

MJNHL LEAGUE GOVERNANCE & GUIDELINES

DEFINITIONS

"Facility" or "Arena" defined as the administrator/holder of the ice allotment policy at any or multiple venues.

"Player" defined as a person participating in a game scheduled by the MJNHL.

"Team" defined as the group of player's rostered under 1 name submitted by the Team representative.

"Representative/Rep" defined as the person designated by each team to attend monthly meetings (or his temporary replacement) for purpose of voting and financial duties.

"Executive" defined as the combined body of persons made up of a 2 person co-chair (non-voting) and 1 team representative (voting) from each team in the league from season to season.

"Quorum" defined as 51% or more of the voting members of the Executive.

"Ejection" defined as a player(s) removed by an official from the ice surface in a game.

1). ARENA PROPERTY

- a) Any damage to Arena property will be paid for by the offending Player's Team within a reasonable time of the incurred damage and repair. Any extended non-payment of the invoiced damages will result in that Team's suspension from further play until such payment in full is made.
- b) Smoking is NOT PROHIBITED in ANY AREA of the Arena facilities as per Facility and Provincial by-laws. Any such reported offense will result in Team fines and may cause the Facility to suspend the League from further facility usage.
- c) Each dressing room is equipped with both a garbage bin and a recycle pail. It is expected that Teams will act accordingly and USE BOTH before and after their games while using the rooms.
- d) In particular, the spitting of chewing tobacco on the dressing room or bench floors is prohibited and any such offense as reported by Facility staff will result in an invoice for clean-up of not less than \$100.00 to the offending Team and payable prior to their next scheduled game. Failure to pay the invoice in full and on time will result in suspension of play for that Team until payment is completed.
- e) Neither the League nor the Facility accepts any responsibility for lost or stolen personal property. It is strongly suggested that no valuables be taken into or left in dressing rooms or the Arena facility. Lockable doors are provided for dressing room and it is the Team's responsibility to lock their dressing room before going on the ice.
- f) If dressing room keys are lost or missing, it will be the Team's responsibility to cover any cost billed to the MJNHL for replacement.
- g) Teams are required to vacate dressing rooms within 30 minutes of the conclusion of their games or as requested by the arena staff.

2). LEAGUE ADMINISTRATION

Regarding NOTICES, all Players and Team Reps should check the League internet site www.mjnhl.com for any postings concerning game changes, standings, disciplinary rulings, League news, etc.

- a) Annual team dues and fees are payable in increments to the full amount as determined by the First League meeting of the season and on the scheduled dates imposed at the same initial season meeting. Any exception to the payment schedule will be requested in writing to the League Executive and shall be decided duly by a vote of team Representatives.
- b) All Teams are responsible for their ice time as scheduled. Alterations may be attempted, but in the event of non-alteration of scheduled ice time, both Teams share the responsibility of showing up OR to pay for that ice time. Any Team that defaults on ice time will be reported to the Executive for follow up action and discipline/invoiced/fine.
- c) All players participating in the MJNHL must be 18 years of age or older.
- d) Team Roster forms are to be completed in full, PRINTED LEGIBLY and SIGNATURED by each team player. Rosters may include a maximum of 20 signed players including Goaltenders. Rosters are to be handed into the League Executive not later than the January MJNHL Executive meeting.
- e) Eligibility is based on each player having played 10 games by the end of the regular season. The only possible exception to the above eligibility rule is in the case of player injury or if a player misses several regular season games due to a "documented" injury. Team representatives, at a duly called meeting shall determine eligibility.
- f) "CARDED PLAYERS" are eligible to participate in the MJNHL provided they meet the MJNHL minimum game eligibility rule by the Roster submission date. A "carded player" is defined as a player participating in any other organized league where "Hockey Canada" or official advanced league registrations are engaged.
- g) If a Team chooses to register more than the allowable 20 players on their roster, there will be an additional \$30 fee levied for each additional player, payable at registration to cover the extra insurance and administrative costs.
- h) No player can be registered with more than one team and must be on that Team's roster to play regular season and playoff games.
- i) Only rostered players should be ELIGIBLE to participate in game play and due to INSURANCE and ELIGIBILITY requirements ALL players must PRINT LEGIBLY their names and include signatures on an official GAME SHEET each scheduled game. Forging signatures etc. may result in a players' disqualification from that game or a Team default of that game. Teams found guilty of using ineligible players after the Roster deadline, default losses and possible team suspension from play and a \$400 fine may result. (Note: Any persons behind the bench during game play must also sign the game sheet for insurance purposes)

