



**YORK REGION ATHLETIC ASSOCIATION
BOYS' HOCKEY PLAYING REGULATIONS**



1. Season of Play: Winter Sport
2. Divisions: Varsity
3. Eligibility:

a) Age Division

Senior

School Year: **2025-26**

Year of Birth must be no earlier than: **2006**

Date of Entry to grade 9 must be no earlier than August of: **2021**

- b) No competitor is eligible for the YRAA league play whose name has appeared on a game sheet, after his local high school first regular season game, for a team in "A", "B", "C", Major Junior, Junior, Intermediate, Senior or GMHL divisions in any National and/or International Association, or any league deemed equivalent to "A", "B", "C". This includes any on-ice All-Star or Showcase game organized by leagues/associations named in this clause.**

Exception to this rule. A Junior "B" or "C" team is allowed to AP a high school goalie to be called up in an emergency situation and appear on a game sheet and/or play up to a maximum of two exhibition/league and/or playoff games in total during the season after the Associations first regular season game

- c) Any team with a player contravening b), above, will forfeit all points for wins and ties while the student in question was participating.
- d) **Players must play (on a game sheet) in a minimum of 50% of the regular season games to be eligible for the YRAA playoffs.**
- e) A team may dress no more than twenty (20) players including goalkeepers and no less than ten (10) skaters plus goalkeepers for league or playoff games. Players must be dressed for the start of the game and on the bench. **Should a team fall below the required number of players, the offending team will forfeit the game, receive zero (0) points and they will not receive credit towards the game played one game suspension totals. The players of the team that did not default are credited 2 points, a game played and the game also counts towards any game suspension totals.**
- f) Team's eligibility list may include a total of twenty-four (24) players. Each team should identify their third string goaltender on their eligibility sheet. Third string goaltenders will be eligible for playoffs without playing the number of league games listed in rule f) above.
- g) Each team must be available to play each week of the season except for weeks during which exams are written by the players. No team may play more than two (2) league games per week unless under exceptional circumstances as deemed by the convenor.
- h) The team roster must be completed on-line twenty-four hours prior to the commencement of the competition.



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- i) **A student-athlete may play in a higher age group or tier for ONE game/match and return to their lower age/tier team. If they are called up, they must occupy an open roster spot for the higher age/tier team roster for that sport (refer to 3.f.) Teams MUST HAVE an open roster spot(s) to do so. For example, if a team has 21 players on their roster, they have 3 open spots to call up.**

The teacher-coach should e-mail the convenor to notify them of the addition of a junior or Tier 2 player call up to the game sheet within 24 hours of the game being played. This email is to include the sport, date of game, name of the opposing school and the name of the student-athlete(s) playing 'up'.

4. Governing Rules:

The C.A.H.A. Rules will govern, with the following exceptions:

- a)
- i) Any player who is assessed a major penalty for fighting during league play, regardless of who is assessed the instigator minor penalty, will automatically be suspended from high school hockey for the remainder of that season. A Board of Reference will be required to determine eligibility for other sports for that and other school years.
 - ii) Body checking (which is different from body contact) is not be allowed in Tier 2. Any body contact without an effort to play the puck is subject to a two (2) minute penalty. More serious instances of the above (at the referee's discretion) could be subject to a major penalty.
- b) Any player who is assessed a match penalty 'Attempt to Injure' or 'kicking' will be automatically suspended from high school hockey for the remainder of t season and playoffs. A Board of Reference will be required to determine eligibility for other sports for that and other school years
- c) The YRAA uses the OMHA Suspension List shown below as a guideline for the minimum number of games a student/athlete will be suspended for the following infraction. This list does not include all misconducts and game misconducts, only those requiring a Board of Reference and/or an automatic suspension. Misconduct codes not listed do not need to appear before the Board of Reference. These are only guidelines. The YRAA Board of Reference may suspend longer if they see fit to do so. Game suspensions must be served in YRAA play. Tournaments and exhibition games do not count toward suspension and student/athletes may not play in any such games until their suspension is served. Note that misconducts result in a minimum 10 minute penalty while game misconducts carry a minimum number of game(s) suspension.



