

## **HOCKEY - MEN'S**

### **a. Regular Season / League Format**

- Eight (8) Participating Teams.
- One Division.
- Each team plays a twenty-eight (28) game regular season schedule.
  - Each team plays 14 home and 14 away games.
  - Each team plays a “double home-and-home“ format where they play each of the other seven teams four (4) times (2 home, 2 away).
- Each win = 2 pts, overtime/shootout loss = 1 pt, loss = 0 pts.
- Overtime/shootout losses are not included in the loss column of the standings.

## **b. Playoff / Championship Format**

The Atlantic University Sport championship / playoffs are Atlantic University Sport events managed by host universities or Atlantic University Sport, and the host of the championship / playoffs are to comply with Atlantic University Sport policies.

### Format:

The top six (6) teams following the regular season advance to the Atlantic University Sport playoffs. The 1<sup>st</sup> and 2<sup>nd</sup> place teams receive byes into the semifinals.

#### Quarterfinals:

- Quarterfinals are a best 2-of-3 series with the higher ranked team having home-ice advantage.
- Match-ups are as follows:
  - 3<sup>rd</sup> place vs. 6<sup>th</sup> place      and      4<sup>th</sup> place vs. 5<sup>th</sup> place

#### Semifinals:

- Semifinals are a best 2-of-3 series with the higher ranked team having home-ice advantage.
- Match-ups are as follows:
  - 1<sup>st</sup> place vs. the lowest ranked remaining team from quarterfinals.
  - 2<sup>nd</sup> place vs. the highest ranked remaining team from quarterfinals.

#### Final:

- The winners of the semifinals will playoff in a best 3-of-5 series to decide the Atlantic University Sport Champion.

### Scheduling:

- Effective 2004-05, the “300km rule” has been eliminated. The higher seed during any playoff series should open at home. (May 2004)
  - For a best 2-of-3 series, the series should be scheduled as follows:
    - Game 1: Hosted by the higher ranked team.
    - Game 2: Hosted by the lower ranked team.
    - Game 3: Hosted by the higher ranked team. (If necessary)
  - For a best 3-of-5 series, the series should be scheduled as follows:
    - Game 1: Hosted by the higher ranked team.
    - Game 2: Hosted by the higher ranked team.
    - Game 3: Hosted by the lower ranked team.
    - Game 4: Hosted by the lower ranked team. (If necessary)
    - Game 5: Hosted by the higher ranked team. (If necessary)
- (Note: A H-A-H-A-H format may take place if agreed upon by the Athletic Directors of both teams. The higher seed would still open at home.)
- Every effort should be made to structure the playoff scheduling so the league final concludes as close to the National championship as possible. (May 2006)
  - The league champion is to be determined by the Saturday prior to the start of the CIS National Championship.

University Cup:

- In the event Atlantic University Sport receives two (2) berths at the CIS Championship. (i.e. Atlantic University Sport Champion, Rotating Assigned Berth)
  1. The two league finalists (champions & runner-up) will represent Atlantic University Sport at the Championship.
- In the event Atlantic University Sport receives two (2) berths at the CIS Championship. (i.e. Host, Atlantic University Sport Champion)
  1. The league champion will qualify.
  2. If the host is the league champion, the runner-up will automatically receive the 2<sup>nd</sup> berth.
  3. If the host is not the league champion, the host will automatically receive the 2<sup>nd</sup> berth.
- In the event Atlantic University Sport receives three (3) berths at the CIS Championship. (i.e. Host, Atlantic University Sport Champion, Rotating Assigned Berth)
  1. The two league finalists (champions & runner-up) will represent Atlantic University Sport at the Championship.
  2. If the host is neither the champion nor the runner-up, the host will automatically receive the 3<sup>rd</sup> berth.
  3. If the host is either the league champion or runner-up, a best 2-of-3 'consolation' series between the semifinal losers will take place to determine the 3<sup>rd</sup> team at the CIS Championship.
    - Note: The 'consolation' series is to run concurrent to the Atlantic University Sport Final. Where possible, game dates should not conflict with the championship series. The consolation series winner must be determined one week prior to the CIS Championship.