- j) In the event that for any reason ONE or BOTH Teams of a regularly scheduled game choose to CANCEL that game, the Team that "initiated" the cancel request MUST also notify the representative of the Team scheduled to referee the cancelled game. If possible a minimum of 2 week notice to cancel a regularly scheduled game is preferred and will not result in additional ice costs levied to the League. Games that have been mutually cancelled will not necessarily be re-scheduled and any such attempt to re-schedule will depend on available ice and funding of additional ice time(s).
- k) Final regular season standings/ranking will be determined by a Team's Win/Loss/Tie record. In the event of a TIE in the STANDINGS at the conclusion of League regular season play OR after a playoff round robin/series, the steps used to break the tie and determining seed/ranking will be decided at the MJNHL executive meeting prior to playoff commencement. Normally the following are considered in this order - Best record in head-to-head games amongst the tied Teams then Largest goal differential (goals for minus goals against).
- l) Ties in Playoff competition shall be decided by players from each Team and alternate shot format. Each team will have an equal number of shot opportunities with 3 named shooters being the minimum. If a tie remains after that then sudden death will follow with any or repeat shooters eligible.
- m) VERY IMPORTANT that Playoff games start as early as possible within the ice time allotment to ensure sufficient time at the end of each game if needed.

3). FINES

The League Administration shall impose standard FINES for defined offenses.

The following is a schedule of League imposed Fines:

\$50 No Team representative at a regularly scheduled League meeting.

\$400 for Team(s) using ineligible players.

\$100 for a defaulted game not cancelled 24 hours prior to start time, DOUBLING to \$200 for a No-Show, defined as Ice Scheduler and/or opposing team and/or referees are not informed by the cancelling team's Representative and are at the Arena.

Accumulated Fine balances per Team will be deducted from the Annual Carry Forward PERFORMANCE BOND which will be topped up at the start of each Regular season to \$400 per team. In the event that the BOND is entirely absorbed by Fine balances within a regular season and playoff season, the Team must replace the Bond in its entirety of \$400. The "top-up" of the \$400 amount will be determined prior to the start of next regular season play and include with the invoice for each team's dues and fees and must be included in the FIRST installment payment to the league. Any new teams entering the League will supply the performance bond with their Fees.

4). GAME PLAY

- a) Should a team be limited to 5-8 skaters or less (excluding goaltender) they may enlist the play of 1 or 2 other League registered player who resides on another Team's stated roster for that game(s) only.
- b) Players arriving before the start of the final period of regulation time will be permitted to participate provided they have been entered and signed the Game Sheet. Any player arriving after the last period of game play has begun WILL NOT be permitted to play in that game.
- c) If a goaltender is ejected from a game, the Team will have 10-15 minutes to dress a replacement and in this situation that goaltender may enter the game after the start of the final period as may be necessary. There will be no stopped time however both teams can agree to play on with replacement team fielding 6 forwards until a goalie is provided.
- d) If a goaltender is injured and cannot resume play that Team has 10-15 minutes to dress a replacement and in this situation that goaltender may enter the game after the start of the final period as may be necessary. There will be no stopped time however both teams can agree to play on with replacement team fielding 6 forwards until a goalie is provided.
- e) All Teams must attempt to wear matching jerseys, and be numbered differently. In the event of a conflict of Team colors, the least seniority based team (by date of entry to the MJNHL) will wear their alternate jerseys or if necessary a "non-matched" jersey of a contrasting color.
- f) All games will consist of 3 periods running time with each period 20 minutes in length or as ice time permits. Between periods breaks should NOT EXCEED 5 minutes. There will be NO stop time ever.
- g) Games MUST START NOT LATER THAN 10 MINUTES from the start of the scheduled ice time. (This will allow for a brief "warm-up")
- h) Players should not enter the ice surface until the resurfacing is complete and the maintenance doors are CLOSED.
- i) A WIN represents 2 points, a TIE represents 1 point and a LOSS represents 0 points in the regular season standings. As noted in item 3 of League Administration, a default will result in a LOSS and being fined to offending Team or Teams and repayable via bond as determined by League/Team representatives.

