



Association régional de ringette
Lac Saint-Louis
Regional Ringette Association

Règlements / Rules

TABLE DES MATIÈRES

TABLE OF CONTENTS

INTRODUCTION	3	INTRODUCTION	3
1 AFFILIATION	3	1 MEMBERSHIP	3
2 INSCRIPTION	4	2 REGISTRATION	4
3 RESIDENCE / TRANSFERT	5	3 RESIDENCE /TRANSFER	5
4 ADMISSIBILITÉ	6	4 ELIGIBILITY	6
4.1 ADMISSIBILITÉ DES JOUEUSES	6	4.1 PLAYER	6
4.2 ADMISSIBILITÉ DES ENTRAÎNEURS	7	4.2 COACH	7
4.3 ADMISSIBILITÉ DES ARBITRES	7	4.3 REFEREE	7
4.4 ADMISSIBILITÉ DES RÉSERVISTES	7	4.4 RESERVES	7
5 CLASSIFICATION DES ÉQUIPES	8	5 TEAM CLASSIFICATION	8
5.1 ÉQUIPES RÉGIONALES	10	5.1 REGIONAL TEAMS	10
6 RÈGLEMENTS D'UNE PARTIE	11	6 PLAYING RULES	11
6.1 RÈGLEMENTS DU JEU	11	6.1 GAME RULES	11
6.2 PROTÊT	12	6.2 PROTEST	12
6.3 PARTIES DÉCLARÉES "FORFAIT"	13	6.3 DEFAULTED GAMES	13
6.4 DÉLAI DE PARTIE	14	6.4 DELAY OF GAME	14
6.5 PARTIE OFFICIELLEMENT COMPLÉTÉE	14	6.5 OFFICIALLY COMPLETED GAMES	14
6.6 DIFFÉRENCE DE BUTS	14	6.6 GOAL SPREAD	14
7 RÈGLEMENTS DE LA LIGUE	15	7 LEAGUE RULES	15
7.1 STATISTIQUES	15	7.1 STATISTICS	15
7.2 AVIS POUR LES TOURNOIS	15	7.2 TOURNAMENT NOTIFICATION	15
7.3 HORAIRE	16	7.3 SCHEDULE	16
7.4 PROCÉDURE DE REMISE À L'HORAIRE	18	7.4 RESCHEDULING PROCEDURE	18
7.5 FEUILLE DE POINTAGE	18	7.5 SCORE SHEET	18
7.6 CONFLIT DE COULEUR	19	7.6 CONFLICTING COLOURS	19
7.7	19	7.7 MINOR OFFICIALS	19
7.8 MOUSTIQUE	20	7.8 BUNNIES	20
8	22	8 SPORTSMANSHIP	22
8.1 SUSPENSIONS	22	8.1 SUSPENSIONS	22
8.2	22	8.2 FULL SERVE PENALTIES	22
8.3 JOUEUSES ET ENTRAÎNEURS SUSPENDUS	23	8.3 SUSPENDED PLAYERS AND COACHES	23
8.4 CODE DE CONDUITE	24	8.4 CODE OF CONDUCT	24
8.5	25	8.5 MERCY	25
9 REPRÉSENTANT AUX JEUX DU QUÉBEC	26	9 REPRESENTATIVE FOR THE JEUX DU QUÉBEC	26
10 REPRÉSENTANT AU CHAMPIONNAT PROVINCIAL	27	10 REPRESENTATIVE FOR THE PROVINCIAL CHAMPIONSHIP	27
11 SÉRIES ÉLIMINATOIRES	29	11 LEAGUE PLAYOFFS	29
11.1 PARTIES PRÉLIMINAIRES	31	11.1 PRELIMINARY GAMES	31
11.2 FINALES	31	11.2 FINALS	31

RÈGLEMENTS/RULES

INTRODUCTION

Vous trouverez ci-joint les règlements de l'Association Régionale de Ringuette du Lac St-Louis ci-après désignée A.R.R.L.S.L. La provenance de chaque règlement est inscrite au début de ce dernier. En cas de divergence, les règlements de Ringuette Québec. (ci-après désignée R.Q.) prévaudront. Notre but premier est de faire de ce résumé un simple guide de référence.

1. AFFILIATION

Provenance: A.R.R.L.S.L.

- 1.0.1 Chaque association locale doit soumettre, avant le 19 septembre, une liste par catégorie de ses équipes ainsi que les heures de glace disponibles (une heure par équipe par semaine est recommandée). Une amende de dix dollars (10.00\$) sera chargée pour chaque jour de retard.
- 1.0.2 Des frais d'administration de soixante cinq (65,00 \$) seront imposés à toutes les équipes qui désirent se joindre à l'A.R.R.L.S.L.

INTRODUCTION

The following are the rules for the Lac St. Louis Regional Ringette Association, hereinafter called A.R.R.L.S.L. All teams, including Bunnies and Senior, from associations within the A.R.R.L.S.L. or playing within leagues organized by the A.R.R.L.S.L. must abide by the constitution, rules and procedures of the A.R.R.L.S.L. The origin of each rule is indicated at the beginning of each rule. The clauses are in no way intended to be comprehensive but are presented as a summary for easy reference. In the case of a dispute with what is written below, Ringuette Québec, hereinafter called R.Q., rules take precedence.

1. MEMBERSHIP

Origin: A.R.R.L.S.L.

- 1.0.1 Local Associations must submit before September 19th a list of their teams by category with the available ice time (one hour per team per week is recommended) for their respective arenas. An administrative fee of ten dollars (10.00\$) will be charged per day of delay.
- 1.0.2 An administrative fee of sixty-five dollars (\$65.00) will be charged to all teams who wish to join the A.R.R.L.S.L.

RÈGLEMENTS/RULES

2. INSCRIPTION

Provenance: R.Q., Chapter 2

- 2.0.1 Un formulaire d'inscription de R.Q. doit être rempli pour chaque équipe, y compris les Moustiques. Les formulaires sont fournis par R.Q. à chaque début de saison. Les formulaires complétés doivent être soumis au registraire de l'A.R.R.L.S.L. au plus tard le 1er novembre.
- 2.0.2 Le registraire de l'A.R.R.L.S.L. doit réviser les formulaires d'inscriptions de R.Q. pour chaque équipe et les soumettre à celle-ci pour le 15 novembre avec un chèque pour chaque joueuse inscrite, ainsi que le support informatique sur lequel toutes les joueuses ont été enregistrées.
- 2.0.3 Toute équipe peut ajouter des joueuses à son équipe et les inscrire avec R.Q. pendant toute la saison tel qu'indiqué aux règlements de R.Q. Toute joueuse inscrite après le 15 décembre n'aura pas le droit de participer au championnat provincial.
- 2.0.4 Toute association locale doit préférentiellement sélectionner des joueuses de son association locale avant de sélectionner des joueuses de l'extérieur.
- 2.0.5 Si deux (2) associations forment une même équipe, alors elles doivent soumettre à la région, au plus tard le 15 octobre, une demande signée par deux (2) membres de l'exécutif de chaque association et par les parents des joueuses mineures ou par les joueuses d'âge majeur pour que les transferts ainsi signés soient valides pour l'année en cours.

2. REGISTRATION

Origin: R.Q., Chapter 2

- 2.0.1 An R.Q. registration form must be completed for all teams including Senior Men, Senior Women, and Bunnies. The forms are provided by R.Q. at the beginning of every season. The completed forms must be given to the A.R.R.L.S.L. Registrar no later than November 1st.
- 2.0.2 The A.R.R.L.S.L. Registrar must review the R.Q. registration forms for each team and then submit them to R.Q. no later than November 15th. A cheque and an electronic format registration covering all registered players must be submitted along with the forms to R.Q.
- 2.0.3 Any team may sign players and register them with R.Q. throughout the season as per R.Q. rules and regulations. Players registered after December 15 will not be eligible to participate in the Provincial Championship.
- 2.0.4 All local associations should select players from their own association before choosing players from outside the association.
- 2.0.5 If two (2) associations make one team between them, they must submit a request signed by two (2) members of the executive of each association and the parents of the minor players or the players 18 years and over, by October 15th at the latest, so that the transfer is valid for the current year.

