



## ***Beverly Men's Hockey League*** (Est. 1977)

### **Constitution and Playing Rules** (Rev. 2022)

#### **Article A – League Name**

This organization shall be known as the Beverly Men's Hockey League and is referred to herein as the BMHL.

#### **Article B – Aims and Objectives**

- 1.0 To promote and encourage organized recreational activity and physical fitness with good sportsmanship for men 25 years of age and older in amateur hockey.
- 2.0 To instill in all players, coaches and team organizers a high regard for:
  1. Good sportsmanship
  2. To play to win, but not at any cost
  3. Correct behavior on and off the ice
  4. Respect for authority and acceptance of officials and their decisions
  5. Team play and self discipline

#### **Article C – Membership**

- 1.0 It is desirable that all players currently reside or have resided within the former Town of Flamborough.
- 2.0 All Players must be 25 years of age on or before the date of the last game of the regular schedule except when it is necessary to fill a team or teams, and there are not enough "LOCAL" players of proper age to do so. Admission of "LOCAL" underage players shall be at the discretion of the executive.
- 3.0 The BMHL is a "men's league". An exception to this can be made at the discretion of the league executive. The criteria for this exception would be if the female player's minimum hockey skill set matched that of a #4 rated male player as judged by the current rating standards. Further, the player would have to have either a local connection or family relationship within the league. Each individual case will be voted on by the executive.
- 4.0 New spares (as of 2001) must be 20 years of age minimum. A spare list of player's wishing to be considered for entry into the BMHL will be kept by a member of the executive designated by the executive. The priority of the spare list will be determined by the following factors:
  1. Players wishing to return from a one year absence either by request or medical condition that was granted by the executive.
  2. Local players 25 years of age or older. Local can be defined either by physical address or family relationship/past history in Flamborough.
  3. Non-local players. Defined as not physically living with the boundaries of Flamborough and not having a family relationship/past connection to the area.
  4. The spare list shall be kept in order by date request received. The request must be delivered to the designate on the appropriate form available from the BMHL website.
  5. The designate will review the spare list periodically to ensure it is updated and the player is still available.
  6. An updated copy of the spare list will be made available to the President on a regular basis. The full spare list will be published in alphabetical order for distribution if required.
- 5.0 No player is eligible if he is playing or has signed any CAHA or Hockey Canada card (senior, intermediate etc.)
- 6.0 Any player missing 3 games without just cause may face expulsion. (A decision is to be made by the executive). The request for expulsion should come from the team organizer. The team organizer will contact the league President and agree on a final decision.
- 7.0 A player may not designate a replacement should he resign from the league.

- 8.0 All payments shall consist of \$300 deposit due August 1. The balance must be received by the team representative prior to the second Sunday in October. Failure to complete payments by designated date may result in suspension/expulsion from the league. Should the player wish to continue with membership in the league, a \$20.00 (twenty dollar) fine shall be paid along with late payment.
- 9.0 All signed waivers must be received by the team representative prior to the player's first game of each season. Waivers must be filled in full including contact phone numbers and e-mails.
- 10.0 Should a player take a "leave of absence" from the league, this must be due to a medical condition or injury, in which case the player is entitled to one (1) full season off to recover from this condition or injury. The player will return to the league and the player who fills in for the season absence will move back to the top of the waiting/spare list until there is an opening available. If a player takes a year off for personal/family reasons, that player will return to the top of the waiting list the following season, and return to the league if there is space available. The player who replaced them during their year off will remain in the league.
- 11.0 Any current active player in the BMHL may request to play on the same team as his child one (1) time only.
- 12.0 Should a team lose a player due to injury for the remainder of the season, they will be assigned the first "LOCAL" player from the waiting/spare list who is 25 years of age or older. This only applies should the injury occur during the regular season schedule and prior to the last four remaining games. Teams will not be allowed to pick up a new player during the playoffs.
- 13.0 Any player who does not make a minimum of 7 games before Christmas may be removed from the BMHL and replaced with a player from the spare list. If a player has a minor injury that keeps them out for short period of time, this will be taken into consideration.
- 14.0 Any team using players from another team as a spare, this must be in an emergency situation only. Players who are currently in the BMHL may not be called in advance to play for another team in the league. Teams must use the spare list to find players. Only if players do not show up that had said they would be at the game that leaves a team with 8 players or less may teams request players from other teams to play for them. The replacement players from other teams must be of equal or lower ranking on the player who they are sparing for.

