Glen Cairn Men's Hockey League Constitution

Originally Approved by the GCMHL Board of Directors, May 30th, 2011

Revised: October 7, 2026

1. League Name

1.1 The league shall be known as the Glen Cairn Men's Hockey League (GCMHL).

2. Purpose

2.1 The GCMHL is to provide recreational hockey for the GCMHL registered players and encourage sportsmanship and fair play.

3. Board of Directors

3.1. The Board of Directors shall carry out the business of the GCMHL.

3.2. The Board of Directors is empowered to make all rules, guidelines and constitutional amendments for the league operation.

3.3. The Board of Directors will consist of 10 team captains that are active players in the GCMHL.

3.4. Each member of the Board of Directors will be entitled to one (1) vote on matters pertaining to meetings of the Board.

3.5. Any member of the Board of Directors may be removed for cause upon a written motion that is signed by the nine (9) other members of the Board of Directors. Removal will be carried out at a specially called meeting of the Board of Directors.

4. Executive Committee

1. There shall be an Executive Committee of the Board. This committee will be comprised with the following positions:

    1.1. President
    1.2. Vice President
    1.3. Treasurer

2. Individuals may only hold one (1) position on the Executive Committee, thereby ensuring that the Executive Committee is comprised of three (3) individuals.

3. The President shall be the official spokesperson for the GCMHL and shall call all meetings of the Board of Directors and the Executive Committee.

4. The duties of the Executive Committee shall be:

    President

    1. Preside at all called meetings of the Board of Directors or Executive Committee.
    2. Co-sign all cheques.
    3. Prepare an agenda for all meetings and distribute them prior to the called meeting.

4. Organize the rookie skate – if deemed necessary by the Board of Directors (as per 8.9)
5. Act as the 3rd member of the Rules and Discipline sub-committee (as per 6.4).
6. Be elected annually by the Board of Directors for a one (1) year term.

Vice-President

1. Prepare the schedule for the season, playoffs and tournament.
2. Replace the President on the Rules and Discipline sub-committee in the event the President is unavailable or has to remove himself due to a conflict.
3. Act as the 3rd member if the Player Replacement sub-committee (as per 6.14).
4. Be elected annually by the Board of Directors for a one (1) year term.

Treasurer

1. Purchase ice from the City of Ottawa
2. Record all minutes of the Executive and Board meetings.
3. Ensure all Board members receive minutes following the meeting.
4. Maintain all financial records of the league.
5. Maintain registration records.
6. Be the Official Signee for all financial matters for the league.
7. Prepare a budget for the following season.
8. Submit a financial report at the annual meeting detailing expenditures, revenues and bank balance.
9. Be elected annually by the Board of Directors for a one (1) year term.

5. The Board of Directors will elect new members to the Executive Committee.

6. If there is a vacancy to be filled on the Board of Directors or the Executive Committee, it shall be filled by the League Executive from eligible players in the league.

5. Non-Executive Positions

5.1. Members of the Board of Directors will be elected to the following non-executive positions on an annual basis:

5.1.1. Referee Liaison
5.1.2. Website Manager
5.1.3. Registrar
5.1.4. Statistician

5.2. The Referee Liaison shall be the league representative in discussing all officiating matters with the Head Referee and shall ensure all Referee Reports are in order and reported to the Rules and Discipline sub-committee.

5.3. The Website Manager will be responsible for ensuring the website is updated on a regular basis.

5.4. The Registrar shall manage the annual online registration of players and in accordance with Article 8, will determine eligibility status of all registered players.

5.5. The Statistician shall be responsible for:

5.5.1. Ensuring there is a timekeeper available for each game to run the clock and accurately record game statistics.

5.5.2. Report penalties exceeding the set limit for suspension of a player to the Rules & Discipline sub-committee.

6. Non-Executive Sub Committees

6. Members of the Board of Directors will serve on the following sub-committees:

6.1.1. Rules & Discipline

6.1.2. Player Replacement

6.1.3. Tournament & Banquet

6.2. Members of the sub-committees shall be elected annually and will retain the position for one (1) year.

6.3. The Rules & Discipline sub-committee will be comprised of a minimum of three (3) members from the Board of Directors.