RÈGLEMENTS/RULES

3. RESIDENCE / TRANSFERT.

Provenance: A.R.R.L.S.L.

3.0.1 Toute joueuse de moins de 18 ans qui désire se joindre à une autre association, doit avant même de commencer à patiner ou de pratiquer avec cette association, se conformer aux dispositions suivantes :

3.0.1.1 Obtenir de son association locale ou de l'association régionale un formulaire de transfert et le compléter.

3.0.1.2 Voir à ce que ledit transfert soit signé par le président ou le registraire de son association locale

3.0.1.3 Présenter ledit transfert, dûment signé, à l'association locale à laquelle elle désire se joindre et au conseil d'administration du A.R.R.L.S.L.

3.0.1.4 Toute association locale qui reçoit une joueuse et qui ne se conforme pas aux règlements sera passible d'amendes
- pour une première offense : 50,00 \$
- pour une deuxième offense : 100,00 \$
- pour une troisième offense : 150,00 \$

3.0.2 Motif pour refuser un transfert, aucun transfert ne pourra être accordé par l'A.R.R.L.S.L. sans le consentement au préalable des associations locales concernées, Pour joindre une équipe de même catégorie et classe pour quelque raison que se soit, par exemple, une joueuse Atome A d'une association locale qui désire se joindre à une équipe Atome A d'une autre association locale.

3.0.3 Motif pour accorder un transfert, une joueuse pourra se joindre à une équipe d'une catégorie et classe non disponible dans son association locale.

3.0.4 Tribunal d'appel Voir R.Q. Guide d'opérations chapitre 2.

3. RESIDENCE / TRANSFER

Origin: A.R.R.L.S.L.

3.0.1 A player under the age of 18 who wishes to join an association other than her own must abide by the following regulations before skating or practising with that association

3.0.1.1 Obtain and complete a Transfer Request form available from either the local or regional association

3.0.1.2 Ensure that the Transfer Request form is signed by either the President or Registrar of her local association.

3.0.1.3 Present the signed Transfer Request form to the local association she wishes to join and to the Board of A.R.R.L.S.L.

3.0.1.4 Any local association accepting a player who has not abided by the above-mentioned regulations will be fined
- First offence : \$ 50,00
- Second offence : \$100,00
- Third offence : \$150,00

3.0.2 Refusal of a transfer, no transfer will be granted by A.R.R.L.S.L. without the prior consent of the local associations concerned, for a player wishing to join a team within the same category and class regardless of the reason. For example, a Petite A player from one association wishing to join a Petite A team of another local association.

3.0.3 Granting a transfer, a player may join a team if there is no team of an equivalent category and class in her local association.

3.0.4 Court of Appeal, See R.Q. Operating Guide Chapter 2.

RÈGLEMENTS/RULES

4. ADMISSIBILITÉ

4.1 ADMISSIBILITÉ DES JOUEUSES

Provenance: R.Q. chapitre 2 et A.R.R.L.S.L.

4.1.1 Toutes les joueuses doivent être inscrites à l'A.R.R.L.S.L. (Voir article 2 -Inscription).

4.1.2 Une joueuse doit jouer dans la catégorie de son âge ou la catégorie suivante qui est définie par Ringette Canada. Des exceptions peuvent se présenter pour des joueuses reconnues comme handicapées ou avec dérogation de la R.Q. et dont le cas a été soumis et approuvé par l'A.R.R.L.S.L. et ensuite par R.Q. Les catégories des joueuses en fonction de leur âge au 31 décembre de l'année courante sont définies comme suit

Moustique	7 ans et moins
Novice	8 et 9 ans
Atome	10 et 11 ans
Benjamine	12 et 13 ans
Junior	14 et 15 ans
Cadette	16 à 18 ans inclusivement
Juvenile	19 à 23 ans inclusivement
Intermédiaire	21 et plus
Open	19 et plus
Senior	30 ans et plus

4.1.3 Toute équipe qui aligne une joueuse illégale durant la saison ou les éliminatoires, perd toutes les parties jouées avec cette joueuse. L'entraîneur, pour sa part, sera automatiquement suspendu pour deux (2) parties et devra immédiatement comparaître devant le comité de discipline de l'A.R.R.L.S.L. Cette suspension sera purgée entièrement et se continuera pendant les années subséquentes, le cas échéant.

4.1.4

4. ELIGIBILITY

4.1 PLAYER ELIGIBILITY

Origin: R.Q., Chapter 2, and A.R.R.L.S.L

4.1.1 All players must be registered with the A.R.R.L.S.L. (See article 2 - Registration)

4.1.2 A player must play within her age category or the next category up as defined by Ringette Canada. Exceptions will be made for players with recognized handicaps or by waiver of RQ whose cases have been submitted to and approved by the A.R.R.L.S.L. and R.Q. Player categories, determined by age as of December 31st of the current year, are:

Bunnies	7 years and under
Novice	8 and 9 years
Petite	10 and 11 years
Tween	12 and 13 years
Junior	14 and 15 years
Belles	16 to 18 years inclusively
Debs	19 to 23 years inclusively
Intermediate	21 years and over
Open	19 years and over
Seniors	30 years and over

4.1.3 Any team that plays an illegal player during the regular season or the play-offs, loses all games in which the illegal player participated. The coach will be automatically suspended for two (2) games and must appear immediately before the disciplinary committee of A.R.R.L.S.L. This suspension will be fully executed and will continue into future years, if need be.

4.1.4 In the case were the A.R.R.L.S.L. is asked to approve a derogation for a player that does not have a recognised handicap and it is determined that the player would likely effect the teams ability to qualify the A.R.R.L.S.L. may as a condition of approving the request

4.1.4.1 require the team in question to waive it's right to qualify for provincials

4.1.4.2 consider the player not eligible to play in games that count in the standings for provincials and there for her use during those games would be considered illegal.

RÈGLEMENTS/RULES

4.2 ADMISSIBILITÉ DES ENTRAÎNEURS

Tel qu'indiquer au Guide des opérations de la R.Q. chapitres 3 et 5

4.3 ADMISSIBILITÉ DES ARBITRES

Provenance: R.Q. et l'A.R.R.L.S.L.

4.3.1 Tous les arbitres doivent avoir l'accréditation niveau I afin d'arbitrer les parties de la ligue et les séries éliminatoires.

4.3.2 Aucun membre d'une équipe affiliée, ne pourra arbitrer les parties dans les catégories ou celui-ci / celle-ci aura un conflit d'intérêt.

4.3.3 L'arbitre en chef du A.R.L.S.L. est responsable de l'assignation des arbitres pour toutes les parties de la ligue, des éliminatoires et des tournois approuvés par R.Q. tenus dans l'A.R.R.L.S.L.

4.4 ADMISSIBILITÉ DES RÉSERVISTES

Tel qu'indiquer au Guide des opérations de la R.Q. chapitre 2 article 2.06.

4.2 COACH ELIGIBILITY

As per Guide d'opérations of the R.Q. chapters 3 and 5.

4.3 REFEREE ELIGIBILITY

Origin: R.Q. and A.R.R.L.S.L.

4.3.1 Every referee must have level I accreditation to be eligible to referee league and playoff games.

4.3.2 No member of an affiliated team will be able to referee in the category within which he / she has a conflict of interest.

