



Metro Club Hockey League

Rules, Regulations, and By Laws

Revision 4
October 2025

Metro Club Hockey League

Table of Revisions

	Revision Date	Revisions Summary
1	September 2023	Initial Revision
2	November 2023	By-Law 6 Participation of Competitive/Selection Based Players
3	October 2024	By-Law 6 Participation of Competitive/Selection Based Players

The Administrator of The Metro Club Hockey League shall maintain revision control of this document. The document will not be distributed in hard copy format. The official version of this document shall be the version posted on the MCHL website. The table above will track the various revisions and will be used to identify the actual revision of any printed copies.

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Endorsements

The following representatives have received authority from their respective Associations to endorse the rules, regulations, and by-laws of the Metro Club Hockey League as demonstrated by the signatures hereunder. As such each member Association agrees to uphold and abide by the MCHL League Rules, Regulations, and By-Laws.

Matt Dove
Avalon Celtics Minor Hockey Association

Date

Ryan Kent
Bell Island Minor Hockey Association

Date

Hedley Forward
Conception Bay Regional Minor Hockey Association

Date

Eddie Putt
Goulds Minor Hockey Association

Date

Mandy Jones
Mount Pearl Minor Hockey Association

Date

Stephen Haggerty
Northeast Minor Hockey Association

Date

Sheri Hickey
Paradise Minor Hockey Association

Date

Steven Barnes
St. John's Minor Hockey Association

Date

Lori Dalton
Southern Shore Minor Hockey Association

Date

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Articles of Association

Article 1: League Name

This Association shall be known as the Metro Club Hockey League (hereby known as the "MCHL"), operating as a Minor Hockey League, based out of the Metropolitan St. John's Area, and deriving its authority from Hockey Newfoundland & Labrador ("HNL").

Article 2: Objectives

The Objectives of the MCHL are as follows:

1. To deliver a safe and fun hockey environment for all members of its participant Associations through an inter-locking league of teams that have Roster Parity,
2. To foster and develop the skills of all members of the League,
3. To promote the concepts of Fair Play and Player Development within all League sanctioned events for all participating Associations and members,
4. To promote and enforce respect for all players, coaches, officials, parents, and League representatives.

Article 3: Membership

Membership within the League shall consist of the Associations who have endorsed and approved the Rules, Regulations, and By-Laws of the Association as documented under the Endorsements section of this document. Associations wishing to join the League must do so as per the Guidelines of By-Law 12.

Article 4: Memorandum of Association

This Memorandum of Association ("the MOA") shall conform to the Articles, By-Laws, and Regulations of HNL, HNL Minor Council and Hockey Canada. In the event any section of the MOA conflicts with the Articles, By-Laws, and Regulations of any of HNL, HNL Minor Council or Hockey Canada, the Directors are empowered to make such changes as are required so that this MOA complies with the Articles, By-Laws and Regulations of HNL, HNL Minor Council or Hockey Canada.

Article 5: Operating Committee

The League shall have an Operating Committee with **one voting representative**. A member Association may assign up to one (1) additional representative to attend Committee meetings for the purpose of managing the large number of participating teams. The representatives shall have the means and authority to provide necessary information to the Directors to allow the League to



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function per the rules and regulations of this MOA. However, each member Association will only be permitted **one** voting Member to the Operating Committee for all League matters.

Article 6: Amendments

All proposed amendments to this Memorandum of Association, By-laws and Rules shall require a greater than 50% majority vote of the Operating Committee members in attendance at the meeting where the vote is taking place.

Any amendments to the rules **MUST** be approved prior to the start of the season. Amendments will **NOT** be considered mid-season and therefore must be approved prior to the commencement of the first game of the season.

Article 7: Departure of Members

At any time, a member Association may wish to depart or exit the League. Such departure shall be under the following stipulations:

1. Any fees and payments made to the League shall not be reimbursed unless it can be clearly done so without due harm to the League and its remaining Associations,
2. Such a reimbursement request is in writing and can be clearly defined as fees being derived from the departing Association,
3. Such reimbursement is approved by a majority vote of the remaining Operating Committee.