6.4. The President will be a member of the Rules & Discipline sub-committee.

6.5. The Rules & Discipline sub-committee shall review and investigate all matters brought forward to their attention and shall strive to assess all discipline issues within seventy-two (72) hours.

6.6. The Rules & Discipline sub-committee shall strive to notify a player and his captain in writing of any suspension no less than twenty-four (24) hours before the player's next game.

6.7. While carrying out an investigation, the Rules & Discipline sub-committee may have the scenario where it is known that the incident under investigation will require a lengthy suspension; the only decision required is the length of the suspension. In this scenario, the Rules & Discipline sub-committee may suspend the player indefinitely, pending the completion of the investigation.

6.8. In carrying out an investigation, the Rules & Disciplinary sub-committee shall provide the captains (or their representative) of players involved in the altercation an opportunity to provide details of the incident.

6.9. Upon completion of the review, the Rules & Discipline sub-committee shall prepare a written report for the Board of Directors which shall include:

6.9.1. Summary of the events.

6.9.2. Mitigating factors.

6.9.3. Recommended action/discipline.

6.10. At any time the Executive Committee is empowered to refer the recommended action/discipline of the Rules & Discipline sub-committee to the Board of Directors for consideration. In such situations, the Captain(s) of the Player(s) involved in the altercation are deemed to be in conflict of interest and are ineligible to participate in any related vote by the Board of Directors.

6.11. In the event the Board of Directors votes on the disciplinary action to be taken, the vote will be conducted in a timely fashion and Captains will be given no more than twenty- four (24) hours to cast their vote.

6.12. Upon receiving a suspension notice, the player may file a written protest via his Captain. The protest will be reviewed by the Executive Committee. The Player filing the protest remains under suspension during the review of the protest.

6.13. The Player Replacement sub-committee will be comprised of a minimum of three (3) Directors of the Board.

6.14. The Vice-President will be a member of the Player Replacement sub-committee.

6.15. The Player Replacement sub-committee shall review and assess all player replacements that are brought to their attention and shall strive to assess all replacement proposals within seventy-two (72) hours.

6.16. Upon completion of a review, the Player Replacement sub-committee shall advise all Captains by email of their decision.

6.17. Upon receipt of the decision of the Player Replacement sub-committee, a Captain may refer the issue to the Executive Committee, which will be responsible for determining if the Board of Directors should consider the matter.

6.18. The Tournament & Banquet sub-committee will be comprised of a minimum of two (2) Directors of the Board.

6.19. The Treasurer will provide the budget for the year-end banquet.

6.20. The Tournament & Banquet sub-committee shall be responsible to coordinate and implement the annual league tournament and year-end banquet, including:

6.20.1. Meal plan
6.20.2. Location
6.20.3. Attendance - players only or players and spouses
6.20.4. Prizes
6.20.5. Raffles / games

6.21. The Tournament & Banquet sub-committee shall submit their proposal to the Board of Directors no later than the end of the regular season.

7. Annual General Meeting

7.1. An Annual General Meeting of the League may be held at or near the end of the regular season for the purpose of carrying on the business of the GCMHL and to ratify the actions of the Board of Directors. The agenda will include:

7.1.1. Election of Executive Committee and Sub-Committee members for the next year.
7.1.2. Lottery for draft positions.
7.1.3. Review financial statements.
7.1.4. Review the past season and consider any changes to be implemented the following season.
7.1.5. The Treasurer will present the proposed budget for the Captains to agree on fees for next season.
7.1.6. The Vice-President will present the proposed schedule for the Captains to agree on for the next season.

7.2. The Captains will hold at least one (1) meeting during the course of the regular season to review issues of the current season and suggest changes that could be implemented in the current season.

7.3. All Board of Directors and Executive Committee meetings will be determined by the President upon necessity or requirement to carry out league business.

7.4. Sub-committee meetings will be determined by the respective committee upon necessity or requirement to carry out league business.

7.5. The quorum of a Board of Directors meeting shall be fifty (50) percent plus one (1) of the ten (10) members.

7.6. The quorum of a sub-committee meeting shall be a majority of members.

7.7. All members shall be entitled to one (1) vote. Voting shall be by a show of hands and the majority fifty (50) percent plus one (1) will determine the passage of an item.