4.3.3 The A.R.R.L.S.L. Referee-in-Chief is responsible for the assignment of referees for all league, playoff and R.Q. approved tournament games held in the A.R.R.L.S.L.

4.4 ELIGIBLE RESERVES

As per Guide d'opérations of the R.Q. Chapter 2 section 2.06

RÈGLEMENTS/RULES

5. CLASSIFICATION DES ÉQUIPES

Provenance: A.R.R.L.S.L. et R.Q. chapitre 2

- 5.0.1 Toutes les équipes de chaque catégories seront classifiées selon les classes AA, A, B ou C d'après le Guide d'opérations de R.Q.
- 5.0.2 Une association ayant une seule équipe dans une catégorie donnée pourra l'inscrire dans la classe qu'elle désire.
- 5.0.3 Une association qui possède deux équipes et plus dans une catégorie donnée doit les inscrire dans au moins deux classes différentes.
- 5.0.4 Pour la catégorie Moustique, il y a seulement la classe C.
- 5.0.5 Seules les équipes de classe AA peuvent participer au Championnat canadien.
- 5.0.6 Une équipe a jusqu'au 15 décembre pour décider d'être reclassifiée dans une autre classe. L'association locale de l'équipe concernée doit aviser l'A.R.R.L.S.L. par écrit, laquelle doit en aviser R.Q.
- 5.0.7 Dans la région du Lac St- Louis, toute équipe peut être autorisée par l'A.R.R.L.S.L. à jouer dans une classe ou catégorie différente(s). Ce choix, valable pour l'année en cours seulement, sera basé sur les critères suivants:
- 5.0.7.1 Toute association locale qui désire qu'une équipe joue dans une classe ou catégorie différente(s) doit le demander à l'A.R.R.L.S.L. avant le 1er novembre.
- 5.0.7.2 La composition et le calibre de l'équipe seront révisés et considérés avant le 1er novembre.
- 5.0.7.3 Toute équipe, qui joue dans une classe ou catégorie différente, doit terminer le reste de la saison, séries éliminatoires incluses, dans sa nouvelle catégorie.
- 5.0.7.4 Toute équipe qui joue dans une classe ou catégorie différente doit aligner les joueuses réservistes, (pour l'A.R.R.L.S.L. seulement) correspondant à ceux admis dans leur nouvelle classe ou catégorie.

5. TEAM CLASSIFICATIONS

Origin: A.R.R.L.S.L. and R.Q. chapter 2

- 5.0.1 All teams in every category must be classified as either level AA, A, B or C according to the R.Q. Operating Guide.
- 5.0.2 An association having only one team in a given category can classify it in the level that it wants.
- 5.0.3 An association that has two or more teams in a given category must register them in at least two different levels.
- 5.0.4 For the Bunnies category there is only level C.
- 5.0.5 Only teams classified AA can participate in the Canadian Nationals.
- 5.0.6 A team has until December 15th to decide whether to reclassify to another level. The local association of the concerned team must advise the A.R.R.L.S.L. in writing, who must in turn advise R.Q.
- 5.0.7 In the Lac St-Louis region all teams as authorized by the A.R.R.L.S.L. may be permitted to play in a different category or class. This choice will be for that year only and based on the following criteria:
- 5.0.7.1 Any Local Association requesting that a team play in a different category or class must apply to the A.R.R.L.S.L. by November 1st
- 5.0.7.2 The team composition and performance before November 1st will be reviewed and taken into consideration
- 5.0.7.3 A team playing in a different category or class must play the remainder of the season, including playoffs, in its new category.
- 5.0.7.4 A team playing in a different category or class must draw substitute players, within A.R.R.L.S.L. only, from teams classified inferior to its new classification

RÈGLEMENTS/RULES

5.0.7.5 A.R.R.L.S.L se réserve le droit d'évaluer et de changer le choix de catégorie de toute équipe s'il reçoit une plainte ou si une équipe est trop forte ou trop faible dans une division quelconque. Ce changement s'effectuera seulement si A.R.R.L.S.L avait procédé à une évaluation de l'équipe par un sous-comité.

Le mandat du sous-comité sera d'évaluer les jeux de l'équipe à deux reprises. Les dates de ces évaluations seront connues seulement aux membres du sous-comité afin d'avoir une évaluation équitable.

Le sous-comité évaluera le patinage, les jeux d'équipe, la discipline et en général la performance de l'équipe. Un formulaire standard sera fourni par A.R.R.L.S.L ;

Le sous-comité sera formé par un minimum de trois (3) membres du CA avec l'accord de l'association locale de l'équipe en question ;

Le sous-comité fera sa recommandation à A.R.R.L.S.L. A.R.R.L.S.L se réserve la décision finale sur le changement ou non de catégorie. Les présidents des associations locales tiendront le vote final. Chaque association locale aura un (1) vote. La majorité sera de 50% plus un (1). En cas d'égalité le président du A.R.R.L.S.L. aura le vote décisif. A.R.R.L.S.L. émettra sa décision par écrit à l'association locale dans un délai de sept (7) jours après la création du sous-comité.

5.0.7.5 A.R.R.L.S.L reserves the right to evaluate and/or change any team's choice of category if a complaint is received and/or if a team is deemed to be too strong or weak for a certain division. This change can only be made if an evaluation has been done by A.R.R.L.S.L via a sub committee;

The mandate of the sub committee is to evaluate the team in a game situation on 2 occasions. The dates for these evaluations will be decided and only told to the committee members in order to have a fair evaluation of the team. The committee will evaluate skating, team skills, discipline, and overall performance. A standard form will be used, provided by A.R.R.L.S.L., for this process;

The sub committee will consist of a minimum of three (3) Board members agreed upon by the local association of the team in question;

The sub committee will give its recommendation to A.R.R.L.S.L. A.R.R.L.S.L. will reserve final decision on whether the team will change categories or not. The A.R.R.L.S.L. local presidents will hold a final vote. Each local association will have 1 vote. A successful vote will be 50% + 1. In the case of a tie the A.R.R.L.S.L. president will have the deciding vote. A.R.R.L.S.L. will notify the local association of the decision in writing no more than 7 days after the formation of the committee.

RÈGLEMENTS/RULES

5.1 ÉQUIPES RÉGIONALES

5.1.1 Il est possible pour une association régionale d'avoir une ou plusieurs équipes. Cependant, ces équipes doivent être dans la classe AA. Ainsi, il est possible d'avoir des équipes régionales dans les classes suivantes:

Junior
Cadette
Ouvrte

5.1.2 Tous les règlements du chapitre 2, Inscription d'équipes, s'appliquent aux équipes régionales.

5.1.3 Le territoire de l'équipe régionale est le même que celui de l'A.R.R.L.S.L.

5.1.4 Les réservistes, joueuses et gardiennes de but doivent être membres de l'A.R.R.L.S.L.

5.1.5 A.R.R.L.S.L. peut posséder deux équipes dans une catégorie donnée, qui seront inscrites dans la classe AA.

5.1.6

5.1 REGIONAL TEAMS

5.1.1 It is possible for a regional association to have one or more teams. However, these teams have to be classified AA. It is therefore possible to have regional teams in the following categories:

Junior
Belle
Open

5.1.2 All the rules of Chapter 2, Registration of Teams, apply to the regional teams.

5.1.3 The territory of the regional team is the same as that of the A.R.R.L.S.L.

5.1.4 The substitute players and goalies must be members of A.R.R.L.S.L.

5.1.5 A.R.R.L.S.L. may have two teams in a given category, that will both be registered in the AA level.

5.1.6 Reimbursements of A.R.R.L.S.L. registration fees to players on regional teams (AA) , will be considered if a written request (letter or email) is submitted to the A.R.R.L.S.L. President, Vice-President or Secretary on or before December 1. It is the responsibility of the applicant to follow-up and ensure that the request has been received on time. The request must clearly outline the reasons for reimbursement and will be considered at the next A.R.R.L.S.L. Board meeting, at which time the request will be granted or refused based on a vote by the A.R.R.L.S.L. Board. If the request is granted, the refund will be on a pro-rated basis.