Article 8: Meetings and Communications

Regular meetings of the Operating Committee shall be held monthly during the regular MCHL Season. Meetings will be scheduled by the Administrator, at the request of two or more **voting** members of the Operating Committee. Meetings of the Operating Committee will be chaired by the Administrator.

A meeting quorum will be 5 **voting** members of the Operating Committee.

Matters discussed at meetings of the Operating Committee are sometimes confidential in nature. Further discussion of these confidential matters is restricted to subsequent discussions held at executive meetings of the members' home association. Executive members of the members' home association are also expected to respect the confidential nature of these matters.

Any member of the Operating Committee who misses three consecutive meetings, without having an alternate representative in attendance, will be asked to remove themselves from the Operating Committee. The League Administrator, at the request of the Operating Committee, will seek a replacement representative from the sponsoring association.



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The primary form of communication for the purposes of scheduling of games and events between the MCHL and its participant teams shall be through the MCHL website and TeamSnap. To the greatest extent possible, the MCHL website shall represent the most up to date revision of game schedules, results, and standings. It is the responsibility of the Operating Committee Association representatives/coaches to update game results as expeditiously as possible. Secondary means of communication (e.g., email/TeamSnap) shall be employed where necessary to communicate emergency cancellations or revisions. Emergency conditions will be reserved primarily for cancellations due to weather or facility upsets.

The primary means of all other communications between the League and the membership (including players, coaches, and managers) shall be through the Association representative. It shall be the responsibility of the Association representative to bring forward matters concerning games, officials, schedules, game results, or decisions of the League. At no time will the Operating Committee communicate through alternative means other than this. The League will entertain discussions directly with the Executive of a member Association on a case-by-case basis.



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By-Laws

By-Law 1: Operating Committee

The League shall have an Operating Committee comprised of **one** voting member from each participating Association.

By-Law 2: Voting

All members of the Operating Committee, except for the League Administrator, will have one vote for all matters under consideration at meetings. When a vote is called, all members of the Operating Committee are required to vote, except for the League Administrator, or a member who has declared a conflict of interest with respect to the matter at hand. It shall be the decision of the League Administrator to make a final decision on whether a conflict of interest exists.

There will be no abstentions during voting. An abstention may be granted by the League Administrator for any member who is in a conflict of interest with respect to the matter voted upon. In the event of a tie, the League Administrator for the meeting will cast a final deciding vote.

In the event of a tied vote, the League Administrator shall provide the tie-breaking vote. To facilitate impartiality, the League Administrator shall assign their vote to the motion proposed in the form of a secret ballot prior to the Operating Committee vote. In the event of a tie, the League Administrator's vote shall be opened and declared the deciding vote. If a decision is reached without a tie, the League Administrator's vote shall be destroyed without opening.

By-Law 3: League Structure and Schedule

The League shall operate with the following divisions as assigned by Hockey Canada:

U11
U13
U15
U18

By-Law 4: Balancing of Teams and Roster Parity

Prior to the start of each season, each member Association shall, by some demonstrable means, divide each division's players into teams of equal capacity and capability such that balanced teams with *Roster Parity* are submitted for play within the League. It shall be the prerogative of the



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member Associations to ensure balancing of teams (Roster Parity) occurs. If Roster Parity and balanced rosters are not apparent after one quarter of the season, the League shall request information from member associations regarding the distribution mechanism employed for achieving the Roster Parity By-Law.

By-Law 5: Absence of Selection Based Teams

Where Associations do not have a segregation system in place to select players to a Selection Based level of competitive (higher) play other than the Metro Club Hockey League, such teams shall be brought forward to the Operating Committee for review prior to entry into the League for that season of play. For the purposes of ensuring Fair Play, the member Association in question must demonstrate to the Operating Committee that relegation of its players to the MCHL will not result in an unbalanced format, and that promotion of such players to a league of Competitive or Selection based play is not justified. Such teams shall be considered *under review* by the League until such time as the League determines the objective of Fair Play and Roster Parity have been achieved.