7.8. Voting shall require the presence of the Board member or his nominated proxy.

8. Player Eligibility

8.1. Eligible players must be thirty-five (35) years of age at the time of the annual draft.

8.2. The Board of Directors has the discretion to waive Article 8.1 in special or unique situations.

8.3. Eligible players must be in good standing with the League, which includes but is not limited to financial standing and team/league sweaters having been returned.

8.4. Returning and Alumni players must register online no later than forty-eight (48) hours in advance of the annual draft. New players must register online no later than one (1) week in advance of the annual draft.

8.5. All players registering will be required to acknowledge receipt of the league constitution.

8.6. All players registered will be required to have paid at least the league deposit before the draft. Any player who has not paid the deposit or made prior arrangements with the Registrar will NOT be eligible for the draft. This includes both new and returning players.

8.7. Registrations will be accepted in the following priority:

8.7.1. Players who have played at least two (2) seasons in the GCMHL and are in good standing.
8.7.2. Players who have played their probation year and are in good standing and have been accepted back in the league.
8.7.3. Alumni players.
8.7.4. New Players including those on the spares list from previous years.

8.8. A returning or alumni player's standing will be determined by:

8.8.1. The Rules & Discipline sub-committee can recommend players whose conduct on and off the ice have made them ineligible to participate in the GCMHL.
8.8.2. The Treasurer shall notify the League of any players whose fees are in arrears or players or alumni who have been asked to leave the league in the past due to unpaid fees.

8.9. At the discretion of the Board of Directors, new players may be asked to participate in a player assessment scrimmage. In the event a player assessment is deemed necessary by the Board of Directors, it is to be scheduled prior to the annual draft (Article 10).

8.10. At the discretion of the Board of Directors, new players that have never participated in a player assessment scrimmage can be declared ineligible for the draft.

8.11. New players registering will be immediately advised of the possibility of a player assessment and the possible ramifications of not participating in the assessment scrimmage.

8.12. All players are required to have CARHA insurance.

9. Player Fees

9.1. The Board of Directors will decide before the registration process begins the fees for the upcoming season including:
- 9.1.1. Deposit amount.
- 9.1.2. Final amount.

9.2. To be eligible for the draft, a player must pay at least the deposit before the draft. A Player can make alternate arrangements with the registrar before the draft.

9.3. Final payment of the league fees must be received no later than October 31 of the current year. Any players with unpaid fees and who have not made alternate arrangements with the registrar will be suspended from league play until full payment is made.

9.4. Players who have not paid the league fees in full by October 31th, or made alternate arrangements with the Registrar will be removed from the league. No repayment of deposits will be made to the removed player.

10. Annual Draft

10.1. Team rosters will be established based on the annual draft with no protected players.

10.2. As per Article 8.7, the list of eligible players shall be divided based on their league status and be listed numerically.

10.3. The order of the draft will be by a draw of a marked ballot numbered one (1) to ten (10) prior to the drafting process. The order of drafting players off the draft list will be one (1) to ten (10) and then ten (10) to (1).

10.4. The draft will ensure that the registration priority, as per Article 8.7 is respected. More specifically, the draft will ensure that all eligible players from the previous year are selected and if a new player is selected that all alumni players in good standing will be drafted.

10.5. Trading of draft positions (draft order) is permissible up to the start of the draft. Once the league President indicates that the draft will commence no further trading of draft positions (draft order) are allowable.

10.6. Trading of specific draft picks is not permissible. More specifically, Captains cannot trade single or multiple draft picks (i.e. overall pick #12 and #29 for overall picks #19 and #21).

10.7. Trading of players is allowed, but all trades must be approved by six (6) or more Captains. There will be NO trading after the closure of the draft meeting.

10.8. The draft will be deemed closed by the President and this will occur approximately 30 minutes from the time the last player being selected.

10.9. Team rosters shall number fourteen (14) including the goaltender.

10.10. The remaining players will be placed on a spares list until a Captain needs a player (of equivalent skill level) during the season.

