LEAGUE PROCEDURES HANDBOOK





ALBERTA ELITE HOCKEY LEAGUE / ALBERTA FEMALE HOCKEY LEAGUE

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ALBERTA ELITE HOCKEY MODEL

PROGRAM PHILOSOPHY AND PRINCIPLES

INTRODUCTION

The Alberta Elite Hockey Model focuses on providing Alberta's top players with an environment to develop their hockey skills while competing at the highest level they are capable of in a fair and equitable manner. Using operating standards, the model ensures that players have opportunities to experience 'elite' hockey, while simultaneously establishing competitive balance across the province. The model recognizes and supports that each athlete has the right to consider all options for their participation in elite hockey and strives to provide a positive experience that attracts and retains athletes.

The Alberta Elite Hockey Model provides a defined structure for the top levels of U18, U17, U15 and U13 to establish a progression for players through a development pyramid. Bridging the gap between grassroots programs and AAA, the Elite Hockey Model also provides opportunities for players to experience the higher levels of hockey through a regional affiliation process.

LEAGUES

Hockey Alberta has identified the Alberta Elite Hockey League (AEHL) and the Alberta Female Hockey League (AFHL) to conduct the day-to-day operations and game play for all AA and AAA hockey at the U13, U15, U17 and U18 Divisions. These are the only leagues identified to operate Elite levels of Hockey Alberta sanctioned play.

PRINCIPLES

The Alberta Elite Hockey Model is based on two guiding principles that establish a system of hockey that helps athletes reach their potential and progress through the elite hockey system.

Development

I. The AEHL, AFHL, MHAs and coaches will always act in the best interest of the athlete, working to help them develop their skills so they have the ability to move up and play at the highest level they can attain;
II. The AEHL, AFHL and MHAs will provide development opportunities and focus on moving players through the system to the next level;
III. Players will have the ability to register as an affiliate to a higher-level team, providing the opportunity to practice and play as an affiliate, to further develop their skills and gain experience at the next level;
IV. The AEHL, AFHL and MHAs will work with Junior, Collegiate and University programs to inform Alberta athletes about opportunities after they graduate from U18 hockey.

Consistency

I. A Provincial system of elite hockey that starts at U13 AA and progresses through the youth hockey years to U18 AAA;
II. A system that is deliberately designed to ensure players receive consistent development opportunities, regardless of where they reside in the province;

III. Pre-determined numbers of Teams are set within each Division and Category to ensure competitive balance and a proper developmental feeder system are in place for players;
IV. Operating Standards have been established to ensure consistent operations of Teams that provide athletes with consistent elite level development opportunities and experiences;
V. The location of Teams is set to ensure athletes can access Elite Teams (or opportunities) within a reasonable distance from their home.

LEAGUE NAME

Hockey Alberta identifies the Elite Hockey Committee (hereinafter referred to as "Committee") as the operator of the AAA/AA categories of hockey. Scheduled play will be implemented under the banner of the Alberta Elite Hockey League and the Alberta Female Hockey League (hereinafter referred to as "League," "AEHL," or "AFHL", unless otherwise specified) in accordance with the Elite Hockey Model.

a. The AEHL and AFHL are sanctioned leagues of Hockey Alberta.
b. The AEHL and AFHL are the sole governing bodies for AA and AAA hockey for all teams identified under the Elite Hockey Model.
c. The League will be comprised of twelve (12) Divisions of hockey being U18 AAA, U18 AAA Girls, U18 AA, U18 AA Girls, U17 AAA, U16 AA, U15 AAA, U15 AA, U15 AA Girls, U13 AAA, U13 AA, U13 AA Girls. These twelve Divisions may be further subdivided into "Conferences" for the purposes of regional play and the reduction of travel.
d. Only the member teams of the League shall be eligible for Provincial Playoffs for the twelve (12) Divisions as provided in the Hockey Alberta Regulations, unless otherwise directed by Hockey Alberta.
e. The League will play under the Rules of Hockey Canada, Hockey Alberta, and each team will be responsible for complying with all rules and regulations of those Governing Bodies as well as the regulations of the League.