RÈGLEMENTS/RULES

6. RÈGLEMENTS D'UNE PARTIE

6.1 RÈGLEMENTS DU JEU

Les règles du jeu sont celles de R.Q. et de Ringuette Canada (ci-après R.C.)

6.1.1

6.1.2 Chaque équipe aura droit à une seule période de temps d'arrêt de 30 secondes par partie. Une demande pour un temps d'arrêt doit être faite à un officiel majeur sur la glace par une joueuse qui est aussi sur la glace ou un membre de la direction d'une équipe et être faite au moment d'un arrêt du jeu et avant que le jeu ne reprenne.

6.1.3 Un temps d'arrêt demandé durant le temps d'arrêt de l'équipe opposée sera accordé si la demande est faite avant la fin du premier temps d'arrêt. Autrement les équipes peuvent utiliser leur temps d'arrêt à n'importe quel moment de la partie.

6.1.4 L'officiel en charge de l'horloge arrêtera celle-ci à un temps pré-déterminé pour que le personnel de la maintenance puisse nettoyer la glace. Aucune prolongation de ce temps ne sera permise.

6.1.5

6. PLAYING RULES

6.1 GAME RULES

The playing rules are those of R.Q. and of Ringuette Canada (here after called R.C.)

6.1.1 Games will be of a thirty (30) minute duration divided in two fifteen (15) minute stop-time periods. The game is finished when either: the 30 minutes is over, the allotted arena time has run out, or there is a signal from the arena personnel.

6.1.2 Each team is entitled to one 30 second time-out per game. A request for a time-out must be made to an on-ice official by a player on the ice or a team official during a stoppage in play and prior to the resumption of play. No time-outs will be allowed with 5 minutes or less left on the arena (zamboni) clock

6.1.3 A time-out request made during an opposing team's time-out will be granted during the same stoppage of play, provided it is made before the first time-out expires. Otherwise, teams may use their time-out at any time during the game

6.1.4 The timekeeper will stop the clock at the designated time for the arena's maintenance crew to clean the ice. No over-run of this time will be permitted.

6.1.5 Games involving any Class of teams in Categories Atome and up, will use shotclocks, if they are available. It is the responsibility of the home team to supply functioning shotclocks. It is up to the local association to schedule qualified shot clock operators. Standard rules for shot clocks will apply. If functional shot clocks or a qualified shot clock operator are not available, the game will be played without using shot clock rules.

RÈGLEMENTS/RULES

6.2 PROTÊT

- 6.2.1 Un protêt peut être logé en cas de non respect de la constitution ou des règlements de l'A.R.R.L.S.L.
- 6.2.2 Aucun protêt ne sera accepté sur les décisions des arbitres.
- 6.2.3
- 6.2.4 Tout protêt doit être accompagné d'un chèque visé ou mandat poste au montant de cinquante dollars (50\$). Si la décision est en faveur du protestataire, le dépôt sera remboursé; sinon, l'argent sera remis à l'A.R.R.L.S.L.

6.2 PROTEST

- 6.2.1 A protest may be lodged as a result of non-adherence to the constitution or rules of A.R.R.L.S.L.
- 6.2.2 No protest based on referees' judgments will be accepted.
- 6.2.3 A written copy of the protest **MUST** be delivered and confirmed to the President of the ARRLSL, with a copy to the President of the opposing team's local association, within forty-eight (48) hours of the end of the protested game. Such notification may be delivered by hand or by electronic means (FAX, email), but must be delivered no less than 12 hours prior to a subsequent event upon which the protest may have an effect (ie a subsequent playoff game, series, etc.). Notice of protest should also be given to the referees before they distribute the scoresheets prior to leaving the arena.
- 6.2.4 Each protest must be accompanied by a fifty dollar (\$50.00) certified cheque or money order. If the protest is valid, the money will be returned to the team lodging the protest. If not, the money will go to A.R.R.L.S.L.

RÈGLEMENTS/RULES

6.3 PARTIES DÉCLARÉES "FORFAIT"

- 6.3.1
- 6.3.2 Une équipe qui retire ou qui refuse de jouer une partie pour quelque raison que ce soit, perd la partie par défaut et la personne responsable doit automatiquement se présenter devant un sous-comité de discipline de l'A.R.R.L.S.L. La personne est suspendue immédiatement après la partie en attendant une réponse du sous-comité de discipline.
- 6.3.3 Si une équipe ne se présente pas pour jouer, elle perd 7-0 et l'équipe fautive devra payer une amende de cent trente-cinq dollars (135\$). Avec avis écrit au moins 48 heures avant la partie, l'amende sera annulée. Cette amende doit être payée au trésorier de l'A.R.R.L.S.L. dans un délai d'une semaine à défaut de quoi, l'équipe sera sujette à une suspension. À la deuxième offense au cours de la même saison, l'entraîneur devra se présenter devant le sous-comité disciplinaire et peut être sujet à une suspension maximum d'une année.(Si l'association locale n'est pas en default, elle sera remboursée 135\$)

6.3 DEFAULTED GAMES

- 6.3.1 A team unable to start the game within 10 minutes of the scheduled start time will lose the game by default seven,zero (7,0). See rule 6.4
- 6.3.2 A team that withdraws or refuses to play a game for any reason loses the game by default and the official in charge must appear before the A.R.R.L.S.L. discipline sub-committee. The official is suspended immediately after the game pending disciplinary review.
- 6.3.3 If a team does not show up for a scheduled game, the team loses 7-0 and the defaulting team is fined one hundred and thirty-five dollars (\$135.00). If at least 48 hours prior to the game written notice is given, the fine is not applicable. This fine must be paid to the A.R.R.L.S.L. Treasurer within one week. Failing to do so, the team is subject to a suspension. For a second offence by the same team during the remainder of the season, the coach must appear before a disciplinary sub-committee and may receive a suspension of up to one year.

RÈGLEMENTS/RULES

6.4 DÉLAI DE PARTIE

6.4.1 Les deux équipes doivent être disposées à commencer le jeu aussitôt que la patinoire est prête. Si une équipe n'est pas sur la patinoire à l'heure cédulée de la partie, l'arbitre signalera par le klaxon que la partie débutera dans deux (2) minutes. Si, après un délai de deux minutes, une des équipes n'est pas encore prête, elle se verra imposer une punition pour avoir retardé la partie. Cette punition devra être purgée dès le début de la partie.

6.4.2

6.4.3

6.4.4

6.5 PARTIE OFFICIELLEMENT COMPLÉTÉE

6.5.1 Toute partie sera considérée comme officielle lorsque vingt (20) minutes chronométrées auront été jouées. Si un temps continu est utilisé, la partie sera officielle après trente (30) minutes de jeu.

6.5.2 Toute partie déclarée non complétée sera reprise en entier et l'équipe locale aura la responsabilité de recéduler cette partie au calendrier.

6.6 DIFFÉRENCE DE BUTS

6.6.1 Lorsqu'il y a un écart de sept (7) buts entre les équipes, le reste de la partie sera jouée à temps continu. Avec l'accord des deux entraîneurs, le reste de la partie pourra se jouer à temps chronométré. La marque finale sera inscrite sur la feuille de pointage, mais le tableau indicateur ne montrera qu'un écart maximum de sept (7) buts et un différentiel maximal de sept (7) buts sera comptabilisé dans les statistiques (voir règle 7.1). Par contre, une fois que le temps continu est commencé, on ne peut l'arrêter.