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CODE	MISCONDUCTS & GAME MISCONDUCTS	MINIMUM SUSPENSION	BOARD OF REFERNCE REQUIRED
M20	Unsportsmanlike Conduct	0 games	No
M21	Disrespectful, abusive and harassing behaviour	0 games	No
M22	Inciting	Removal from game in progress and additional 1 game	No
GM 20	Unsportsmanlike Conduct	2 games	Yes
GM 21	Disrespectful, abusive and harassing behaviour	3 games	Yes
GM 28	Interference from the Bench	2 games	No
GM 30	Fighting	rest of season	Yes
GM 32	3 rd , 4 th , 5 th man into fight	rest of season	Yes
GM 34	Leaving players Bench or Penalty Box	4 games	Yes
GM 55	Checking from Behind	1 game	No

- d) Any player who receives three (3) minor stick infraction (two (2) minute) penalties in one game will be suspended for the remainder of that game and must leave the ice at the time of the third penalty. A Board of Reference is not required. A player on the ice at the time of the third penalty will serve the penalty for the suspended player.
- e) No minor penalty can be assessed a team if they do not start the first six (6) players listed on the game sheet.
- f) By signing the score sheet, the coach is verifying that all the roster information is correct and all students on the roster are present, dressed, able and eligible to play. Incorrect or inaccurate information on a game sheet may result in the game being forfeited.
- g) The centre red line is used only to determine potential icing situations. The centre red line will not be used to restrict the distance of a pass.
- h) **Each team is allowed one (1) sixty (60) second timeout per game, in regular season and playoff games.**
- i) A second ten (10) minute misconduct in the same game will remove that player from that game and require a Board of Reference. Failure to do so will result in the forfeiture of that game.
- j) **In the regular season, 2 points will be awarded for a win, 1 point for a tie and 0 for a loss.**
- k) When a game is defaulted, after the start of the season, the players of the team that did not default are credited with a game played and the game also counts towards any game suspension totals. The defaulting team's players DO NOT receive credit towards the game played or game suspension totals. The score for a defaulted game **is 5-0.**



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- l) **A maximum of a five (5) goal spread, regardless of the score, will be used to determine goal differential in the regular season play standings. For example, if Team A beats Team B by a score of 8-1, Team A will register 6 "goals for" and 1 "goal against" in the standings.**
- m) Teams must have both home and away sweaters. The home team will wear white unless previously arranged.
- n) Board of Reference: Any player who is disqualified from a competition in which he/she is representing a member school – LEAGUE, PLAYOFF, EXHIBITION, REPRESENTATIVE COMPETITIONS OR TOURNAMENT PLAY shall be ruled out of the game/competition immediately and must not be allowed to compete for any school team in any sport until that player has attended a Board of Reference.' The only exceptions to this are: An accumulation of three (3) minor (two (2) minute) stick infractions removes a player from the game but does not require a Board of Reference and a student-athlete that receives two misconduct penalties in the same game for improperly wearing their mouth guard will receive an automatic one game suspension but will not be required to attend a Board of Reference.
- o) LENGTH OF PERIODS AND GAMES: (PLAYOFFS INCLUDED)
- i) Games should be one (1) ten (10) minute, followed by two (2) fifteen (15) minute periods. Schools should arrange a minimum of one (1) hour, thirty (30) minutes of ice time for each game, to accommodate the game time. Coaches are encouraged to discuss if a flood will occur, time permitting, before the game starts.
 - ii) Where these stopped time periods cannot be accommodated, the game should continue using stopped time until the arena terminates the game by curfew, (or the stopped time does expire)
 - iii) The clock goes to running time in the third period if the goal spread is, or becomes five (5) or more. Stop time is resumed if the spread decreases to three (3) goals.
 - iv) No YRAA hockey game may begin before 2:30 p.m. unless application for an earlier start has been submitted to and approved by the YRAA Executive and must be finished by 6:30 p.m.
 - v) **When a game cannot be played (snow day, referee no-show etc.), a zero-zero tie will be declared and no points will be awarded to either team. Teams need to try and reschedule missed games where appropriate. If games can't be rescheduled, both teams will be credited with a game played and the game also counts towards any game suspension totals.**