10.11. The Captains will be rated for the purpose of the draft. They must select themselves in the round where they are rated. The rating of the Captains will be as follows:

10.11.1. The Captains will send their ratings of the Captains, including themselves, to the President. Captains are required to do this as objectively as possible; the intent is to keep the league competitive, not to punish any team.

10.11.2. The President will collect the ratings, discard the high and low rating for each Captain and use the mean rating.

10.12. When a Captain is rated as a first (1st) or second (2nd) round pick the Captains will be asked to precisely indicate the draft position of the Captain(s) (for example 7th overall pick). In these situations the lottery draft as per Article 10.11 will be modified as follows:

10.12.1. Captains ranked as first (1st) or second (2nd) round picks will have the option of participating in the modified lottery draft or participating in the standard lottery draft as per section 10.11

10.12.2. Captains rated as a first (1st) or second (2nd) round pick will have the option of selecting their draft position from a reduced number of marked ballots. The marked ballots will include the players average ranked draft position plus and minus two (2) positions.

10.12.3. These draft selections will be made in advance of other Captains choosing their draft position.

10.12.4. The intention is to ensure that higher ranked Captains are not penalized (i.e. forced to take themselves with the first (1st) overall pick) while maintaining a lottery style draft.

10.13. Players sponsoring a team will be selected in the round where they are rated. The rating of team sponsors will be as follows:

10.13.1. The Captains will send their rating to the President. Captains are required to do this as objectively as possible; the intent is to keep the league competitive, not to punish any team.

10.13.2. The President will collect the ratings, discard the high and low rating for each Sponsor and use the mean rating.

11. Goalie Replacement

11.1. The league shall utilize a web based roster management application to assist Captains of the opposing team as well as the Player Replacement sub-committee in advance of the game.

11.2. In all situations, the Captain utilizing a replacement goalie is required to notify the Captain of the opposing team as well as the Player Replacement sub-committee in advance of the game.

11.3. A Captain needing a goalie replacement will select a replacement goalie based on the draft order (i.e. 1-10 not round selected). A Captain can replace his goalie with the next highest drafted goalie or any goalie drafted after his own goalie.

11.4. Captains are expected to make reasonable effort to secure a replacement goalie in accordance with Article 11.3 however, in the event a Captain is unable to secure a replacement goalie as per Article 11.3 (insufficient notice or no goalies are available), the Captain requiring a replacement goalie shall send an email request to all goalies. The email request seeking a replacement goalie shall be sent to all goalies and the Captain of the opposing team at the same time. The first (1st) goalie to respond positively will be deemed the replacement goalie.

11.5. In the event that a replacement goalie cannot be secured as per Article 11.3 or 11.4, the Captain will be allowed to contact goalies on the spares list.

11.6. For a single game replacement, goalies from the spares list will not be required to pay a game fee.

12. Multi-Game Player Replacement

12.1. If a team is losing a player for an extended period of time (minimum of four (4) weeks), the Captain has the option to pick up an assessed player of equal caliber from the spares list. The spare player will pay twenty ($20) per game. The following procedures are to be followed:

12.1.1. The Captain seeking a replacement player will notify the Player Replacement sub-committee as well as all other Captains by email.

12.1.2. The email shall contain information on the length of time the player will not be available and the reason (i.e. injury, personal) and the proposed replacement.

12.1.3. If a suitable replacement is not available on the spares list the Captain as well as the Board of Directors can recruit new players.

12.1.4. A proposed replacement involving a player not on the spares list must include detailed information on the proposed player; including age, hockey experience, current/recent hockey leagues and information with regards to current/previous hockey with existing players and Captains.

12.2. As per 6.16, the Player Replacement sub-committee will assess the proposed replacement and inform all Captains of their decision.

12.3. The Captain utilizing a replacement player will be responsible for collecting the twenty dollar ($20) fee for each game played and ensuring that the player that is absent receives the funds.

12.4. The refund available to the player that is absent for an extended period of time is limited to the league fees collected for games played by the replacement player.

13. Single Game Player Replacement (Regular Season/Playoffs/Tournament)

13.1. A Captain can opt to have a single game replacement player(s) if they would otherwise have less than ten (10) skaters (i.e. 9 skaters not including the goalie).