5). PLAYING RULES

- a) All stoppages for ICING will be initiated when the puck crosses the goal line of the non-offending Team, was shot from the defensive side of Center ice and not otherwise touched by either Team.
- b) The center Red Line is NOT in play for "offside" passes. Offside stoppage will only occur at each Blue line when the Offensive player(s) cross the Blue line ahead of the puck. However, a puck carrying player MAY back into the offensive zone with COMPLETE control of the puck without triggering an offside stoppage.
- c) If a player is cut during a game and blood is drawn, the player must leave the ice to clean and bandage the wound prior to returning to the ice.
- d) Players in the Offensive zone are not permitted to enter the goal crease area before the puck enters the crease area. If a player enters the crease area voluntarily before the puck, the Referee has the discretion to stop the play and initiate a face off in the nearest spot in the NEUTRAL ZONE. In addition, if the defending Team has clear possession of the puck with an opportunity to move out of the defending zone, the Referee shall allow play to continue.

6). PENALTIES

Any accident, incident or injury to a League member occurring during League ice allotment within the Arena facility(s) must be reported to the League Executive as soon as is possible after the incident/accident has occurred.

Penalties will be consistent with SHA guidelines and with the following League specific interpretations and variations adopted by the MJNHL:

- a) A Minor penalty is defined as one 3 minute penalty pertaining to ice and bench infractions or involving unintentional/non malicious physical contact.
- b) A Double Minor penalty is defined as two minor penalties concurrent, a 6 minute penalty pertaining to intentional/malicious contact or injury as a result of contact.
- c) Referees have discretion on any Double Minor penalty, for more harsh punishment because of injury/severity/intent, such as a Major or Match penalty with game ejections.
- d) Minor Penalties are served for 3 minutes of running time (or less in the event of a power play goal)
- e) Any player acquiring a third minor penalty or 7 minutes of penalty time or more in the same game will result in a game ejection.
- f) All Ejections and Major/Match penalties can be subject to further discipline by the MJNHL Executive. All Automatic or by Rule suspensions will be applied to games scheduled immediately following the game in which the infraction occurred.
- g) Any disciplinary suspensions issued will start on the date that discipline is applied and will be for the consecutive scheduled games thereafter.
- h) Any PLAYOFF game EJECTION will double. Meaning if a player is ejected from "a" game then he will automatically serve "another" game. If a player is suspended by automatic rule or the Executive for 1 game then he will serve 2 in the playoffs, 2 games = 4 and so on.
- i) Stick infractions involving Butt ending, Spearing and Contact High Sticking will be dealt with as Double Minor penalty. Contact High Sticking is defined for our purposes as having one's stick above the normal height of his shoulders that contacts a Player. Should a Player simply "wave" at a puck above the normal height of their shoulders, regardless of puck contact, a stoppage in play and faceoff will result at the faceoff circle closest to the point of initiation.
- j) Any player diving at an opponent that does not contact the puck first will be assessed a tripping minor penalty or penalty shot if shooter is deemed clear.

- k) Any player using a part of their body or hand to “grip” an opponent’s stick will be assessed a Holding Stick minor penalty.
- l) Any opposing player crossing into or entering the scorekeepers area of the penalty box, bench including hallway or dressing room will be assessed an automatic 5 game suspension.
- m) Body Checking/Boarding is not permitted anywhere on the ice and any such infraction will result in a Double Minor penalty.
- n) Roughing and Roughing after a whistle as interpreted by the Referee should result first in a minor penalty. Any subsequent retaliation should result in either offsetting minor penalties and/or offsetting minors with an “Instigator” call at the discretion of the referee.
- o) Slashing and Crosschecking will result in minor penalties or worse depending upon severity and “INTENT” and are at the discretion of the referee.
- p) Checking from Behind and Slew-Footing are considered very dangerous and WILL result in MATCH penalty and more severe punishment via subsequent disciplinary action by the league based on the officials’ Game Report.
- q) Slap Shots are NOT permitted. Any Player who uses a slap shot “wind up” where the stick is draw back to a level above the knee will result in stoppage of play. If a player repeats the wind up or uses such a motion as a fake or deke to gain advantage, he will be assessed a minor penalty for UNSPORTSMANLIKE CONDUCT.
- r) A GAME MISCONDUCT in the last TEN minutes of a game will result in an automatic One Game suspension.

7). FIGHTING

Fighting is strictly prohibited and will result in player suspension. Any altercation perceived by the Referees to be Fighting MUST be reported in writing to League Executive.