#### **Article D – The League Executive**

- 1.0 The BMHL executive shall consist of a President, Vice President, Treasurer, Referee in Chief, Statistician and the Team representatives.
- 2.0 These persons will conduct the business and organization of the league, including the balance of teams through a balancing committee and the selection of officials.
- 3.0 The BMHL executive will rule on the acceptance or expulsion of any player where it is found that the team representative could or would not handle the situation in a proper manner satisfactory to the other teams.
- 4.0 Current league members shall be allowed to run for a position on the League Executive providing that they have been a member of the league for two (2) full seasons. The current executive will vote on this process - majority rules.

#### **Article E – Duties of the League Executive**

##### **1.0 President**

1. Shall chair all meetings
2. Shall be the co-signing Officer for the league (2 signatures)
3. Shall not also be a team Representative
4. Shall be a non-voting member of the executive, unless a tie needs to be broken.

##### **2.0 Vice President**

1. Shall take minutes for all BMHL meetings and distributes to executive
2. Shall be Responsible for overseeing the banquet planning in conjunction with the responsible team.
3. Shall oversee the operation of the balancing committee.
4. Shall not also be a team Representative
5. Shall fill in for President in his absence due to work, vacation or other.
6. Shall be a non-voting member of the executive.

### 3.0 Treasurer

1. Shall keep complete financial records for the league
2. Shall be the co-Signing Officer for the league (2 signatures)
3. Shall maintain the league bank account
4. Shall provide a financial report at all League Executive meetings.
5. May also be a team organizer.
6. Shall be a non-voting member of the executive.

### 4.0 Referee in Chief

1. Shall be responsible for the scheduling of all officials for BMHL games both during the regular season and playoff schedule.
2. Shall be responsible for the conduct of all officials involved in BMHL games.
3. Shall be responsible for relaying League Executive information to the officials that pertains to them. i.e. rule changes, suspensions etc.
4. May also be a team organizer.
5. Shall be a non-voting member of the executive.

### 5.0 Statistician

1. Shall be responsible for keeping records of all game information including attendance, goals, assists, penalties, etc. for both the regular season and the playoffs.
2. Shall be responsible for maintaining the BMHL lifetime statistics information.
3. Shall post up to date league standings and penalty minute records on a weekly basis.
4. May also be a team organizer.
5. Shall be a non-voting member of the executive.

### 6.0 Team Representatives

1. Shall be responsible for the conduct of his team and all players on his team.
2. Shall be responsible for collecting all registration fees from his team members and forward it to the Treasurer.
3. Shall report all team problems to the League Executive.
4. Shall report all information to his team members that is relevant from all League Executive meetings or discussions.
5. Shall be a voting member of the executive. Should a team have more than one (1) team representative, they receive only one (1) vote for their team.

## **Article F – Balancing Committee**

1.0 Part of the uniqueness of the BMHL is its team drafting and balancing concepts which have been in place for decades. The Balancing Committee shall be struck each season with the intent of balancing the teams as best as possible. The intent of the Balancing Committee is to ensure that all teams have a reasonable expectation of being competitive throughout the season and playoffs. The format of the Balancing Committee is as follows:

1. The balancing committee shall consist of the BMHL President, Vice President, Statistician and referee in Chief.
2. The balancing committee will review games, stats, injuries, new players, the player ratings etc. to determine whether balancing is required. After the 7<sup>th</sup> game, the balancing committee will submit to the VP their decisions. The VP will make the appropriate notifications to affected team organizers and distribute the information to the balance of the committee.
3. The balancing committee will review the results up to and including the 24<sup>th</sup> regular season game. They have the authority to submit further balancing requirements to the VP at any time from the 7<sup>th</sup> regular season game to the 24<sup>th</sup>. Balancing requirements could come as a result of injuries, new players etc. Changes may be made after the 24<sup>th</sup> game, but need to be in place prior to the start of game 25.

