in full by Sept 15
\$ 9300.00	Net fees if paid by Sept 15

Teams are accepted on a first come, first served basis.

Recommended payment schedule dates are as follows:

- \$1000.00 – Deposit by July 15
- \$3000.00 – Due August 15
- \$5300.00 – Due September 15
- \$ 200.00 – late fees – if fees are paid after September 15<sup>th</sup>
- \$ 200.00 – late fees – if fees are paid after November 15<sup>th</sup>

**All fees must be paid in full by November 15<sup>th</sup>. Any teams which have an outstanding balance after this date, in addition to the \$200 penalty, will lose 1 point for every game played, regardless of the outcome of the game, until the balance is paid in full.**

\$9300.00 Divided by 16 players = \$568.75 per player. (if paid in full by Sept 15)

\$581.25 divided by 30 games = \$19.37 per game.

This includes:

- Pre-organized schedule.
- Two referees
- One timekeeper
- Playoffs (for teams that qualify)
- Trophies (for Divisional Winners)
- Medals or Hats (if you win them)
- All statistics, posted at K of C arena and on the ERHL website on a weekly basis.
- Statistics also appear in the Edmonton Journal on a regular basis, as space permits.
- Arrangements for team discounts on Jerseys & Socks have been made at Klondike Cycle.