6.4 DELAY OF GAME

6.4.1 Both teams must be ready to play as soon as the ice is ready. If one team is missing from the ice at the scheduled starting time, the referee will blow the horn to notify that the game will start in two (2) minutes. After the two minute period, the team not ready to play will be assessed a two minute DELAY OF GAME penalty. This penalty must be served at the beginning of the game.

6.4.2 After the 2 minute warm up teams must be prepared to start the game with in 1 minute. Any team not ready to do so will be assessed a delay of game penalty.

6.4.3 Teams are expected to respect one half of the ice during the pre-game period this includes any cheers. Failure to do so and the team will be assessed a bench unsportsmanlike penalty as a result.

6.4.4 The game will start as soon as both teams have a minimum of seven(7) players fully dressed.

6.5 OFFICIALLY COMPLETED GAMES

6.5.1 A game will be considered as officially completed when twenty (20) minutes or more have been played under the stop time format. If running time was used, the game will be officially completed after (30) minutes of playing time.

6.5.2 Any incomplete game will be entirely replayed. It is the responsibility of the home team to reschedule the game.

6.6 GOAL SPREAD

6.6.1 When one of the teams is leading by more than seven (7) goals, the remaining portion of the game will be played using running time. The game may remain at stop time, however, with the agreement of both coaches. The entire score will be recorded on the score sheet, but the scoreboard will indicate only a maximum seven (7) goal difference. A maximum difference of 7 goals will be counted in the statistics (see 7.1.2). However, once running time has started during the game, it remains as running time until the end of the game.

RÈGLEMENTS/RULES

7. RÈGLEMENTS DE LA LIGUE

Provenance: A.R.R.L.S.L.

7.1 STATISTIQUES

7.1.1

7.1.2

7.1.3

7.2 AVIS POUR LES TOURNOIS

7.2.1 Toute association locale doit aviser l'A.R.R.L.S.L. par écrit, des dates de leurs tournois locaux (ringuette, hockey, etc.) ou de tout autre événement local qui pourrait avoir un impact sur le calendrier des parties et ceci avant le 25 septembre.

7.2.2

7.2.2.1

7.2.2.2

7.2.2.3

7. LEAGUE RULES

Origin: A.R.R.L.S.L.

7.1 STATISTICS

7.1.1 Results must be reported via the web by both teams. These results will be verified with the white copies of the score sheets as they arrive. see 7.5.5

7.1.2 Regular season result must be report within 48 hrs of the game. Playoff games must be reported within 24hrs. Failure to comply will be subject to a fine of \$5 per occurrence.

7.1.3 A maximum differential of seven (7) goals will be counted in the standings.

7.2 TOURNAMENT NOTIFICATION

7.2.1 Local associations must notify Lac St-Louis in writing before September 25th of any tournament (ringette, hockey etc.) or any other arena event, which may interfere with the regular season schedule.

7.2.2 Teams playing in the A.R.R.L.S.L. may submit 4 tournament dates for consideration during the creation of the season and playoff schedules with the following restrictions:

7.2.2.1 Dates must be submitted no later then Midnight the 15th of October

7.2.2.2 Dates must be submitted by email to the Regional Scheduler to be considered valid.

7.2.2.3 Only 1 date may occur during the playoff period as defined by 7.3.4.3

RÈGLEMENTS/RULES

7.3 HORAIRE

7.3.1

7.3.2

7.3.3

7.3.4

7.3.4.1

7.3.4.2

7.3.4.3

7.3.4.4

7.3.5

7.3 SCHEDULING

7.3.1 Any association having one or more teams playing in the A.R.R.L.S.L. must provide the Regional Scheduler at least two email contacts that will be responsible for providing the information required, as well as receiving the schedules and any updates that may occur.

7.3.2 All local associations must submit their available ice time hours to the regional scheduler by September 1st using the template provided by the region.

7.3.3 Team counts by category and class must be submitted to the regional scheduler by September 15th for Novice categories and above.

7.3.4 The year will be scheduled as follows.

7.3.4.1 Classification Schedule (Pre-Season) – Will start the 4th Friday in September and will last for 4 weeks. Teams may be reclassified by the A.R.R.L.S.L. during this period (Rive Nord also).

7.3.4.2 Regular Schedule – Will start the last Friday in October and will last for 15 weeks with time off for christmass and new years.

7.3.4.3 Playoff Schedule – Will begin the last Friday in February (but no later then the 25th),no games will be scheduled by the region during the school break (mon-sun when Easter is in March, Friday to the second Sunday when it is not). The finals must be played before the end of March and will not conflict with the A & B Provincials for those divisions.

7.3.4.4 Each year the regional scheduler will present the schedule of dates for the upcoming year for approval at the August meeting. Once accepted the regional scheduler will advise the local schedulers of the approved dates for the coming year and the local schedulers will be required to advise all their teams in a timely fashion.

7.3.5 Team scheduling restrictions will be restricted to 4 tournament dates as outlined in 7.2.2. After the schedule is issued, teams will be free to apply to any tournament that does not conflict with their league schedule.

RÈGLEMENTS/RULES

- 7.3.6 Associations providing ice times for teams playing in the A.R.R.L.S.L. may indicate which hours are preferred for which teams and/or categories/classes. Every effort will be made by the regional scheduler to honour those preferences, however, teams can be scheduled to play on any ice time provided by their association (taking age and hour into account) in order to complete a schedule.
- 7.3.7 Teams will be scheduled for 24 games over the year based on the number of teams in that category as follows:
- 4 teams – 6 Classification 15 Regular 3 Playoff
 - 5 teams – 4 Classification 16 Regular 4 Playoff
 - 6 teams – 5 Classification 15 Regular 4 Playoff
 - 7 teams – 6 Classification 15 Regular 3 Playoff
 - 8 teams – 7 Classification 14 Regular 3 Playoff

RÈGLEMENTS/RULES

7.4 PROCÉDURE DE REMISE À L'HORAIRE

7.4.1 L'A.R.R.L.S.L. ne permettra aucune reprise de parties à moins que cette dernière ne soit annulée à cause d'intempérie incontrôlable, d'une erreur du céduteur ou s'il y'a un problème technique à l'aréna où devait se jouer cette partie. Le céduteur régional doit autoriser tout changement relatif aux intempéries.

7.4.2 La reprise d'une partie est la responsabilité de l'équipe locale. Elle doit fournir un minimum de deux dates de remplacement au céduteur de l'A.R.R.L.S.L. le plus tôt possible. Le céduteur re cédulera la partie et il / elle confirmera la nouvelle date et heure aux deux cédulaires des associations impliquées ainsi qu'au céduteur des arbitres.

7.5 FEUILLE DE POINTAGE

7.5.1

7.5.2

7.5.3

7.5.4

7.5.4.1

7.5.4.2

7.4 RESCHEDULING PROCEDURE

7.4.1 The A.R.R.L.S.L. will not allow any game to be rescheduled unless the game is cancelled by weather conditions, a scheduling error or some unforeseen problem that arises at the arena where the scheduled game is to take place. The regional scheduler must authorize all changes. No other changes will be accepted without his/her approval.

7.4.2 A rescheduled game is the responsibility of the home team. They must provide at least 2 replacement dates to the A.R.R.L.S.L. scheduler as soon as possible. The replacement dates must be the soonest available ice slots. The regional scheduler will reschedule the game and confirm the new time and date in writing to both local schedulers involved as well as the A.R.R.L.S.L. referee scheduler

7.5 SCORE SHEET

7.5.1 It is the home team's responsibility to provide the score sheet for the game containing all necessary information such as game number, date, category and both teams' names.