Overtime Format - Atlantic University Sport Playoffs:

- The overtime format for the Atlantic University Sport playoffs is as follows:
  - i. One 10-minute period of sudden death play until a winner is determined, followed by:
  - ii. 20-minute periods of sudden death play until a winner is determined.
- The ice is to be cleaned between overtime periods. The timed break between overtime periods shall not exceed 15 minutes.
- Each team will compete with five (5) players and a goaltender.
- Between the third period and the first overtime period, there will be no flood and teams will not change ends/nets.
- A three-minute bench rest will be provided following the conclusion of the third period. The referee will instruct the timer to put three minutes on the game clock.

### c. **Playing Rules & Regulations**

The following rules are applicable to all exhibition, league or playoff competition unless otherwise indicated.

The playing rules and regulations for Atlantic University Sport men's hockey competition shall be identical to those contained in the CIS Operations Manual, unless specified in the following rules:

1. **START DATE:**
  - The start date for men's hockey shall be the first day of classes at each respective institution. (May 2003)
  - The first day of exhibition competition for men's hockey is seven (7) days following Labour Day. (May 2007)
  - The first day of league competition for men's hockey is October 1<sup>st</sup>. (May 2007)
  
2. **ROSTERS AND DRESS LISTS:**
  - The home and away game-day dress roster for regular season and playoff games is a maximum of twenty (20) players.
  - The maximum number of players permitted to participate in a team's pre-game warm-up is the maximum number of players allowed to dress for the game that day. (May 2007)
  
3. **OVERTIME – Regular Season Play:**
  - A three-minute bench rest will be provided following the conclusion of the third period. The referee will instruct the timer to put three (3) minutes on the game clock.
  - Overtime, if required, shall consist of one (1) period of sudden death play to a maximum of ten (10) minutes. Each team will compete with four (4) players and a goaltender. (May 2006)
  - If still tied, a shoot-out will take place, consisting of three (3) shooters from each team and then move into sudden death until a winner is determined. The shootout will follow current NHL rules regarding procedure. (May 2006)
  - A three-minute bench rest will be provided following the conclusion of the overtime period. At this time, the ice will be scrapped, not flooded, just enough for a path to the nets for the shooters. (May 2006)
  - One (1) point will be awarded to each team if the score is tied at the end of regulation time. If a team scores in overtime or wins the shoot-out, that team will be awarded an additional point. (May 2006)
  - If a team pulls their goalie in overtime and gets scored on they lose the point they earned in regulation. (May 2000)
  
4. **FACEMASKS AND MOUTH GUARDS:**
  - Facemasks are compulsory during exhibition, league and playoff games and during all practices.
  - The type of facemask must be CSA approved and is left to the discretion of the particular university. The facemask shall be permanently affixed to the helmet – i.e. not moveable.
  - All goaltenders must wear a CSA approved facemask.
  - Mouth guards are compulsory during exhibition, league and playoff games and during all practices. In an exhibition, league or playoff game, if an official

finds a player in violation of this rule, a two-minute penalty is assessed. (May 2002)

5. SUBSTITUTE GOALTENDERS:

- If a substitute goaltender is inserted into the game, he shall take his position without delay and no warm-up shall be permitted. All goaltender substitutions shall take place as per the current Hockey Canada rulebook. (**January 2008**)

6. GAME / MATCH / GROSS MISCONDUCT PENALTIES:

- The Referee is to telephone the Sport Chair and supply to him/her all of the pertinent information, i.e., player name(s), number(s), infraction(s) and any other points necessary for the proper action to be taken by the league.
- A written game report on the form provided is also required and shall be attached to the Atlantic University Sport Game Report Form and forwarded within 24 hours to the Sport Chair and the Executive Director.

7. SUSPENSIONS:

- Effective 2007-08, if a player on any team is suspended, the team will no longer lose that spot on the game day roster (exhibition, league or playoffs) for the duration of the suspension. (June 2007)
- All suspensions levied during conference play are to be served during conference play, which represents regular season and playoffs. (May 2005)
- When the sport chair determines that any sanction is to be served in league play, then such athlete cannot play in exhibition play until the suspension has been served in league play.
- League Games:
  - Any suspensions will be served in the next league game(s).