OBJECTIVES

The objectives of the League are to provide a framework in which players may participate in an elite level of organized hockey within the Province of Alberta, with a view to:

a. Operationalize the principles of the Elite Hockey model as outlined in the Hockey Alberta Regulations and the Operating Model utilizing all the available resources at its disposal to operate effectively and efficiently, including the resources available from Hockey Alberta.
b. Enhance the development of all participants in the game (athletes, volunteers, officials and administrators) helping them achieve the highest level of performance possible.
c. Collaborate with the Team Alberta programs to provide high-performance development opportunities for players, coaches and managers.
d. Ensure that all persons who reside in the province of Alberta and wish to participate in Elite Hockey have an opportunity to compete for a position on a team operating within the League.
e. Prepare athletes and develop their hockey skills for the next level of elite competition as they progress.
f. Ensure keen competition within all the categories of play while considering financial and travel concerns.
g. Play an integral role in the development of youth as future leaders, through exemplary leadership, development of character, work ethic, respect for others, unselfishness and sportsmanship while teaching what is right and wrong, fair and unfair, and a sense of duty.
h. Grow the interest in the game of hockey and foster a general community spirit at the elite level through to the grassroots level in each of the communities that it resides.
i. Adhere to the values set out by the Hockey Alberta Board of Directors.

LEAGUE MEMBERSHIP

General terms of League members include:

a. A member of the League shall be a properly organized Minor Hockey Association wherein all its Elite Hockey teams participating in the League shall be registered with Hockey Alberta as required by Hockey Alberta. It will be the responsibility of each Host Association to ensure that its teams are properly registered with Hockey Alberta.
    a. Host Associations may outsource team operations to Athletic Clubs. These clubs will operate as a subcommittee of the Host MHA, with the Host MHA bearing ultimate accountability for program operations.

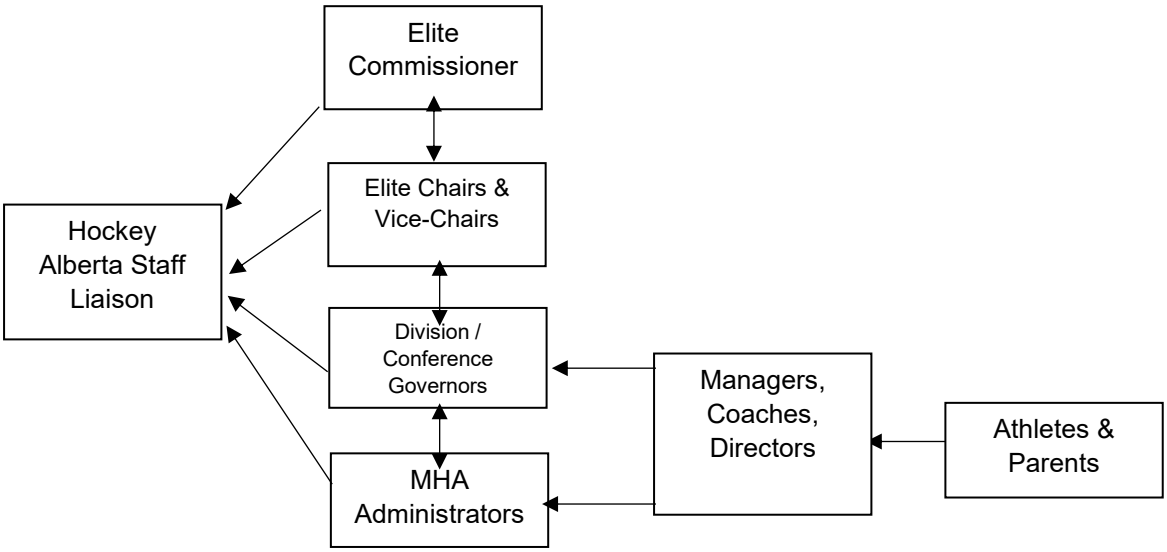
b. New members shall be admitted to the League only after applying in writing, in accordance with the Hockey Alberta regulations and being approved under that model. Any such new member applicants must declare the Division and Category of hockey they are applying to enter and, if accepted, cannot later enter another Division or Category without applying in writing to do such.