By-Law 6: Participation of Competitive / Selection Based Players

Players who are actively assigned to any Competitive or Selection Based team or League (such as the DJHL, Girls AA, U16AAA leagues) on a **full-time** basis shall **not** be permitted to participate in the Metro Club Hockey League.

1. Players who are assigned to a Competitive based team as an 'Alternate Player' or AP Status (are not full-time team members but are considered available for call-up on an as needed basis) from the lowest ranked developmental team shall be permitted to play in the Metro Club Hockey League, in their normal position (i.e. AP goaltender, AP forward, AP defense). Under NO circumstance will an AP player from A or B be permitted to play in the MCHL.

Under point 1 above, players who are elevated to Full Time Status on a Competitive Based team from 'AP' status shall be **immediately** removed from the MCHL to reflect their position as a participant in a Competitive Based League.

By-Law 7: Publication of Rosters

Each team participating in the MCHL shall maintain an accurate publication of each team's roster on the MCHL website.



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By-Law 8: Minimum Roster Size and Supplemental Players

Teams shall have a minimum roster size of eight (8) skaters (forwards and defensemen) and one (1) goaltender. Teams may employ supplemental players up to a maximum roster size of ten (10) skaters (forwards and defensemen). For example, if you have 8 players you can call up 2 for a total of 10.

Use of Supplemental Players shall adhere to the following rules:

1. Teams may carry as many goaltenders on a regular roster basis as they desire (permanent members of a team). Goaltenders are **NOT** permitted to play as a forward or defensemen.
2. Teams may utilize supplemental players from the **same division, or one division lower**. Any player not currently registered in the MCHL is **NOT** eligible to be called up to play in the MCHL.
3. All supplemental players (including goaltenders) shall be of equivalent capability and skill level of the players they are replacing. **Associations will endeavor to ensure equal opportunity is provided to all members of their Association to avoid repetitive call-ups of a select number of players.**
4. All supplemental, non-roster players (players not associated with the full time or permanent roster of a team) must be on the team bench prior to the start of a game. Non-roster players shall not be permitted to enter a game to supplement a roster after the first period has started.
5. In the event roster labels are used on the game sheet, the coach or coaches are responsible for making corrections or modifying the roster details prior to the start of the game. The accuracy of the game sheet is paramount as it is the only official document.
6. Any Player who is not actively playing is not permitted on the bench.



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By-Law 9: Goaltender Deficiency

Where a member Association can demonstrate a deficiency in the goaltender position for a League team(s) for a game, various mechanisms shall be made available to fill the goaltender position. Standard methods shall include:

1. Sharing of member Association goaltenders amongst the member Association's teams within a division. Under such a method, all available goaltenders within the member Association shall be given equal opportunity to fill the roster position of the deficient team to the greatest extent possible to ensure Fair Play and Roster Parity are achieved.
2. Utilizing Association's goaltenders from the MCHL or Non-Competitive (non-Selection based) **one** division lower (U11 into U13, U13 into U15, U15 into U18). Equal opportunity should be provided to all goaltenders, which the association deems capable of competing at the higher division.
3. A member Association may retain the loan of a goaltender from another MCHL Association so long as the
 - a. loaned goaltender is a participant in the MCHL and **NOT** a Competitive or Selection based team (e.g., DJHL, Girls AA or AAA), and
 - b. The goaltender is from the same division or one division lower.
4. If the options above cannot be utilized to fill the goaltender roster position, an Association may draw upon goaltenders from one division higher on a temporary emergency basis. The goaltender shall only be drawn from an MCHL or Non-Competitive (non-Selection based) team. The Association MCHL Representative shall be notified of such occurrences by their coaches.
5. A member Association team may request the MCHL to permanently utilize a goaltender from **one** division higher for the duration of a season if the Association deems such goaltender shall not unduly affect (improve) the performance of the team relative to the MCHL division in which they participate. The MCHL Operating Committee shall consider such matters and take a vote to approve such requests.
6. If an MCHL team has no permanent goalie, they shall be permitted to select a goalie from their lowest ranked developmental team (i.e., if an Association has a C team). Under NO circumstance will an AAA, A or B division goalie be permitted to play in the MCHL.