7.5.2 Each team is responsible for completing its own section listing the full team roster. The first and the last name of all players are to be indicated. Goalies are to be indicated with a G. Absent players must be identified with the letters ABS, substitute players clearly identified with the letters RES, the letters DER for players with a waiver, and suspended players and coaches must have the word SUSPENDED written after their name, along with the number of games left to serve.

7.5.3 Teams will be fined \$5.00 per error/omission/illegibility that they are responsible for to a maximum of \$10.00 per score-sheet.

7.5.4 The scorekeeper is responsible for providing the referees with the score sheet before the game, checking the officials' signatures and proper distribution of the score sheet after the game.

7.5.4.1 White – League this copy is to be placed in the box provided for this purpose in the arena.

7.5.4.2 Yellow – Referee this copy is to be given to the Referees who in turn will submit to the Referee in Chief for review before passing on to the Treasurer for payment.

RÈGLEMENTS/RULES

- 7.5.4.3 7.5.4.3 Pink – Local this copy goes to the local team's coach
- 7.5.4.4 7.5.4.4 Gold – Visitor this copy goes to the visiting team's coach
- 7.5.5 7.5.5 Local Associations must collect the white game sheets from the boxes in their arenas and forward them to the Regional Statistician on a weekly basis.
- 7.6 CONFLIT DE COULEUR** **7.6 CONFLICTING COLOURS**
- 7.6.1 Lorsque deux équipes ont des uniformes de couleurs similaires, l'équipe visiteuse doit avoir à sa disposition des chandails de couleurs contrastantes afin de ne pas retarder la partie et doit changer de chandails à la demande de l'officiel majeur sur la glace ou avant la partie. S'il y a des délais inutiles, l'équipe visiteuse se verra imposer une punition pour délai de partie.
- 7.6.1 When both teams have uniforms with similar colours, the visiting team must have spare sweaters readily available to wear in order not to delay the game and must change its uniforms at the request of the on ice official or before the game. If there are unnecessary delays, the visiting team will be assessed a delay of game penalty.
- 7.6.2 Si l'équipe visiteur ne peut pas changer d'uniforme elle perd la partie par défaut.
- 7.6.2 In the event the visiting team is unable to change to contrasting sweaters, it shall lose by default.
- 7.6.3 Si une équipe locale a un chandail de couleur autre que celle désignée au début de la saison (sans préavis d'au moins quarante-huit (48) heures), l'équipe visiteur ne sera pas responsable de changer de chandails.
- 7.6.3 If the home team has sweater colours other than that assigned at the start of the season it must provide the visiting team with forty eight (48) hours notice of its new colours or it will not be the visiting team's responsibility to change to non-conflicting sweaters.
- 7.6.4 Toutes les équipes provenant de l'extérieure de l'A.R.R.L.S.L. sont soumises à ses règlements.
- 7.6.4 All teams from outside of A.R.R.L.S.L. are subject to these rules.
- 7.7 MINOR OFFICIALS**
- 7.7.1 7.7.1 It is the responsibility of the home team to provide adequately trained scorekeepers and timekeepers.
- 7.7.2 7.7.2 Training of scorekeepers and timekeepers is the responsibility of the local associations.
- 7.7.3 7.7.3 It is the responsibility of the Referee in Chief to provide adequately trained shot clock operators for games played in the LERQ and NRL. It is the responsibility of the local association to provide properly trained shot clock operators for all other games

RÈGLEMENTS/RULES

- 7.7.4 The Referee in Chief will provide a program at the beginning of each year to the local associations that will provide acceptable training for shot clock operators. This may include supervised training during the preseason for new operators.
- 7.7.5 The A.R.R.L.S.L. will, as part of the Referee in Chief's duties, maintain a list of properly trained shot clock operators in the region. This list will be provided to the associations so that they can draw from this list in the case of tournaments or other special needs, if required.
- 7.7.6 The A.R.R.L.S.L. can impose a fine of \$25 per game to the home association for any game not properly staffed with minor officials unless the reason is provided is accepted by the A.R.R.L.S.L.
- 7.8 MOUSTIQUE**
- 7.8 BUNNIES**
Whereas, R.Q. recognizes only one ability and competitive class (C) within the Mosquito age-group (seven or younger as of Dec. 31st), in the A.R.R.L.S.L. each association may choose to organize groups at either or both of two levels:
- Prenovice:** Mosquitoes with superior skating & game skills; usually aged 6-7 Games start November 1st
- Bunnies:** Mosquitoes with moderate skating & game skills; usually aged 4-5-6 Games start January 1st
- All scheduling of games for this age group will be done by the Regional Scheduler and the number of games per team will be approved by the A.R.R.L.S.L.
- 7.8.1 The Prenovice regular schedule shall start no earlier than the first weekend of November. There is no official preseason so teams must arrange games before this date on their own. Associations with mosquito-aged players but not wishing to enter a team in the Prenovice section should arrange an exhibition game against a prenovice team in each other LSL association prior to December 31st in order to demonstrate that the Prenovice level of competition is inappropriate. Similarly, associations with sufficient registrants to form more than two competitive mosquito teams should demonstrate by December 31st that Prenovice competition is inappropriate for the second-ranked team.

RÈGLEMENTS/RULES

- 7.8.2 The presence on the ice of one qualified and RQ-federated coach per team is permitted for Prenovice games until Dec. 31st, but after Jan. 1st Prenovice teams may not send a coach on the ice.
- 7.8.3 Standings shall be kept in the Prenovice section, with the scores recorded by the Regional Association to assist in confirming the appropriate level of competition for all teams.
- 7.8.3.1 No playoffs are held in the mosquito division, but teams may apply to play in tournaments, and a season-ending Festival for mosquito players may be endorsed by the ARRLSL. In these cases, as with tournament play, the organizers may establish rules that vary from these special Prenovice regulations.
- 7.8.4 At the discretion of the Referee Scheduler, (an ARRLSL referee(s) will be used for Prenovice games. The home association supplies all minor officials. In the event that no referee is present for a Prenovice game, the home association supplies all officials (or agrees to a substitute official from the visiting team).
- 7.8.5 Proper scoresheets should be completed, and submitted in the normal fashion.
- 7.8.6 All derogations of players to the Prenovice level will be as per existing Regional rules.

RÈGLEMENTS/RULES

8.

8.1 SUSPENSIONS

Provenance: R.Q., chapitre 6

8.1.1 Consulter le chapitre 6 du Guide d'opérations de R.Q. en ce qui concerne les suspensions pour les punitions majeures, de mauvaise conduite et de match.

8.2

8.2.1

8.2.1.1

8.2.1.2

8.2.2

8.2.3

8. SPORTSMANSHIP

8.1 SUSPENSIONS

Origin: R.Q., chapter 6

8.1.1 The nature and duration of the suspensions for major, misconduct and match penalties shall be as described in Chapter 6 of the R.Q. Operating Guide.

8.2 UNSPORTMANLIKE CONDUCT AND MAJOR PENALTIES

8.2.1 Any player playing in a LSL league of Junior or older who accumulates excessive numbers of unsportmanlike conduct or major penalties during the playing season (September 1 to March 31), including exhibition games, regular season, playoffs, and LSL tournaments, will be **immediately** suspended. The penalty time limit and suspensions are as follows:

8.2.1.1 A first suspension for one game will take effect immediately following the game in which the player's seasonal total of these penalties exceeds 12 minutes. After the suspension is served, the player's penalty total will be reduced by 12 minutes

8.2.1.2 A second suspension for the remainder of the playing season will take effect immediately following the game in which the player's new seasonal total of these penalties exceeds 8 minutes.

8.2.2 At the end of the playing season, the player's penalty minute total will return to zero.

8.2.3 Exhibition games, including preseason, will not count as part of the suspension. Suspensions will continue into the next playing season that the player plays in a LSL league, if necessary to complete the suspension.