13.2. A single game replacement player shall be an active player in the GCMHL.

13.3. The first replacement player may only be selected from the league roster that was drafted between rounds 6 and 14. Note: this is regardless of the round in which your missing player was selected (i.e. if missing player was selected in rounds 1-5)

13.4. If additional players are required (i.e. you have only 8 skaters or less) the second and subsequent replacement players may be selected from the same round, or higher, as the missing players. (i.e. if second missing player was selected in 3rd round, replacement may be selected from rounds 3 to 14 (higher))

13.5. A Player under suspension from the GCMHL is not eligible to play as a single game replacement until their suspension has been served. For the purpose of single game replacement their suspension is deemed to be complete at the completion of the last game they were suspended. In this manner they could play as a single game replacement before they actually play with their own team again.

13.6. A Team may not replace a player who is currently under suspension from the GCMHL.

13.7. Penalty minutes assessed while playing for another team as a replacement player are included in a player's total penalty minutes in assessing a suspension under Article 15.

13.8. When utilizing a single game replacement player(s) the team roster may not exceed ten (10) skaters plus a goalie.

13.9. In all situations, the Captain utilizing a single game replacement is required to notify the Captain of the opposing team in advance of the game.

14. Playing Rules

14.1. The GCMHL will observe the Canadian Hockey playing rules. However, the GCMHL will observe specific variations as outlined in Part III: http://www.hockeycanada.ca/index.php/ci_id/25542/la_id/1.htm

14.2. Full equipment, including a helmet is required. The League highly recommends all players wear protective facial devices (masks).

14.3. The game will consist of two (2), twenty-two (22) minute periods. Teams will NOT change ends at the end of the first (1st) period.

14.4. The last 30 seconds of the first (1st) period will be stop time. Note: this is to prevent a team delaying the game if a face-off is to take place in their defensive zone.

14.5. The last two (2) minutes of the second (2nd) period will be stop time except when the score differential exceeds three (3).

14.6. The game will begin four (4) minutes after the posted starting time for the game. The clock will initially be set to twenty-three (23) minutes for the first (1st) period. At three (3) minutes after the posted starting time the timekeeper shall sound the horn and start the clock. The game will begin at precisely twenty-two (22) minutes. Teams not ready for the opening faceoff will be assessed a two (2) minute Delay of Game penalty.

14.7. Goaltenders may be pulled and replaced at any time and such an act does not constitute a Delay of Game penalty.

14.8. There is no centreline which eliminates the two (2) line offside rule.

14.9. A team's defensive blue line, that is the blue line closest to the goal they are defending, will be used for assessing whether a team has intentionally iced the puck.

14.10. A full slap shot or faking a slap shot is not allowed. A slap shot is defined as when a stick is raised above the knee with the resulting action being able to slap at the puck. The play is blown dead and the face-off will take place in the offending player's zone.

14.11. When a penalty is assessed that results in a team being short-handed, the ensuing face-off will occur in the offending team's defensive zone.

14.12. No body checking of any kind will be allowed. It will result in a penalty being assessed against the offending player.

14.13. Play will be stopped immediately if it is believed that the goalie has been hit in the face mask by a shot.

15. Penalties & Suspensions

15.1. Hockey Canada Official Rule Book shall be used to assess penalties.

15.2. Minor penalties will be three (3) minutes in duration running time except in the last two (2) minutes of the game when it is stop time. The offending player(s) will proceed directly to the penalty box.

15.3. The offending team may only change players on-the-fly OR when the team with the man advantages changes. Changing or attempting to change during any other situation (i.e. when the team with the man advantage does not change) will result in a two (2) minute Delay of Game penalty. The exceptions are:

15.3.1. If the game is in the final two (2) minutes and it is in stop time.
15.3.2. The offending team scores short-handed.
15.3.3. The opposing team receives a penalty leaving both teams at equal strength.

15.4. A player taking a slap shot or faking a slap shot in their defensive zone, while their team is shorthanded, will be assessed a minor penalty for Delay of Game.

15.5. Coincidental penalties will not result in a player shortage. They must not return to the ice until the full time of the penalty is served and there is a stoppage of play.