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By-Law 10: Regular Season and Schedule

The League shall hold a Regular Season for each division. Each regular season shall nominally consist of eighteen (18) games – (20) games. The number of games may vary based on yearly restrictions.

Where there are greater than twenty (20) teams in a division, it is not required that each team play all other teams. To the greatest extent practical, and where possible, all teams shall play each other an equal number of times during a regular season; but this shall not be mandated. Each team will be afforded, to the greatest extent possible, an equal number of home games and away games. This does not mean a home game one week, an away game the next.

Each member Association shall provide ice time to host home games for each of its member teams on a **weekly** basis. The mandate of the MCHL League is to play all games on the weekend to the greatest extent possible. Each member Association shall provide one (1) hour of ice time for a home game for each team entered in the League and have sufficient ice time to afford each team 50 percent (one half) of its games as home games throughout the regular season.

Rescheduling of games is **ONLY** permitted in extenuating circumstances. (Power Outages, Weather Related Closures, Cancellation of ice time by the arena). These games will be rescheduled once ice time is provided by the home association. The visiting team will be offered a maximum of 3 times to reschedule after which the game will be defaulted with a result of 5-0 in favor of the home team. Games will **NOT** be rescheduled to accommodate other recreational events including developmental teams, tournaments etc.

Associations shall be responsible for providing qualified timekeepers and officials for home games played in their arena. (Example credentials, age, size, and relationships to players in the game being officiated).

Home teams shall be responsible for updating the League website with game results as expeditiously as possible at the conclusion of the games.

Any team who defaults 3 regular season games will be penalized at \$500, payable to the MCHL league.



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By-Law 11: Regular Season Seeding

At the end of each Regular Season schedule, a Play-Off round shall be held involving all teams in each division. The Operating Committee shall, for each division, segregate the teams into appropriate Tiers for play-off purposes. Segregation shall be based on the ranking of the teams' points achieved during the Regular Season schedule (that is, the final League Standings). **Where there is a tie amongst two or more teams, the following tie-breaking rules shall be employed to seed teams into their respective Tiers:**

- I) the first tiebreaker shall be Total Points
- II) the second tiebreaker shall be Most Wins
- III) if two teams are still tied after I and II have been applied then the team with the best goal average between the tied teams gains the higher position.

By-Law 12: Application of Associations

Other minor hockey associations wishing to enter association-based teams in the MCHL must file a letter of application with the League Operating Committee prior to August 15th of the year in which the team requests entry.

The letter of application is to include a list of available ice time and the division of entry for the team. Applications are for one season only. Applications will be considered by the Operating Committee for entry into the League. Teams will be accepted with a two-thirds majority vote of the associations competing in the division in which entry is sought.

By-Law 13: Uniforms

Each member team shall have at minimum one (1) distinct jersey uniform that adheres to HNL and Hockey Canada requirements. Member Associations shall submit the primary color of team jerseys to the Operating Committee for posting on the League website.

For games which both Home and Visiting teams have a common jersey color, it is the responsibility of the **HOME TEAM** to change uniforms to eliminate a conflict.

By-Law 14: League Website

The League will operate a publically accessible website (www.mchl.ca/TeamSnap) where schedules, game results, and standings shall be maintained. The League website shall be considered the **ONLY** official means of communicating aspects of the League operation to its teams (players, parents, coaches).



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By-Law 15: Schedule Modifications

All modifications of the MCHL schedule, including cancellations, shall only be permitted, and executed by the League Administrator. Individual Associations **CANNOT** modify schedules. Requests can be made by contacting their MCHL representative who in turn will propose such modifications to the League Administrator. Only when consent has been reached amongst the impacted teams to the satisfaction of the League Administrator shall the proposed modifications be implemented.

In the event of inclement weather and Metro Bus is **NOT** operating, all Metro Club Hockey Games will be postponed. Games will resume when Metro Bus has been cleared to resume, and arenas have reopened. Information will be available on the website.