## **Article G – Election of members to the League Executive**

- 1.0 All BMHL members may run for any position on the executive providing they meet the requirements of Article D, Section 4.0. A current league executive member must put forward a nomination of this person to the desired position, at which time the league executive will vote. A majority decision is required.

## **Article H – Annual Draft and League Meeting**

- 1.0 The League Executive shall set a date, location, and time for the annual draft and league meeting. The meeting should take place no later than August 21<sup>st</sup> every year.
- 2.0 Proposed changes to the BMHL Constitution shall be made during this meeting. Changes will be voted on by the League Executive to take affect for the upcoming season. Note: Executives cannot make any decisions via e-mail. All decision must be voted on by the executive with at least four team organizers in attendance.
- 3.0 Proposed changes to the BMHL playing rules shall be made during this meeting. Changes will be voted on by the league executive, or by all league members at the discretion of the League Executive.
- 4.0 There must be at least four (4) League Executive members present to hold the annual draft and league meeting.
- 5.0 The procedure for the meeting shall be as follows:
  1. Opening of meeting
  2. Reading of minutes from past meetings
  3. Report of the president
  4. Report of the Treasurer
  5. Unfinished business
  6. New business
  7. Re-Rating of existing league members
  8. Assignment of new players to fill vacant spots in the league roster
  9. Goalie Draft
  10. Rebalance of teams if noticeably required
  11. Adjournment

## **Article I – Draft Procedure**

- 1.0 All goalies will be rated from 1-8 as agreed upon by the League Executive, 1 being the strongest and 8 being the weakest.
- 2.0 All players shall be rated from 1-6 with the exception of 1A players who are the strongest players of the league.
- 3.0 Each player must have at least one (1) player rated 1A. Should there not be enough 1A players in the draft, the executive shall move the strongest 1 rated players up to fill these positions.
- 4.0 All drafting of players is done on a random “out of a hat” procedure. Players are not drafted by the choice of the team representative.
- 5.0 Any Father/Son requests must be noted prior to drafting.
- 6.0 The team who finishes the previous season in eighth (8<sup>th</sup>) place is first to pick the goalies. Seventh (7<sup>th</sup>) is second to pick and so on.
- 7.0 Once all teams have a goalie picked the draft order is set from the team with the eighth (8<sup>th</sup>) rated goalie getting the first pick and then follows an ascending order from 7<sup>th</sup> to 1<sup>st</sup>.
- 8.0 First team pick are the #1A players.
- 9.0 Teams will then pick #1 defense first until all #1 defense are drafted, then proceed to #2 defense, #3 defense, #4 defense, #5 defense, #6defense.
- 10.0 Teams will then pick #1 forwards until all are drafted, then proceed to #2, #3, #4, #5, and #6 players as with the defense.
- 11.0 No player shall request to be moved to a different team because of issues with another player on that team. Should a player not wish to play with another player in the league, it will be the responsibility of that player to make this known, and should they wish to resign from the league, a refund will be given based on the number of games played at the time of the resignation.