15.6. Any deliberate body contact or actions (i.e. spearing, slew footing, slashing etc) with intent to injure will result in immediate expulsion from the game for the offending player. Following the incident the Rules & Discipline sub-committee will assess the Referee's report to determine whether any further penalty or suspension is warranted. The referee's report will include the name of the offending player(s), description of the incident and recommended action.

15.7. Misconducts (10 minutes) will be served during the game and will count towards total penalty minutes. The Rules & Discipline committee will have the final decision on assessing a suspension.

15.8. A player, who on receiving a third (3rd) penalty in a game will be ejected from the game and must proceed directly to his respective dressing room. The offending team must replace the ejected player with another playing member of the team to serve out the assessed penalty. The timekeeper should inform the referee of the player's third (3rd) penalty. A double minor counts as two (2) penalties. A player receiving a third (3rd) penalty in the last two (2) minutes of a game could be subject to further discipline.

15.9. Penalty Accumulation

15.9.1. Regular Season

15.9.1.1. When a player accumulates twenty-five (25) minutes in penalties (including misconducts) the player will be suspended for one (1) game.

15.9.1.2. When a player accumulates a total of thirty-five (35) minutes in penalties (including misconducts) the player will be suspended for a total of two (2) games.

15.9.1.3. For every ten (10) minutes in penalties (including misconducts) in excess of thirty-five (35) penalty minutes, the player will be suspended an additional game (i.e 45 mins – 3 game suspension, 55 mins – 4 game suspension)

15.9.2. Playoffs and Tournament

15.9.2.1. When a player accumulates ten (10) minutes in penalties (including misconducts) the player will be suspended for one (1) game.

15.9.2.2. For every ten (10) minutes in penalties (including misconducts) in excess of ten (10) penalty minutes, the player will be suspended an additional game (i.e 20 mins – 2 game suspension, 30 mins – 3 game suspension)

15.10. A player or players accessed fighting penalties (5 minutes majors) will be immediately ejected from the game. The offending team or teams must replace the ejected player with another playing member of the team to serve the assessed penalty.

15.10.1. An automatic two (2) game suspension for all players involved in the fighting infraction and a third (3rd) game suspension will be given to the player(s) determined to be the instigator.

15.10.2. Following the incident, the Rules & Discipline Committee will determine if a further suspension or expulsion is warranted.

15.11. It will not matter whether the referee calls a penalty on the play or even sees the infraction. The Rules & Discipline Committee will examine all the reported incidents. Captains are expected to take an active role in reporting incidents as well as controlling their teams.

15.12. A Referee's Report is to be prepared immediately following any game in which an ejection (intent to injure, fighting, and three (3) minor penalties) has taken place and/or a misconduct penalty has been assessed. The report must be signed by the referees and promptly submitted to one of the Captains who is then required to submit a copy to the other Captain, the Referee Liaison and the Rules & Discipline sub-committee. The Referee's Report must contain the following:

15.12.1. Date

15.12.2. Time

15.12.3. Teams participating

15.12.4. Team Captains
15.12.5. Name and sweater number of ejected player(s).
15.12.6. Details / description of the incident.
15.12.7. Recommended severity of penalty for the offending player(s)
15.12.8. A player suspended for an incident while playing as a replacement player under Article 13 is required to serve their suspension with their regular team.

16. Standings

16.1. In case of a tie, the following will apply for the regular season:

- 16.1.1. Most wins in the regular season.
- 16.1.2. Head to head wins.
- 16.1.3. Lowest team goals against.
- 16.1.4. Fewest penalty minutes.
- 16.1.5. Flip of a coin.

16.2. In case of a tie, the following will apply in the playoffs:

- 16.2.1. Most wins in the playoffs.
- 16.2.2. Head to head wins in the playoffs.
- 16.2.3. Lowest team goals against in the playoffs.
- 16.2.4. Lowest team penalty minutes in playoffs.
- 16.2.5. Flip of a coin.

16.3. In case of a tie, the following will apply for the tournament:

- 16.3.1. Points.
- 16.3.2. Most wins in the tournament.
- 16.3.3. Head to head wins in the tournament.(NOTE: Only applies if all tied teams have played each other)
- 16.3.4. Fewest team goals against in the tournament.
- 16.3.5. Lowest team penalty minutes in regular season, playoffs and tournament.
- 16.3.6. Flip of a coin.