8. FIGHTING & CHECKING FROM BEHIND MAJOR PENALTIES:

- Within Atlantic University Sport hockey play, any five-minute penalty for fighting or checking from behind is a game ejection and a one-game suspension.
- A 2<sup>nd</sup> five-minute penalty for fighting or checking from behind within the same season is a game ejection and a two-game suspension.
- A 3<sup>rd</sup> five-minute penalty for fighting or checking from behind within the same season is an indefinite suspension and will be reviewed by the Sport Chair, who will assess the appropriate suspension.
  - *Note: In regular season play where a five-minute for fighting or checking from behind penalty has been assessed in the 1<sup>st</sup> game of a two-game weekend, coaches are to automatically sit the offending player for the second game pending the sport chair decision. If the suspension is for one game, it shall be considered served. If the suspension is longer, the 1-game will count towards the suspension.*

9. FIVE-MINUTE PENALTIES (Excluding Fighting & Checking from Behind):

- Within Atlantic University Sport hockey play, any five-minute penalty is a game ejection.
- A 2<sup>nd</sup> five-minute penalty within the same season is a game ejection and a one-game suspension.
- A 3<sup>rd</sup> five-minute penalty within the same season is a game ejection and a two-game suspension. (May 2005)

- A 4<sup>th</sup> five-minute penalty within the same season is an indefinite suspension and will be reviewed by the Sport Chair, who will assess the appropriate suspension. (May 2005)
  - *Note: In regular season play where a five-minute penalty has been assessed in the 1<sup>st</sup> game of a two-game weekend, which would result in a suspension for the following game, coaches are to automatically sit the offending player for the second game pending the sport chair decision. If the suspension is for one game, it shall be considered served. If the suspension is longer, the 1-game will count towards the suspension.*

#### 10. UNIFORMS:

- All Teams must wear light colors at home and dark colors on the road throughout the entire season. (May 2003)
- All teams are required to have the last names of all dressed players on both home and away uniforms. (May 2004)

#### 11. GAME SHEETS AND STATISTICS:

(Note: the following rules apply to game statistics for all exhibition, league and playoff competition.)

- STATCREW software is to be used for all Atlantic University Sport Hockey games. An area with access to a power outlet is to be reserved in the press box / Scorer's Area for the 2-3 individuals recording statistics.
- Member universities are responsible to have properly trained statisticians operate the software. A minimum of two people are needed to accurately record game statistics (1 on the computer and 1 spotter). The Spotter should have a note pad and pencil made available to record missed statistics, which can be entered later. A third person to act as an extra spotter is recommended if available.
- On game days, the "Canadian University Hockey Score Sheet" is to be used for coaches to fill in that game's playing roster. This will be considered the official dress list for that game.
- Player numbers and names (First & Last) must be **PRINTED CLEARLY** on this form. This must be signed by the head coach of each participating team and given to the official scorer not later than 30 minutes prior to game time. A copy of this is to be given to the computer stats person and copies of this form may also be circulated to the press box.
- The signed Official CIS Hockey Score Sheet (faxed) and final game statistics must be forwarded to Atlantic University Sport within thirty (30) minutes of the completion of the match.
- The final score must be recorded with CIS within thirty (30) minutes of the completion of the match.
- The official stats sheet must be forwarded to the Sport Chair, the participating universities and local media as soon as possible following the completion of the match.
- Printed names of the on-ice officials and their signatures are required on the Official CIS Score Sheet.
- There are to be three (3) copies and care is to be exercised in the completion of the score sheets. Include start/completion times on game reports as well as the official attendance.

12. GAME FILM:

- For all Atlantic University Sport competition, the home team must provide a copy of the game tape to the visiting team prior to their departure from the arena. (May 2004)
- Effective 2006-07, schools are required to digitally videotape all home games. (May 2005)

13. OFFICIALS:

- The minimum official standards for Atlantic University Sport Men's Hockey competition are as follows: (May 2003)
  - Referee (1) – Level V or Level VI
  - Lines (2) – Level IV
- Atlantic University Sport supports the concept of gender equity in the officiating of Men's Hockey.
- No official under the age of nineteen (19) may be allowed to officiate AUS exhibition, regular season or playoff games. (**May 2008**)

#### d. All-Star Award Selection Process

Atlantic University Sport Award Certificates will be awarded to the following:

- i. The Atlantic University Sport Most Valuable Player.
- ii. The Atlantic University Sport Rookie of the Year.  
(Eligibility as defined in the CIS operations manual)
- iii. The Atlantic University Sport Coach of the Year.
- iv. The Godfrey Award – (AUHC nominee for the Randy Gregg Award)  
(Criteria as defined in the CIS operations manual)
- v. The Atlantic University Sport Most Sportsmanlike Player.
- vi. A First All-Star team consisting of 6 players by position, including the Most Valuable Player.  
(1 Goaltender, 2 Defensemen, 3 Forwards)
- vii. A Second All-Star team consisting of 6 players by position.  
(1 Goaltender, 2 Defensemen, 3 Forwards)
- viii. An All-Rookie Team consisting of 6 players by position, who are eligible for Rookie of the Year selection, including the Rookie of the Year.  
(1 Goaltender, 2 Defensemen, 3 Forwards) (May 2006)

#### Selection Process:

##### i. Nomination:

- All-Stars:  
Upon request of the sport chair (before final regular season game), each coach forwards to the chair a maximum of **six** players from his team being nominated for consideration as Atlantic University Sport all-stars. The names should be forwarded by position. (Goaltenders, Defensemen & Forwards) (May 2007)
- Major Awards:  
Upon request of the sport chair (before final regular season game), each coach can nominate a player from his team for the following Major Awards:
  - a. Rookie of the Year.
  - b. Most Valuable Player.
  - c. The Randy Gregg Award Nominee (Godfrey Award)
    - This award is given to the student-athlete for outstanding achievements in hockey, academics and community involvement.
    - It is normally awarded to a third, fourth, or fifth year player.
    - Minimum academic standing is Academic All-Canadian in his previous sessional year of study.
  - d. Most Sportsmanlike Player.

Note: A short bio on each Major Award nominee should be sent to the sport chair with the list of nominees.
- All-Rookie Team:  
Upon request of the sport chair (before final regular season game), each coach forwards to the chair any eligible players from his team being nominated for consideration. The names should be forwarded by position. (Goaltenders, Defensemen, Forwards)

ii. **Voting:**

- The sport chair will compile all the nomination information.
- Coaches may not vote for their own team members or themselves at any point in the all-star / award process.
- A master list of All-Star, Major Award and All-Rookie Team nominees will be sent to coaches with a voting form no later than the Tuesday following regular season play.
- For All-Star and All-Rookie team selections, coaches must select and rank two goaltenders, six forwards and four defensemen from the overall group of nominees.
- Coaches must also rank their top three choices in each of the Major Award categories.
- Completed voting forms must be returned to the sport chair no later than the Friday following regular season play.
- The sport chair will compile and rank the results as follows:
  - i. Forwards - 6 points for each 1<sup>st</sup> place vote down to 1 point for each 6<sup>th</sup> place vote.
  - ii. Defensemen - 4 points for each 1<sup>st</sup> place vote down to 1 point for each 4<sup>th</sup> place vote.
  - iii. Goaltenders - 2 points for each 1<sup>st</sup> place vote and 1 point for each 2<sup>nd</sup> place vote.
  - iv. For each Major Award, 3 points for each 1<sup>st</sup> place vote down to 1 point for each 3<sup>rd</sup> place vote.
- *All-Star Teams:*
  - Forwards: The top three forwards will be named to the 1<sup>st</sup> All-Star team, and the forwards ranked 4-6 will be named to the 2<sup>nd</sup> All-Star team.
  - Defensemen: The top two defensemen will be named to the 1<sup>st</sup> All-Star team and the defensemen ranked 3-4 will be named to the 2<sup>nd</sup> All-Star team.
  - Goaltenders: The top goaltender will be named to the 1<sup>st</sup> All-Star team and the second ranked goaltender will be named to the 2<sup>nd</sup> All-Star team.
- *All-Rookie Team:*
  - The All-Rookie Team vote will follow and be separate from the Rookie of the Year voting.
  - The Rookie of the Year will be automatically named to the All-Rookie team at his position.
  - The remainder of the positions on the All-Rookie team will be filled using the same principle as the All-Star team process. (i.e. most votes by position) (May 2006)
- *Major Awards:*  
The top point getter under each Major Award category will be the winner of that particular Atlantic University Sport award and will be nominated for the equivalent CIS Awards.