## **Article J– BMHL League Rules**

- 1.0 All Hockey Canada rules will apply. This also includes the optional rules for Junior and Senior hockey, as well as other rules stated within Article J, and the additions or revisions to Hockey Canada rules as they apply for play in the BMHL.
- 2.0 It is expected of all Players and Executive associated with the BMHL to set a good example within our community.
- 3.0 Proper conduct on or off the ice is mandatory. For example, teams must leave the dressing rooms when requested by any on duty member of the community center staff.
- 4.0 Each team is to have a Captain or Designated assistant who will act as the team spokesperson when talking to the officials regarding game rulings. This person must be indicated on the game sheet as the spokesperson. Any player other than the team spokesperson who speaks to the officials in a manner which the official feels is not appropriate, may be assessed a minor penalty for unsportsmanlike conduct.
- 5.0 At the discretion of the executive, any player consuming excessive alcohol prior to playing a game will not be allowed on the ice surface.
- 6.0 All BMHL players MUST sign a WAIVER FORM as provided by the league, releasing the league of any obligation to the player prior to the player playing his first game.
- 7.0 Game sheets will be used for each game, showing proper line-up, sweater numbers as well as all players, goals, assists, and penalties noted.
- 8.0 Point System: 2 points for a win, and 1 point for a tie.
- 9.0 Teams will be rebalanced if necessary after the 7<sup>th</sup> Game.
- 10.0 Game Timing: A game shall consist of two 15 minute, stop time periods. Teams will start the game in the opposite end of their team's bench so that they have the short change in the final period.
- 11.0 Incomplete games: One complete periods will be deemed a complete game if for some reason two periods cannot be played (power failure, Injury etc.). If less than one period is played, a make-up game will be scheduled only if a playoff position is affected.
- 12.0 Teams may use a full time player from another team as a spare should there be no spares available if they have 8 players or less for a game. The full time player they use as a spare must be of equal or lower ranking to the player he is sparing for. Should a team end up with more than 10 skaters, the full time player sparing may not play.
- 13.0 There is absolutely NO BODY CONTACT. If the official feels that a player deliberately body checks an opposing player, a minor penalty will be assessed.
- 14.0 There are no SLAP SHOTS allowed during game play in the BMHL. A slap shot is regarded as bringing the stick above the knee in the backswing of a shot. Snap shots and wrist shots are allowed.
- 15.0 BMHL addition to Hockey Canada Rule 23 (goalies) and Rule 24 (Skaters): It is mandatory that every player wear C.S.A. approved protective equipment, including approved helmets. Face masks are optional.
- 16.0 BMHL Clarification to Hockey Canada Rule 47: - Harassment of Officials, Unsportsmanlike Conduct/Misconduct – Any player conducting himself in violation of this rule will be subject to suspension from the BMHL. Refer to Article K - Game ejections and Suspensions
- 17.0 BMHL revision to Hockey Canada Rule 59: Fighting and Roughing – Fighting is not allowed in the BMHL. Any player involved in a fight will be subject to a suspension from the league. Refer to Article K - Game Ejections and Suspensions.

- 18.0 BMHL revision to Hockey Canada Rule 62: High Sticking the Puck – There will be no penalty called on the play, but there will be an **immediate** stoppage in play, no matter which team is first to gain possession of the puck following the high stick, resulting in a face off where the puck was touched illegally.
- 19.0 BMHL clarification to Hockey Canada Rule 72: As stated in Rule 72, the BMHL will use the “ON-SIDE” or “CLEAR THE ZONE” delayed offside rule.
- 20.0 BMHL revision to Hockey Canada Rule 84: Time of Game – Each team shall be permitted one time-out of thirty (30) seconds, only in the Consolation Championship game, and the Championship game.
- 21.0 BMHL Revision to Hockey Canada Rule 85: Tripping – The act of sweeping the feet out from behind a player (SLEW FOOTING) will result in a 5 Minute Major penalty in the BMHL, not a minor penalty as listed in Hockey Canada Rule 85. Slew footing noted by an executive member can be reported for investigation by the President.
- 22.0 Coincidental Minors: Teams will play at full strength, and the penalized players will remain in the penalty box until the first stoppage in play after the penalty time has expired.
- 23.0 Game Timing: The Referees shall check the time of day clock prior to the third period of all games and decide whether the clock will run for the third period as to not go over the allotted 1 hour game time.
- 24.0 Game Timing: The referees shall have the time keeper run the clock in the last five minutes of the final period should one team be leading by 5 or more goals. The game will only revert to “stop time” if the trailing team gets the score to back within 2 goals.