RÈGLEMENTS/RULES

- 8.2.4 8.2.4 It will be the responsibility of the player's coach to keep track of these penalties and impose the required suspension as soon as their limit is exceeded. This is regardless of whether the player or coach is notified by the league of the suspension. Failure to impose the required suspension, will result in an additional suspension to the player equal to the required suspension. If the required suspension is for the remainder of the playing season, the player will be suspended for all of the next playing season that the player plays in a LSL league. It will be the responsibility of the coach/manager to send the LSL Statistician a copy of the game-sheet(s) demonstrating that the player has served the suspension.
- 8.2.5 8.2.5 The name of the player and the number of minutes of these penalties will be reported by the player's coach/manager to the LSL Statistician through the LSL website along with the other required game information. Failure to report this penalty information will result in a fine to the team's association of \$10/game. The league will monitor these penalties and the association President will be notified by the league either verbally or in writing of any suspensions, although failure to do so, will not be considered reason for delaying the imposition of a suspension.
- 8.2.6 8.2.6 All suspensions imposed by LSL rule 8.2 are in addition to any suspensions that may be imposed by RQ and are to be served after any RQ suspension imposed is served.
- 8.3 JOUEUSES ET ENTRAÎNEURS SUSPENDUS** **8.3 SUSPENDED PLAYERS AND COACHES**
- 8.3.1 8.3.1 Tout membre d'une équipe (joueur, officiel d'équipe, etc.) sous l'effet d'une suspension ne peut participer à aucune des parties de la saison régulière, hors-concours, des séries éliminatoires ou de tournois avant qu'il n'ait servi complètement sa suspension. Any team member (players, team officials, etc.) serving a suspension cannot participate in any regular, exhibition, playoff or tournament game until the suspension has been served in full.
- 8.3.2 8.3.2 Tous les officiels d'équipes n'ayant pu compléter leurs suspensions avant la fin de la saison courante, doivent le faire au début de la saison suivante. La saison commence le 1er juillet et se termine le 30 juin. Any suspended team official not having completed a suspension before the end of the season must complete the suspension at the beginning of the next season. The season commences July 1 and ends June 30.
- 8.3.3 8.3.3 Toute équipe qui utilise une joueuse ou un officiel d'équipe suspendu durant la saison régulière (y compris les parties éliminatoires), perdra toutes les parties jouées avec cette joueuse ou cet officiel d'équipe. Any team using a suspended player or team official during the regular season, playoffs or tournaments loses all games played with this player or team official.

RÈGLEMENTS/RULES

8.4 CODE DE CONDUITE

Tous les membres de l'A.R.R.L.S.L. doivent reconnaître le fait qu'il sont représentant de l'A.R.R.L.S.L. Ceci dit, quand ils sont impliqués dans n'importe quelles activités concernant l'équipe, ils sont sujets au code de conduite ci-après décrit

Veillez noter que le sous-comité de discipline de l'A.R.R.L.S.L. sera informé de toutes les infractions, réelles ou prétendues et une investigation sera effectuée. Ce sous-comité doit se réunir dans les dix (10) jours suivant le rapport d'infraction.

8.4.1 Il n'y a aucune tolérance pour la consommation de drogues, ni pour la consommation, par les mineures, d'alcool.

8.4.2 La possession de drogues ou autre substance illégale par une joueuse ou officiel d'équipe inscrit avec l'A.R.R.L.S.L. entraînera une suspension automatique et immédiate de 5 parties et la personne devra se présenter devant le comité de discipline.

8.4.3 La consommation illégale d'alcool par les joueuses et/ou officiels d'équipe d'âge mineur ne sera pas tolérée et entraînera une suspension immédiate de deux (2) parties et la personne devra se présenter devant le comité de discipline.

8.4.4 Les officiels d'équipes sont responsables pour la conduite des membres de leur équipes et sont obligés d'informer l'A.R.R.L.S.L. des infractions aux règlements ou ils seront éligibles pour des mesures disciplinaires eux-mêmes.

8.4.5 Toutes les joueuses mineures ainsi que leurs parents devront être informés de ces règlements.

8.4.6 Les seules exceptions sont les suivantes :

Ces règlements ne sont pas applicables aux joueuses et officiels d'équipes d'âge majeur mais ils devront quand même exercer leur jugement en situation d'équipe.

Les joueuses et officiels d'équipes d'âge majeur doivent connaître l'âge légal de consommation d'alcool du territoire dans lequel ils sont visiteurs et devront suivre les lois de cet endroit.

8.4 CODE OF CONDUCT

The members of the A.R.R.L.S.L. recognize that they are representatives of the A.R.R.L.S.L. and are therefore subject to the following code of conduct when participating in any team-related activity.

Please note that all infractions (alleged or otherwise) will be reported to and investigated by a disciplinary sub committee set up by the A.R.R.L.S.L. Meetings of the disciplinary committee must be convened within ten (10) days of notification of the alleged infraction.

8.4.1 The A.R.R.L.S.L. respects a zero tolerance policy towards drug use and the consumption of alcohol by minors.

8.4.2 Any player or team official registered with A.R.R.L.S.L. found in possession of, or using illegal drugs or banned substances will automatically and immediately be suspended for a minimum of 5 games and will report to the disciplinary committee.

8.4.3 Illegal drinking by under-age players or team officials registered with A.R.R.L.S.L. will not be tolerated and will result in the immediate suspension of the player/team official for a minimum of two (2) games with said person reporting to the disciplinary sub committee.

8.4.4 Coaching staff is responsible for the conduct of the team members and is obliged to disclose violations of these rules to the A.R.R.L.S.L. or risk disciplinary measures.

8.4.5 All players and parents of minor players should be aware of these regulations.

8.4.6 The following exceptions apply

Legal-age team players/officials are not bound by the sanctions for alcohol but should exercise extreme discretion in team situations.

Players and team officials, 18 years of age and older, must be knowledgeable of the legal drinking age of the territory in which they are playing and must abide by those rules.

RÈGLEMENTS/RULES

- 8.5**
- 8.5 Mercy**
- 8.5.1 Teams will be considered as running up the score when they win a game by more than an 8 goal spread.
- 8.5.2 Teams who run up the score during the preseason will be advised that this is not to happen during the regular season and playoffs.
- 8.5.3 Teams who run up the score during the regular season and playoffs will be subject to a review committee and the following sanctions could result from that review.
- 1st offence head coach 1 game suspension
 - 2nd offence head coach 2 game suspension
 - 3rd offence head coach 6 game suspension

RÈGLEMENTS/RULES

9. REPRÉSENTANT AUX JEUX DU QUÉBEC

Voir R.Q., chapitre 4

- 9.1 La catégorie choisie par R.Q. pour participer aux Jeux du Québec est la catégorie junior, soit les 14 et 15 ans. La région participante aux Jeux qui a au moins une équipe de classe AA et obligatoirement inscrite dans la catégorie A.
- 9.2 Pour être éligible aux Jeux du Québec, il faudra tenir un camp de sélection réunissant un minimum de 20 athlètes qui devra être ouvert à toutes les athlètes de la région. Un camp de sélection peut être sous la forme d'un camp d'entraînement, un tournoi ou autre. L'équipe sera choisie par le personnel responsable du camp ou un comité de sélection.
- 9.3 Le personnel d'entraînement de cette équipe, aura préalablement été choisi par un sous-comité nommé par le conseil d'administration. de l'A.R.R.L.S.L. qui après consultation auprès de ses membres aura émis certains pré requis pour l'embauche de ces personnes. Le conseil d'administration aura le dernier mot dans ce choix.