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p) PLAYOFFS:

a) In the event that a series is tied, after regulation time of the second playoff game OR at the end of regulation in a one game elimination, then the following shall occur:

- i) One ten (10) minute, stop time, overtime – (4 on 4 - no flood).
- ii) Overtime is sudden victory.
- iii) In the event that one team is serving a penalty at the end of regulation time, it shall be four (4) on three (3). If a 2nd penalty is called against the shorthanded team in overtime, it shall be a five (5) on three (3). In the case of a five (5) on (3), when the penalties have expired, teams will revert to four (4) on four (4), after the next stoppage in play.
- iv) If still tied, an alternating penalty shot system will be used; a three (3) player pool from each team, total goals from three (3) players will determine the winner.
- v) If still tied after the three (3) shooters, teams will continue the shootout, taking alternating shots (sudden victory) until a winner is determined. Coaches are allowed to use players from the first three (3) shooters during this time as well. If the permit of the ice expires before a winner can be determined, then the game shall be replayed.
- vi) A player who has been assessed any penalty in overtime and has not fully served the penalty prior to the shootout, is ineligible for the shootout process.
- vii) The home team will have the choice to shoot first or second in the Shootout.

b) The final league standings will be determined by the following criteria:

i) Team with the highest regular season points
****Note: A maximum of a five (5) goal spread, regardless of the score, will be used to determine goal differential.*

ii) If two (2) teams are tied for a playoff position:

1) The team which won the game between the two (2) teams during regular season play (or recorded the most points in the case that teams played more than once) shall receive the position.

2) If teams are still tied, then the team with the best “goals against” during all regular season games, shall receive the position.

3) If teams are still tied, then the team with the greater goal differential ratio (“goals for” minus “goals against” divided by



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“goals against”) during all regular season games, shall receive the position.

4) If teams are still tied, the two tied teams will play a one game elimination match to determine who receives the spot. The game will be played at a neutral site with costs being split evenly between both teams. 1.5 hours of ice would be scheduled and if it is tied after regulation, overtime and shootout will follow as per our regulations.

- c) Playoff series that are not single elimination games shall be a three (3) point series. The first game will be scheduled for 1.5 hours and can end in a tie (lower seed hosts). The second game will be scheduled for 2 hours (higher seed hosts). If there is not a winner declared by the end regulation time of the second game, the game will immediately go into overtime (no flood - sudden victory), followed by shootout (no flood), if the overtime period does not decide a winner. If it is a single elimination game, it will be scheduled for 2 hours with the possibility of overtime and a shootout.**
- d) A YRAA senior final that is not a single elimination game, shall be a three (3) point series. The first game will be scheduled for 1.5 hours and can end in a tie (lower seed hosts). The second game will be scheduled for 2 hours (higher seed hosts). If there is not a winner declared by the end regulation time of the second game, the game will immediately go into overtime (no flood - sudden victory), followed by shootout (no flood), if the overtime period does not decide a winner. In cases where there are two (2) representatives going to OFSAA, the final game will be a one (1) game series (2 hrs with possible overtime and shootout).**
- e) For all playoff games, schools shall arrange a minimum of two hours of ice time to accommodate the game.**
- f) For the semi-finals and finals, a three person referee system will be used**

5. Coaches Duties:

- a) The coach of a team must supply each player of his team with a copy of the YRAA Playing Regulations at least twenty-four (24) hours prior to the first game.
- b) The winning coach must forward game sheets to the convenor immediately after a game. The game sheets must be at the convenor no later than one (1) week after a game is played. During the last week of the regular season, coaches have until the end of the week to submit game sheets to the convenor for games played that week.
- c) Suspensions and ejections are to be reported to the Athletic Liaison by the end of the following school day.
- d) Coaches must bring Disqualification Reports to each game. It is the coach's responsibility to ask officials to fill out these reports. These reports must be forwarded to the convenor prior to any Board of Reference hearing for the players to be eligible to attend the Board of Reference.