#### **Article K – Game Ejections and Suspensions**

- 1.0 Any player receiving **3 Minor Penalties** in one (1) game will be ejected for the remainder of that game.
- 2.0 Any player assessed a **Game Misconduct** will be ejected for the remainder of that game and will have 6 Minutes added to his totals.
- 3.0 Any player receiving a **5 Minute Major penalty** will be ejected for the remainder of that game and will be suspended for the next **3 games or more**, at the discretion of the executive. (Regular season or Playoffs). The executive must review all five minute major penalties with one week of the infraction.
- 4.0 Any player receiving a Match penalty will be ejected for the remainder of that game and will be suspended for the next **3 games or more**, at the discretion of the executive. (Regular season or Playoffs)
- 5.0 Any player instigating or starting a **fight** will be suspended for **One (1) year** or life at the discretion of the executive.
- 6.0 When a regular player accumulates **10 minutes** in penalties, he will receive a **one (1) game** suspension. (The next game to be played). If he reaches 20 minutes, a three (3) game suspension will result. Should a player reach 30 minutes a five (5) game suspension will result. All players who reach suspension periods must be in attendance and sign the game sheet for one game they are suspended. The player may wish to pay a \$20.00 (twenty dollar) fine in lieu of signing the game sheet for one game of their suspension. Payment must be received prior to the player returning to play. Should a player reach 30 minutes in penalties – the executive will review his penalties and has the right to extend the suspension period or banish the player from the league.
- 7.0 When a Spare player accumulates **10 minutes** in penalties, he will receive a **one (1) week** suspension. (all four (4) games of the following week). If he reaches 20 minutes, a **three (3) week** suspension will result. Should a player reach 30 minutes a **five (5) week** suspension will result.
- 8.0 Any and all suspensions, if not fulfilled during the current BMHL season, will carry over into the following season.

- 9.0 Any player who receives multiple misconduct penalties for harassment of officials or unsportsmanlike conduct or any other conduct unbecoming shall receive a minimum **One (1) year** suspension from the BMHL at the discretion of the League Executive. If the player continues such conduct upon reinstatement to the BMHL, this player may be **banished** from the BMHL for **Life**.

## **Article L – Playoffs**

- 1.0 Players suspended in regular season play, must serve their full suspension, even if it means that they miss playoff games.
- 2.0 All players will start the playoffs at “0” penalty minutes.
- 3.0 Suspension due to accumulation of penalty minutes is the same as during the regular season.
- 4.0 Spare Goalies: Teams may only use goalies from other teams in the event of needing a spare goalie during the playoffs. No goalies or players on the “Spare List” are eligible for post season play. Goalies from other teams must be used, but the goalie used must only have a ranking of 1 position higher than the goalie who is absent, but may be as many below that ranking as needed to ensure the team has a goalie. Skaters on the roster of the team needing a spare goalie may not be used.
- 5.0 Format:  
The playoffs consist of two stages: A) Round Robin  
B) Elimination

- A) Round Robin:** Group ‘A’ consists of the **1st, 3rd, 5th, & 7th** place teams.  
Group ‘B’ consists of the **2nd, 4th, 6th, & 8th** place teams.

Each team will play 3 games, 1 against each team in the group.  
Teams will receive 2 pts for a win and 1pt for a tie.  
If two teams are tied, the following sequence will be used to break the tie;  
record in head to head game  
plus/minus total in Round Robin ( GF/GA )  
most goals scored in Round Robin  
fewest goals allowed in Round Robin  
Fewest penalty minutes in Round Robin

The 1st & 2nd place teams from each Group will advance to the “Championship/Consolation” Semi-finals.  
The 3rd & 4th place teams will move to the “24 Award/Refreshment Cup” Semi-finals.

ALL GAMES will Be 2 periods of 15 minutes, stop time. (NO O/T)

### **B) Elimination:**

Team “A1” will play Team “B2” and Team “B1” will play Team “A2”  
Both games will be 2 periods of 15 min stop time with sudden death Overtime in the event of a tie  
Winners will play in the Championship Final and Losers will play in the Consolation Final

Team “A3” will play Team “B4” and Team “B3” will play Team “A4”  
Both games will be 2 periods of 15 min stop time with a "Shoot Out" in the event of a tie  
Winners will play for the “24 Award” and Losers will play for the “Refreshment Cup”

The “24 Award” & the “Refreshment Cup” games will consist of 2 periods of 15 minute stop time. Shoot-Out as required (Refer to Shoot-out format)

The Consolation & Championship Finals will consist of 2 periods of 10 minute stop time & 1 period of 15 minutes stop time. Overtime as required.  
(10 minute, sudden death)

**SHOOT-OUT Format:**

Each team will select 5 players.

These players will take penalty shots - 1 from each team simultaneously.

If, after all 5 players have taken their shot, and the score is still tied, 5 different players will be selected and they will take simultaneous penalty shots. If 1 team scores and the other team misses on any of these chances, then a winner is declared.