- *Coach of the Year:*
    - All coaches are eligible and need not be nominated.
    - Each Coach is responsible for submitting in rank order, two names for consideration.
    - The votes will be tabulated by awarding two points for a 1<sup>st</sup> place vote and one point for a 2<sup>nd</sup> place vote. The coach with the most points will be named Coach of the Year and will be nominated for the CIS Coach of the Year Award. This is also recorded on the circulated vote sheet and the deadline for submission is the Friday following regular season play.
- iii. **Press Releases:**
- The Sport Chair will forward the names of the All-Stars and Major Award Winners to the Atlantic University Sport office once all the voting has been tabulated.
  - The Atlantic University Sport office will be responsible for releasing all information regarding conference All-Stars and Major Awards. (Winners are usually released the week of the championship final series)
- iv. **CIS Conference Call:**
- The previous year's Coach of the Year will represent the Atlantic conference on the National Major Awards and All-Canadians conference call. If this is not possible, the Sport Chair will assign the representative. (May 2005)

**Trophy / Award**

Atlantic University Sport Championship  
 Most Valuable Player  
 Rookie of the Year  
 Coach of the Year  
 Randy Gregg Award Nominee  
 Most Sportsmanlike Player

**Name of Trophy / Award**

The Halifax Herald Trophy  
 The Kelly Trophy  
 The A.J. MacAdam Trophy  
 The Bob Boucher Trophy  
 The Godfrey Award  
 The Don Wells Trophy

Note: In order to have a trophy/award named or renamed, suggestions should be forwarded to the Atlantic University Sport Recognition Committee via the Sport Chair along with any relevant background/historical information.

## e. Game Protocol

### MEN'S ICE HOCKEY

90 minutes prior to game time	<ul style="list-style-type: none"> <li>Dressing room available to visiting team.</li> </ul>
45 minutes Prior to game time	<ul style="list-style-type: none"> <li>Line-up sheets available to be completed and signed by <u>visiting coach</u>.</li> <li>Starters are to be designated on the report.</li> </ul>
35 minutes prior to game time	<ul style="list-style-type: none"> <li>Line-up sheets available to be completed and signed by <u>home coach</u>.</li> <li>Ice available for pre-game warm-up.</li> <li>Both head coaches observe warm-up</li> </ul>
15 minutes prior to game time	<ul style="list-style-type: none"> <li>Warm-up complete. All players leave the ice immediately. Failure to do so will result in delay of game penalty.</li> <li>Referee and both head coaches meet.</li> </ul>
5 minutes prior to game time	<ul style="list-style-type: none"> <li>Sponsors recognized by announcer.</li> <li>Changes to player rosters announced.</li> <li>Teams notified that 5 minutes remain before start of game.</li> </ul>
3 minutes prior to game time	<ul style="list-style-type: none"> <li>Teams return to the ice, starting line-ups announced.</li> <li>National anthem.</li> </ul>
Between period intermission	<ul style="list-style-type: none"> <li>Clock set immediately at end of period for fifteen (15) minutes.</li> <li>Sponsors recognized by announcer.</li> <li>Three-minute warning to be given to teams to return to ice.</li> <li>Intermission information regarding other teams/games in the league to be announced if available.</li> <li>Teams go immediately to the bench at the end of the fifteen-minute period. Failure to do so shall result in a two-minute delay of game penalty.</li> <li><u>Note</u>: Sponsors to be recognized at least once during each period during a play stoppage.</li> </ul>
At the End of the Game	<ul style="list-style-type: none"> <li>Teams shake hands.</li> <li>Player of the game announced and presentation made.</li> <li>Time of game completion to be recorded on Game Report.</li> <li>Within thirty minutes, game statistics to be given to team representatives. Visiting coach given a copy of game statistics and game tape.</li> </ul>
Within Sixty Minutes of Game Completion	<ul style="list-style-type: none"> <li>Full game Statistical Report to be forwarded to the Atlantic University Sport Office.</li> <li>Also must be forwarded to participating universities, media and Sport Chair.</li> <li>The signed Official Game Sheet to be faxed to the Sport Chair and Atlantic University Sport.</li> </ul>