

## **6. League Operations Policy**

### **6.1. Purpose**

This policy shall establish and define the requirements for league operations.

### **6.2. Principles**

- a) All participating teams deserve fair access to league games.
- b) It is the goal of CRRL to provide structure that promotes competitive equity.
- c) CRRL shall operate in accordance with Critical Dates (see Appendices).
- d) CRRL shall operate in accordance with the Fees and Fines structure established by the Board of Directors (see Appendices).

### **6.3. League Operations Committee**

The League Operations Committee (League Committee) Terms of Reference describes the composition and authority of the League Committee (see Appendices).

### **6.4. Goal Spread Mercy Rule**

If at any point during a CRRL game a 7-goal spread is realized between the Home and Visiting teams, the CRRL Mercy Rule will be invoked with the following procedures:

- a) Referees will still report goals to the scorekeeper and goals will continue to be recorded on the Game Report, but the scoreboard will not be updated to reflect more than a 7-goal spread.
- b) If the team that is behind scores to close the gap to less than 7, then goals scored after that by the leading team will be reflected on the scoreboard, again until a 7-goal spread is reached (and the above rule starts over).
- c) When a greater than 7-goal spread is reached, running time of the clock will be invoked during the second half of the game only.
- d) The Scorekeeper will note in the comments on the Game Report that the Mercy Rule was applied at some point during the game.
- e) On submission of the Game Report to the Division Convener it will be noted that the Mercy Rule was applied at some point in the game.
- f) It is hoped that when the coach of the leading team recognizes that the Mercy Rule is likely to be invoked during the game, that alternative strategies for not allowing the score to be run up will be used.

### **6.5. Tournament Blocking**

- a) Teams may submit a Tournament Block Request (see Appendices) to

their Division Convener on or before October 30 to attend a maximum of two (2) tournaments during the regular CRRL season.

- b) If a Tournament Block Request is approved by the League Committee then the team will not be scheduled for league play on the blocked dates (Thurs PM until Sun PM).
- c) Teams that are confirmed as accepted to their own home association tournament will be permitted one additional Tournament Block Request to attend the home association tournament.
- d) No tournament in lieu of a home tournament will be accommodated in the case a home tournament is not offered, does not run, or does not accommodate all teams.
- e) Fundraising events, team activities, dryland training, exhibition games, and coach availability will not be accommodated in the scheduling of CRRL games. The only league scheduling constraint will be for tournament attendance.

#### **6.6. Forfeit, Default and No-Fault Games**

6.6.1. Teams that forfeit or default league games give up the possibility of acquiring points in that game. Forfeits require the payment of league fines and defaults do not, however both are recorded as a 3-0 loss for the forfeiting or defaulting team.

6.6.2. Examples of forfeited league game scenarios (recorded as 3-0 loss with a fine) are:

- a) A team that cancels a game for any reason other than described in section 6.6.4. (No Fault Game).
- b) A team that does not show up for a scheduled league game.
- c) A team that does not allow for rescheduling when three reasonable options are presented by CRRL and/or the other team to reschedule.
- d) A team that uses illegal players (and the opposing team does not agree to play the game or becomes aware after the game has started) shall be issued a forfeit. The opposing team shall notify the Division Convener that the game was played under protest.

6.6.3. Examples of defaulted league game scenarios (recorded as a 3-0 loss with no fine) are:

- a) A team that does arrive at the arena to play for the scheduled time, but that has less than the required 7 legal players to start a game. The teams may combine players, with the game marked as exhibition, but a default win awarded for the league game to the team with sufficient players.
- b) Failure to finish a game due to an injury sustained by the team's only available goaltender, and the team cannot utilize any other player in goal.

6.6.4. NO-FAULT GAME: Recognizing that some scheduled league games

may not be completed due to circumstances beyond either team's control, teams will be issued one point each (tie). The score recorded for that game shall be 0-0 and the game will not be rescheduled. Examples of no-fault game situations may be:

- a) Lack of available ice (double booking, power outage, etc.)
- b) Referee no-shows.
- c) Inclement weather – see section 6.6.e)
- d) Others when approved by the League Committee.

#### 6.6.5. Cancelling Games Due to Weather

- a) CRRL encourages participants to leave enough travel time to arrive safely and drive according to weather conditions.
- b) Ideally, cancelling games due to inclement weather should be a mutual decision made by both team head coaches.
- c) Any decision to cancel a game due to inclement weather should be made mutually by both teams involved at the earliest of 4pm on the date of the game, or three hours prior to the game start time.
- d) If both teams scheduled to play a game cannot reach a mutual decision to cancel due to inclement weather, then the Division Convener will be contacted immediately to make a final decision.
- e) League games canceled due to weather will NOT be rescheduled. Teams will be issued a no-fault tie (0-0).
- f) If a decision is made to cancel a game due to inclement weather the team head coaches are required to notify all players and team staff, the Referee Coordinator, and the Division Convener within 30 minutes of the decision to cancel the game.

### 6.7. League Standings

- 6.7.1. Standings for all divisions will reflect a maximum seven (7) goal differential in final published score reporting on the CRRL website.
- 6.7.2. The actual goal spread (as reported on the Game Report) will be used when evaluating Differentiated Play options for the U12 division, or when considering team movement requests in the second half of a season (U14 to U19).
- 6.7.3. Team standings will be decided on the basis of point totals for league games played. Teams will be awarded 2 points for a win, 0 points for a loss and 1 point for a tied game.
- 6.7.4. If a division has no additional teams added to it for the second half of the season, all points from the first half of the season will carry over.

- 6.7.5. If a division has additional teams added to it for the second half of the season then the division standings will restart as of January 1.
- 6.7.6. In the case of teams that are tied in the final standings the tie will be broken by:
- a) The most wins.
  - b) If still tied, the team with the most wins for games played between the tied teams.
  - c) Using a Win Percentage (win percentage ratio = points earned divided by total possible points). The tied teams will be ranked from high to low win percentage.
  - d) If still tied, the tied teams will be ranked by Goals For divided by Goals Against.

Policy Revision	Section(s) revised	Change Description	Effective Date
0		New	October 2021