c. Team(s) from outside the Branch may be permitted to participate in league play, if approved by the Branches and Hockey Canada, but will not be Members of the League. They will not be eligible to represent the League or Branch at a Provincial, Regional or National Championship. The Minor Hockey Associations these teams belong to shall be known as a Participating Team in the League.

d. Members found to have violated League operating directives or regulations may face discipline including suspension or removal from the League, following a thorough investigation/hearing into the circumstances of the potential violation.

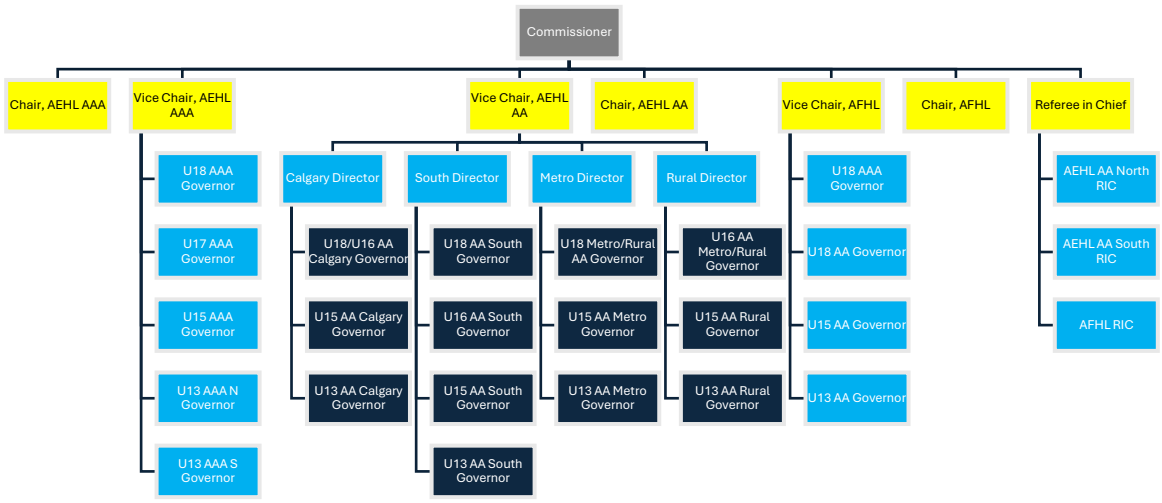
LEAGUE GOVERNANCE

COMMUNICATION PROTOCOL



The League will be governed by a single oversight body, the Elite Hockey Committee, that will be responsible for all league activities.

COMMITTEE STRUCTURE



DUTIES OF THE ELITE HOCKEY COMMITTEE

Hockey Alberta has established the Elite Hockey Committee to operate League play, under the banner of the AEHL and AFHL for the "AAA/AA" levels of hockey in Alberta. The Committee will conduct the day-to-day operations of League play in accordance with Policies and Procedures outlined in this document. The AEHL and AFHL are the only sanctioned league to operate "AAA" and "AA" Hockey in Alberta.