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Rules

Objectives:

The objectives of the MCHL rules are to stipulate additions, deviations, or clarifications from standard Hockey Newfoundland Labrador (HNL) rules and regulations for the purposes of play. Unless mentioned herein, HNL rules shall govern. It is the responsibility of the member Associations, its Coaches, and its Officials, to fully understand and adhere to the Rules of the League.

It is recommended that all players and parents be familiar with the Rules of the League.

Rule 1: League Play

The League will play both a regular season and a playoff in each division. Note that the number of games may change slightly each season depending on specific circumstances for that season.

A playoff series, as described in Rule 12, will follow the regular season.

Rule 2: Game Duration

Games in the U11, U13, U15 and U18 will be 3-10 minute stop time periods to a maximum of 50 minutes in total.

During any game if it becomes apparent that there will be a time shortage, the referee may instruct the timekeeper to run the clock to ensure the game is concluded on time. Under no circumstances will any subsequent game be affected by the shortage of time from the previous game. No additional time can be added to the game clock at the conclusion of the game.

Rule 3: Violation of League Rules and By-Laws

An observed violation of the MCHL Rules or By-Laws shall be reviewed by the Operating Committee once a written description of the violation is presented (via email or meeting) by the member Association's MCHL voting representative.

- a) Protests of games may be made only regarding violation of the MCHL Rules and By-Laws and not regarding the judgement of a referee or other official.
- b) Verbal protests must be registered by the captain of the aggrieved team to the referee at the first reasonable opportunity after the action or decision complained of, but in all cases must be made within five minutes after the cease of the period or overtime period in which such action or decision is made.
- c) The referees shall note such protest on the game report. Such verbal protests shall be ignored if not followed up as described.



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- d) Any protest of a game regarding matters outside the game officials' jurisdiction (such as, but not limited to, scheduling and player eligibility) may be made without verbal notice.
- e) The protest must be made in writing and all supporting evidence submitted within 24 hours following the conclusion of the game. Duplicate copies must be signed by two authorized representatives of the protesting team, league or association.

The Operating Committee will review the statement of violation and determine what further action shall be taken. Such action may include, but not be limited to:

- 1. Dismissing the statement of violation if insufficient supporting evidence or documentation is not available.
- 2. Investigating with on and off-ice officials
- 3. Discussing with coaches present when the violation occurred.
- 4. Reviewing game sheet, as this is the only official document.
- 5. If a violation is proven the game result will be posted 5-0 against the offending team

Note there is no time limit or schedule under which the Operating Committee shall deliver a ruling.

Rule 4: Suspensions

The onus shall be on **Coaches** to understand the MCHL rules and guidelines.

Players and coaches in the League are subject to the HNL Suspension Guidelines as the basis for suspensions. Fights incurred during an MCHL sanctioned game shall be managed as per the most recent edition of the Fighting Rules as per HNL Website.

In addition to the HNL Suspension Guidelines, the MCHL League adds the next two **(2) consecutive MCHL games** following the infraction. See www.hockeynl.ca for more information regarding fighting suspensions.

Any disciplinary matters (suspension, gross misconduct, match penalty) occurring during a game are to be reported immediately to the Associations MCHL representatives by the game referee and/ or coach including a copy of the game sheet. The MCHL representative will then report to the Operating Committee for action. The MCHL Operating Committee is **NOT** permitted to overturn any call by a game official. The MCHL Committee reserves the right to increase the length of any suspension delivered by HNL. The MCHL Administrator will contact the President of the penalized player association with their decision.

Serving suspensions that carry beyond the end of the playoffs will be addressed by the Operating Committee.



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Any additional game suspension added by the MCHL to Hockey NL's suspension must be served in MCHL games only. The MCHL Committee reserves the right to suspend a coach who knowingly uses a suspended player. The game will be defaulted, and the game result will be recorded as 5-0 against the offending team.

The onus is on Coaches to ensure all rules of the MCHL are adhered to, and that all players on the game sheet participating in the game are permitted to play and are not currently under suspension.