9. REPRESENTATIVE FOR THE JEUX DU QUÉBEC

Refer to R.Q. Chapter 4

- 9.1 The category chosen by R.Q. to participate in the Jeux du Québec is the Junior category, 14 and 15 years old. Regions participating in the Jeux that have an AA team are obliged to register in pool A.
- 9.2 To be eligible for the Jeux du Québec, a tryout camp must be held with a minimum of 20 players from the A.R.R.L.S.L. and must be open to all players in the region. The tryout camp may be in the form of a typical tryout, tournament, or other form. The coaches in charge of the tryout camp or a selection committee will pick the players for the team.
- 9.3 The coaching staff will be selected by a sub committee appointed by the members of the Board of directors in accordance with the prerequisites determined with the A.R.R.L.S.L. members. The choice of the coaching staff is to be confirmed by the Administrative Board.

RÈGLEMENTS/RULES

10. REPRÉSENTANT AU CHAMPIONNAT PROVINCIAL

Provenance: R.Q., chapitre 3 et A.R.R.L.S.L.

10.1 Chaque région qui désire participer doit en faire la demande par écrit à R.Q. et ce, avant le 15 décembre. Elle doit y inscrire les catégories et les classes dans lesquelles la région sera représentée, ainsi que la personne responsable.

10.2

10.2.1

10.2.2

10.2.3

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10.2.8

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10. REPRESENTATIVE FOR THE PROVINCIAL CHAMPIONSHIP

Origin: R.Q. chapter 3 and A.R.R.L.S.L.

10.1 R.Q rules determine the number of teams in each category and class that will be eligible to represent the A.R.R.L.S.L. at the Provincial Championship. In the case of A & B teams, A.R.R.L.S.L. will advise the local associations how many teams are eligible in each category one month prior to the date payment to R.Q. is due. The local associations will be required to confirm 1 week prior to the date payment is due, which of their teams will go if they qualify.

10.2 Teams will be selected by the following process

10.2.1 The A.R.R.L.S.L. will use the results of the regular season games to determine standings.

10.2.2 The top team(s) will be asked to fill the number of spots available.

10.2.3 Should a qualifying team decline, then the next team in the standings will be asked and so on until the spots are filled or all teams have been asked.

10.2.4 Standings must be based on a minimum of 2 games played between each of the teams in the category and class.

10.2.5 The regional scheduler will ensure that this is the case and will arrange to schedule any missing games, even for teams playing outside of the L.S.L. region.

10.2.6 When a LSL team plays another LSL team more than 2 times during the regular season only the last 2 games will count in the standings for provincials.

10.2.7 In the rare case were it is not possible to play 2 games against all the other LSL teams then only the last game played against the other LSL teams will count in the standings for provincials.

10.2.8 In all cases the LSL Official schedule on the web set will indicate games that count in the standings for provincials.

10.2.9 In the case were the teams are playing in a league run outside of the LSL only the games that count in the standings for provincials will be listed on the LSL site.

RÈGLEMENTS/RULES

11. SÉRIES ÉLIMINATOIRES

Provenance: A.R.R.L.S.L.

- 11.0.1
- 11.0.2 Les positions seront déterminées selon le classement des équipes à la fin de la saison régulière. Toute égalité soit au niveau de la ligue sera tranchée selon le règlement 11.0.6.

11.0.3

11.0.4

11.0.5

11.0.6

11. LEAGUE PLAYOFFS

Origin: A.R.R.L.S.L.

11.0.1 The end of season playoffs will be played using a round robin formula and by groups, depending on the number of teams registered in each category.

11.0.2 The positions of the teams will be determined by the league standings at the end of the regular season. Ties in standings for this purpose will be broken by the rules as outlined in rule 11.0.6

11.0.3 Games will be played according to A.R.R.L.S.L. Playing Rules – see rule 6

11.0.4 Points in the standings for games played during the season are awarded as follows: three (3) points for a win, two (2) points for a tie, one (1) point for a loss, and zero (0) points for a default. One of these points in each game is awarded for sportsmanship; a team will lose one point for each game played in which their total team penalty minutes, not including misconduct or match penalties, exceed twelve (12) minutes.

11.0.5 All games will be played within their regular allotted time (there will be no overtime).

11.0.6 Ties in standings will be broken using the following rules, in which “games” refers to only the games used to calculate the standings in question, that is either the regular season or the playoff round-robin:

1) The winner will be the team that has won the most games played between the tied teams.

2) If still tied, the teams are ranked by order of having the greatest goal difference between the goals scored and allowed in games played against ONLY the other tied teams.

3) If still tied, the teams are ranked by order of the least total goals against in games played against ONLY the other tied teams.

4) If still tied, the following formula will be used to rank the teams, using ONLY games between the tied teams; divide the total goals for plus the total goals against, by the goals against :

$$\frac{\text{Goals For} + \text{Goals Against}}{\text{Goals Against}}$$

RÈGLEMENTS/RULES

Teams will be ranked with the higher number being better.

NOTE: The maximum difference (spread) between goals for and goals against that will be counted per game in the formula is seven (7) goals.

5) If still tied, the teams are ranked by order of having the greatest goal difference between the goals scored and allowed in ALL their games.

6) If still tied, the teams are ranked by order of having the least total goals against in ALL their games.

7) If still tied, the same formula as in 4) will be applied to ALL games. Teams will be ranked with the higher number being better.

NOTE: All the preceding steps shall be followed in sequence until the tie is broken (i.e. one or more of the tied teams are ranked differently). Teams that are ranked differently will be assigned positions in the standings according to their tie-breaker ranking. Each set of teams that are ranked the same by the tie-breaker, will (separately by set) start the tie-breaking procedure over again from step 1).

RÈGLEMENTS/RULES

11.1 PARTIES PRÉLIMINAIRES

Les éliminatoires de fin de saison se joueront selon une formule à la ronde et par groupe, selon le nombre d'équipes inscrites dans leur catégorie.

11.1.1

11.1.2

11.1.3

11.1.4 Toute égalité soit au niveau de la série "à la ronde" sera tranchée selon le règlement 11.0.6

11.2 FINALES

11.2.1

11.2.2

11.1 PRELIMINARY GAMES

The end of season playoffs will be played using a round robin formula and by groups, depending on the number of teams registered in each category.

11.1.1 For categories with 4 and 5 teams, a once each round robin format will be used. For categories with 3 teams, a twice each round robin format will be used. The finals will be between the teams that finish first and second in their round robin

11.1.2 For each category with 6 or more teams two groups will be formed based on the standings at the end of the regular season:
Group A will consist of teams 1,4 and 6
Group B will consist of teams 2,3 and 5
Additional teams will be added with the odd number teams going to group B and the even numbered teams going to group A
The final will be between the first-place teams from Group A and B.

11.1.3 In "C" levels with 8 or more teams, where there is a very clear difference in calibre between the top half and the bottom half of the category, the A.R.R.L.S.L. may decide to split this into 2 separate levels: C1 for the top half and C2 for the bottom half. These 2 new categories will then compete according to rules 11.0.2 through 11.0.6, 11.1.1, 11.1.4, and 11.2

11.1.4 Any ties for round robin standings will be broken using the rules as stated previously in 11.0.6

11.2 FINALS

11.2.1 Finals will be a single deciding game consisting of two(2) 13 minute stop-time periods. If the game is tied at the end of 26 minutes of play a first goal 5 minute over time will be played. Should the game remain tied at the end of the overtime an alternating shoot-out will take place according to the R.Q. Provincial Championship format for a shoot-out.

11.2.2 The home team must supply enough ice so that the game can be fully completed including any required overtime and shoot-out. It is preferred that time be allotted for on ice medal and banner presentation but not mandatory.

RÈGLEMENTS/RULES

11.2.3

11.2.3 In the case of a deciding game as required by rule 10.3 the periods will only be 12 minutes. If the game is tied at the end of 24 minutes it will go directly to a shoot-out as previously described in 11.2.1