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- e) It is the coach's responsibility to supervise any player ejected from a game.
- f) A coach may not call or communicate with any official except the referee-in-chief to discuss or reschedule a game.
- g) Any coach wishing to reschedule a game must contact the opposing coach to arrange a suitable date and time. If none is agreed upon, then the game is to be played as originally scheduled. It is the responsibility of the initiating coach to arrange for officials as outlined in h), above and then inform the convenor.

7. Supervision of Teams/Individuals:

- a) All teams or individuals must have on site supervision by a member of the teaching staff or retired teacher from the school that they represent.
- b) This teacher shall be responsible to the YRAA for the conduct of his/her team and shall be the only person involved in all exchanges with officials, opposing teacher/coaches and members of school staffs.
- c) A non-teacher (community volunteer, parent, etc.) is permitted to assist in the coaching of an individual or team provided that a teacher is present and responsible.
- d) The teacher must be present on the bench for team sports or in the immediate vicinity for all other sports.
- e) Unless the staff member (as defined in Section 1 a) – above) of the competing school is present, the opposing teacher/coach and/or convenor shall not allow the game to begin or an individual to compete and the competition shall be forfeited
- f) No teacher/coach shall officiate a game involving his/her team.
- g) It is the teacher/coaches' duty to ensure the accuracy of the information provided on the game sheets compared to the team's eligibility list.

8. Inclement Weather:

- a) In the event of inclement weather, games may be cancelled and rescheduled if:
 - i) the transportation company (bus) cancels the booking OR
 - ii) the school principal determines that the weather is unsafe for teams to travel OR
 - iii) the host school teacher/coach, in consultation with the Athletic Designate and/or school administration, determines the playing environment to be unsafe (eg standing water on fields, excessive ice).

Whenever possible, it is recommended that a decision to cancel a game due to inclement weather be made by 1:00 p.m. the day of the game.



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- b) Once this has happened the coach or AD of the school canceling shall:
 - i) notify the school(s) being played that they will not be able to play due to inclement weather;
 - ii) contact the YRAA office that the game is being cancelled due to inclement weather;
 - iii) make arrangements with the school(s) involved to reschedule the game(s) at a date that is acceptable to all parties and fits within the established master schedule. Should a mutually agreeable date to reschedule not be found within forty-eight (48) hours, the convenor will assign a date that fits in to the master schedule.
- c) The YRAA office will:
 - i) keep a record of cancelled games in order to ensure that they are rescheduled
 - ii) notify the referee assignor that the games are cancelled and will be rescheduled so that unnecessary travel by officials can be avoided.

9. Qualifying to OFSAA:

All teams regardless of classification (A, AA, AAA) will have access to the YRAA championships. Following the championships, the highest placing team from each classification will advance to OFSAA. This may require a head-to-head playoff.

- a) Teams wishing to vie for an OFSAA entry must declare and compete in tier 1 for YRAA play. The exception to this requirement will be for school's competing in the "A" classification.
- b) If an AA classified school wins the YRAA championship, they will be the Association representative to OFSAA for their classification. In all other circumstances where there are two (2) or more teams at the A or AA classification that declare their intention to vie for OFSAA, a separate playoff will be held to determine the Association representative at those classifications.
- c) If there are fewer than four (4) A or AA teams, these teams will be included in the existing league and playoffs.
- d) When the top two (2) teams in a classification advance to the same standing, a head-to-head playoff will occur.
- e) Where a classification is not represented in playoffs, the top team in each zone will play off or the top two (2) in league play (whichever applies).

10. Costs:

The financial cost of the operation of the playoffs plus the assignor(s) fee(s) shall be shared equally by all schools participating in the league, regardless of classification (A, AA, AAA) on a per team basis.



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11. Reporting Scores:

For league games coaches are to report scores through the Sports Admin System. Login as a coach, click on the 'Games' tab, find the game you want to enter the score for then click on the yellow 'Edit' button beside the game and then enter the score beside the corresponding team.

12. Awards:

Tier 1 and 2 – Senior

Individual medallions (20) will be presented to the first and second place teams. A pennant (tier 1) and team trophy (tier 1) will be presented to the championship team.

June 2025