Any Coach who violates the Rules and By-Laws of the MCHL regardless of intent or awareness shall be subject to the following penalties:

1. Two (2) game suspension for first offense. Under the suspension the subject Coach shall not be permitted to enter the dressing room or bench area of their team during MCHL games in which the suspension is active.
2. A second offence shall be subject to a four (4) games suspension. Under the suspension the subject Coach shall not be permitted to enter the dressing room or bench area of their team during MCHL games in which the suspension is active.
3. A third offense shall result in temporary suspension of the Coach until such time as the offense can be brought to the attention of the MCHL Operating Committee for review. The Committee shall assess the nature of the offense and assess an appropriate course of action.

Rule 5: Penalties

Teams found to be in violation of By-Law 8 shall be subject to the following penalties:

1. The Coach shall be subject to suspension as per Rule 4 of the MCHL Rules and Regulations
2. In the event the offending team won the game, the opposing team shall be awarded the victory and two (2) points in the standings. The score will be posted 5-0.

Players receiving 3 minor penalties in a game shall be suspended for the remainder of that game.

Rule 6: Tie Games

Regular season games ending in a tie shall remain a tie and one (1) point shall be awarded to each team in the standings. There shall be no tiebreaker applied for regular season games.

Non-elimination Play-off games ending in a tie shall remain a tie and one (1) point shall be awarded to each team in the standings. There shall be no tiebreaker applied.



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Elimination **Play-off games** (Yearend Tournament) shall have a tiebreaker applied. Elimination playoff games ending in a tie shall be subject to a tiebreaker as follows:

- 1) A five (5) minute, 3 on 3, sudden death overtime period shall be played.
- 2) If the teams are still tied at the end of the five (5) minute overtime period a shoot-out shall commence. The shoot-out shall be a three (3) player shootout with most goals scored determining the winner. Players who are in the penalty box at the end of overtime shall not be permitted to participate in the shoot-out.
- 3) If the teams are still tied at the end of the three (3) player shoot-out, the shoot-out shall continue, on a shot-by-shot basis until a winning goal is scored. No member of a team shall be permitted to shoot twice until all skaters on the roster have shot.
- 4) The home team will shoot first

Rule 7: Defaults

Minimum requirements for a sanctioned MCHL game are as per By-Law 8 or the game will be recorded as a default with a score of 5 - 0 against the offending team.

The **minimum** number of players must be dressed and on the team bench prior to the start of the first period. Teams without the minimum number of players will forfeit two points to the opposing team. Defaulted games may be played to their conclusion if all required officials are present. All penalties and suspensions shall apply as if the minimum number of players participated.

An individual team that defaults three (3) MCHL regular season games in the same season shall be suspended from play and subject to a fine of \$500 to be paid by its Association to the MCHL. The team shall be re-instated once the fine has been paid in full to the MCHL.

Rule 8: Ice Time Allocation/Fair Play

The coaching staff of each MCHL team shall ensure that ALL players receive, to the greatest extent possible, equal ice time allocation during an **individual game**. Power Plays and Penalty Kill events shall not be permitted.

Goaltenders shall play an equal allocation of ice time during each game.

Rule 9: Time Outs

Time Outs are not permitted during MCHL regular season and non-elimination playoff games. A 30 second time out **MAY** be granted during championship games upon discretion of the game officials if time permits! Teams are responsible for ensuring player changes are expedited after play stoppage, and at the end of periods. Officials may issue delay of game warnings if at any time teams are not ready for commencement of play as so determined by the game officials.



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Rule 10: Schedules

Each team will play a schedule of approximately 18-20 games per season. There may be some variation depending upon the number of teams per division, and the overall duration of the hockey season. Team schedules shall be balanced to the greatest extent possible.

Establishing the League regular season and playoff schedule will be the responsibility of the League Administrator. The League schedule will be posted to the League website and maintained regularly.

Each association will provide one (1) weekly game time slot for every association-based team participating in the League.

Rule 11: Play Offs

MCHL year-end Tournaments shall be hosted by participating associations following the end of the regular season. Participating association **MUST** provide ice time for at least one Year End tournament.