“Punches thrown” is defined as gloves on OR off and either will be interpreted as fighting.

Any altercation where punches are thrown is considered Fighting, however in the event that gloves are dropped and NO altercation ensues, the referee will have discretion and at minimum a Roughing penalty(s) should be assessed.

1st offence Fighting infraction shall result in an AUTOMATIC 5 game Suspension.
2nd offence Fighting infraction during the season shall result in a MINIMUM AUTOMATIC suspension of 10 games and may be further subject to additional discipline at the discretion of the Team Representatives at a duly called meeting.

Any INSTIGATOR will have 2 games added to the above automatic infraction result.

REPEAT offenders may be suspended indefinitely as determined by the Team Representatives and the MJNHL Executive at a duly called meeting.

8). REFEREEING

If the MJNHL does not provide 2 paid Referees for League play then the following rules are in effect;

Referees are to be supplied by League member teams as per a designated schedule.

Any player ejected for verbal abuse of an official will serve an automatic 3 game suspension.

Referees are expected to wear proper referee jerseys and supply their own whistles. The "2 Man System" will be used where each official works their respective zones, manning opposite blue lines and handling face offs. When the play is in an offensive zone, that designated official should be low in the zone with the partner official covering the zone blue line, leaving that position with the play and prepared to make necessary calls at the other blue line as required.

For League insurance purposes, Referees **MUST** wear helmets.

The basic expectation of the Officials is that they give an "honest" effort when on the ice and officiate in a manner they would expect if they were playing.

At the Referees' discretion, reports are to be submitted to League executive through their own Team representatives.

Incidents can be written up by referee, not penalized or suspendable, and can be accumulated and discussed for discipline by executive. All game ejections must be written up.

9). SUSPENSIONS/APPEALS/PROTEST

SUSPENDED players are NOT PERMITTED on the bench or behind the bench while under suspension.

All infractions warranting an Official's written report and submitted to League Executive occurring before, during and after any scheduled game are subject to review by League Executive and Team Representatives at a duly called meeting.

The committee of Team Representatives has the authority. Should there be a SUSPENDIBLE offense reported to League Executive in writing, the offending Player(s) MUST sit out their next scheduled game or until League Executive and Team Representatives have met to review disciplinary action(s). The League Executive is charged with convening a meeting to render decisions within a reasonable time frame from when the report was presented to League Executive.

Suspension decisions by the Team Representatives are binding upon the offending Player(s) and their respective teams and any further violation of decisions rendered may result in sanctions to both Team(s) and Player(s) financial or otherwise possible expulsion from further League play and participation.

A Player receiving a suspension IS suspended from ALL teams until their suspension is completed.

Re-instated players will be subject to a probation period not less than the prior suspension. Should there be an incident determined by a vote at a regular or special executive meeting, and to be of a nature serious enough to warrant discipline and/or suspension, the offending player may be considered ineligible for life and the team rostering that player may forfeit their entire annual performance bond to the League.

A Player may **APPEAL** a suspension of 5 games or more by filing a written submission with their respective Team Representative to League Executive AND posting a \$50.00 "review fee". The Appeal must be submitted within 3 days of the suspension ruling and the "review fee" paid before any hearing will be organized. The letter should outline the basis for the appeal and include the Player's history of such offenses if applicable and any known precedent on which the ruling might be amended.

If the committee of Team Representatives at a meeting called for the purpose of hearing an appeal, with the Player's Team Representative NOT eligible to vote to ensure an odd number and that minimum number of Team Representatives being 5; rules to reduce the suspension, then the \$50.00 "review fee" will be returned. If however the decision and suspension is upheld, the "review fee" will be retained by the League.

A team may **PROTEST** a game by filing a written submission to League Executive and paying a \$50.00 "review fee". The Protest letter must be received by League Executive within 48 hours of the conclusion of the protested game, with the exception of a Playoff game in which case the protest letter must be received immediately following the game. The letter must outline the reason for the protest (e.g. ineligible player, rule interpretation, etc.). Please note specific calls by the referee(s) are not grounds for an acceptable protest.

The League Executive will convene a meeting of the Team representatives to address any received Protest letter(s) in a timely manner as dictated by the season schedule or playoff requirements. As noted above regarding the voting quorum and guidelines of the meeting and the disposition of the "review fee" the same guidelines will apply when addressing a Protest letter.