17. League Operations

17.1. The fiscal year commences August 1st and ends July 31st.

17.2. The season schedules, regular, playoffs and tournament will be published before the draft is arranged.

17.3. The regular season will consist of 27 games as follows:

- 17.3.1. Each team will play every team 3 times.
- 17.3.2. The season will be divided into three (3) equal parts. Whenever possible every team will play each team once in each section of the season.
- 17.3.3. The schedule will be setup taking the following factors into consideration:
  - 17.3.3.1. Every team will play at least one a week.
  - 17.3.3.2. Every team will have equal, or as equal as possible late games.
  - 17.3.3.3. Every team will have equal, or as equal as possible, Wednesday and Friday games.

17.4. For the playoffs the teams will be split into two (2) pools - Group A (1st, 4th, 5th, 8th, 10th) and Group B (2nd, 3rd, 6th, 7th, 9th) based on final regular season standings.

17.4.1. Each team will play all the teams in their respective pool.

17.4.2. The top two (2) teams from each pool will advance to the semi-finals: The 1st place team from Group A will play the 2nd place team from Group B and the 1st place team from Group B will play the 2nd place team from Group A. The winners of each semi-final game will play in the final.

17.4.3. Tie games in the playoff semi-finals and finals will be settled as follows:

17.4.3.1. Seven (7) minute stop time sudden death overtime for semi-final games. 10 minute stop time sudden death overtime for final

17.4.3.2. Three (3) player shootout.

17.4.3.3. Sudden death shootout.

17.5. The tournament format is based on the regular season final standings. The teams will play as follows:

17.5.1. 1st plays 3, 6, 7

17.5.2. 2nd plays 4, 5, 8

17.5.3. 3rd plays 1, 5, 10

17.5.4. 4th plays 2, 6, 9

17.5.5. 5th plays 2, 3, 9

17.5.6. 6th plays 1, 4, 10

17.5.7. 7th plays 1, 8, 10

17.5.8. 8th plays 2, 7, 9

17.5.9. 9th plays 4, 5, 8

17.5.10. 10th plays 3, 6, 7

17.5.11. The top four (4) teams will advance to the tournament semi-finals.

17.5.11.1. 1st plays 4th place.

17.5.11.2. 2nd plays 3rd place.

17.5.11.3. The winners play a one (1) game tournament final.

17.5.12. Ties in the tournament semi-finals and final will be settled as follows:

17.5.12.1. Seven (7) minute stop time sudden death overtime for semi-final games. 10 minute stop time sudden death overtime for final.

17.5.12.2. Three (3) player shootout

17.5.12.3. Sudden death shootout

17.6. Annual league fees will be established to cover all league expenditures (ice, referees, insurance) and to maintain a reserve deemed appropriate by the Board of Directors.

17.7. At the discretion of the Board of Directors, the league will determine the annual fee for all players, which shall include insurance and membership fees to the Kanata Sports Club.

17.8. At the discretion of the Board of Directors, goalies may be eligible for a reduced league fee in recognition of the cost of their equipment.

17.9. At the discretion of the Board of Directors, the league may impose a late fee for players that have failed to submit their deposit or final payment within the prescribed time period.

17.10. At the discretion of the Board of Directors, Captains may be eligible for a fifty (50) percent discount and the league President and any other member of the Executive Committee may be eligible for a one-hundred (100) percent discount off the league registration fee.

17.11. If a player is unable to play for the remainder of the season for any reason (injury, personal) the league shall offer a prorated refund once a permanent replacement has been secured.

17.11.1. The refund shall be equal to the league fees (less insurance) that the replacement player pays less a twenty-five ($25) dollar administration fee.

17.11.2. If a player is unable to play after December 31st, a refund will not be issued.

17.11.3. The Captain will have the option of seeking a replacement player.

17.11.4. Any fees attributable to a replacement player filling the vacancy of a player that stopped playing after December 31st shall be credited to the league account and be taken into account when establishing league fees.

17.12. The Constitution will be reviewed annually. Changes and/or revisions must be forwarded to the Board of Directors and be approved by a majority vote.