For the Play-off segment, each division shall be divided into Tiers for the purpose of managing the number of teams and games involved (i.e. Tier 1, Tier 2, Tier 3). All teams within the assigned Tier shall be invited by the Host Association to participate in the tournament.

The dates for the Year End Tournaments will be hosted after the commencement of regular season games and prior to HNL Provincial Tournaments. **ONLY MCHL teams shall be invited to the Play Off tournament.** The Tournament fee will be set by the MCHL.

Rule 12: Play Off Seeding

Play Off seeding shall be determined by points awarded during Regular season play. In the event of a tie in the Regular season standings between two or more teams, the MCHL shall use By-Law 11 to seed teams for Playoff purposes.

Rule 13: Tie Breaking Procedure for Playoff Elimination Games

Tie Breaking Sequence If two or more teams are tied at the conclusion of games, then the following procedure will be used to determine the final ranking before the semi-final and final games are played.

If teams are tied for a playoff position, the following procedure will apply:

If two teams are tied:



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1.1 The winner of the playoff games between the two tied teams gains the higher position.

1.2 The team with the most wins in the play-off games gains the higher position.

1.3 If the two teams are still tied after 1.1 and 1.2 have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner: Total number of goals for divided by the total number of goals for and against.

NOTE: All round robin games are included. Example: 10 goals For, 4 goals Against,
Percentage: $10/10+4 = .714$

NOTE: The higher percentage gains the higher position

1.4 If the two teams are still tied after 1.1, 1.2, and 1.3 have been applied, the team with the least number of minutes in penalties throughout all of the round robin games, gains the higher position.

1.5 If the two teams are still tied after 1.1, 1.2, 1.3, and 1.4 have been applied, then the team which scored the first goal in the game between the tied teams gains the higher position.

1.6 If the two teams are still tied after 1.1, 1.2, 1.3 1.4, and 1.5 have been applied, a single coin toss will determine which team gains the higher position.

Three or More Teams Tied Note: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker

2. If three teams or more are tied, the point record established in the games among the tied teams only will be used as the first tie breaking formula in deciding which team(s) shall advance.

2.1 The team with the most wins (among tied teams) would gain the highest position.

2.2 If teams are still tied after 2.1 has been applied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner: total number of goals for divided by total number of goals for and against.

NOTE: All round robin games are included Example: For = 10 goals Against = 4 goals Percentage
 $10/10+4 = .714$

NOTE: The highest percentage gains the highest position(s). The exercise of 2.2 establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. They do not go back to the "Two Team Tiebreaker".

Example: A. Team A - .714 = 1 seed - Advances Team B - .500 = 3 seed – Does not advance



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Team C - .650 = 2 seed – Advances B. Team A - .714 = 1 seed – Advances Team B - .500 = Still tied with team C – go to next step 2.3. Team C - .500 = Still tied with team B – go to next step 2.3. C. Team A – .650 = Still tied with team B – go to next step 2.3. Team B - .650 = Still tied with team A – go to next step 2.3. Team C - .500 = Does not advance

2.3 If teams are still tied after 2.1 and 2.2. The team with the fewest goals against (all games played) will gain the highest position.

2.4 If teams are still tied after 2.1, 2.2 and 2.3. The team with the most goals for (all games played) will gain the highest position.

2.5 If teams are still tied after 2.1, 2.2, 2.3 and 2.4 have been applied, the team to qualify would be the team that received the least number of minutes in penalties throughout all the games.

2.6 If teams are still tied after 2.1, 2.2, 2.3, 2.4 and 2.5 have been applied, a coin toss shall determine the winner. In a 3-team coin toss, the odd team gains the highest

Rule 14: Standings

League standings for each division shall be posted on the League website. Points shall be awarded as follows:

Win	Two (2) Points
Tie	One (1) Point
Loss	Zero (0) Points

Teams shall be ranked in the standings in the order of maximum points to least points. **Final ranking of tied teams shall be via By-Law 11. No other tie breaking mechanism shall be employed.**