Committee members and their roles are as follows:

1. Commissioner
    a. Chair and provide leadership to the Elite Hockey Committee and its executive, ensuring consistency across the operations of the AEHL and AFHL
    b. Collaborate with Elite Hockey Committee and Hockey Alberta Staff to set seasonal and strategic priorities for Elite Hockey
    c. Call and chair meetings of the Elite Hockey Executive and Elite Hockey Committee, approve meeting minutes to ensure an accurate record of the proceedings of the Committee.
    d. Establish ad-hoc committees to address priorities of Elite Hockey and disband committees once their purpose has been fulfilled.
    e. Represent the AEHL and AFHL brands positively in interactions with members, the media and the public as a spokesperson for Hockey Alberta, AEHL and AFHL matters
2. Chairs (AEHL AAA, AEHL AA and AFHL)
    a. Attend Elite Hockey Committee and Executive meetings
    b. Call and preside over league-specific meetings, providing leadership to fellow committee members, approve meeting minutes to ensure an accurate record of the proceedings of the league
    c. Establish ad-hoc committees to address priorities of Elite Hockey and disband committees once their purpose has been fulfilled.
    d. Participate in assigned ad-hoc committee, either as the committee chair or as a regular participant

e. Establish regular communication with Committee members to understand happenings of the league and ensure the league perspective is provided at Elite Executive meetings.
f. Provide recommendations for improvements to the league and the Commissioner in the creation of a long-term strategic growth plan for the league.

3. Vice Chairs (AEHL AAA, AEHL AA and AFHL)
    a. Preside over the league committee meetings in the absence of the Chair
    b. Keep informed of the League activities and be prepared to assist and work with other members of the Committee at any time;
    c. Work with the Referee in Chief to oversee and track complaints about Officiating and act as a liaison between the League and the Officials Committee;
    d. Work with assigned Governors on determining suspensions for major incidents to ensure consistency;
    e. Liaise with Staff to report financial statements at each Committee and/or League meeting.
    f. Assist the chair in hosting Model meetings to discuss the growth of the league, Elite hockey and make recommendations for change.
    g. Assist the chair in the creation of a long-term strategic growth plan for the league including seeking partnership opportunities.
4. Conference Directors (AEHL AA Only):
    a. Preside over the three division directors and division meetings throughout the season
    b. Keep informed of the League and division activities and be prepared to assist and work with other members of the Committee at any time;
    c. Work with the Referee in Chief to oversee and track complaints about Officiating in the division and act as a liaison between the League and the Officials Committee;
    d. Oversee and approve the schedule of game play for their conference of hockey.
    e. Oversee and approve all necessary game changes recommended by the “committee” or member Minor Hockey Associations
    f. Work with assigned Division Governors on determining suspensions for major incidents to ensure consistency;
    g. Participate as a voting member of the AA Hockey Committee, representing the concerns and perspective of the Division Governors and MHAs within the division at all AA Hockey Committee Meetings and at Elite Hockey Committee meetings as required.
5. Division Governors (AEHL, AFHL AAA & AA)
    a. The respective Division of Play Governor will be responsible to preside over the Division of Play and all day to day league operations of the respective Division
    b. Be the first contact for teams within their jurisdiction and first contact for all League discipline matters.
    c. Oversee and approve the schedule of game play for their division of hockey (handled by Scheduler in Calgary AEHL AA Conference).
    d. Oversee and approve all necessary game changes recommended by the “committee” or member Minor Hockey Associations (AEHL AA Division Governors shall assist the Conference Governor with game changes, AEHL AA Calgary Conference game changes will be handled by Scheduler)
    e. Administer discipline. The Governor shall have the power to suspend, suspend and fine, or discipline any coach, manager, player, trainer, or other official connected with a team playing within this League and under its jurisdiction for any infringement of the rules or regulations of either this League, Hockey Alberta or Hockey Canada. To obtain consistency within this League each Governor shall contact the Vice-Chair for advice and direction before implementing any disciplinary action outside minimum suspensions
    f. Accept protests filed by the members and immediately advise the Chair
    g. Verify the accuracy of game stats directly following the weekend of games played

h. Work with the Staff Lead to build a process for the gathering of League and team news on a weekly basis for publishing on the website;
i. Keep records of all suspensions and provide to Hockey Alberta if necessary
j. Attend meetings of the committee as required.
k. Chair a meeting with all Coaches and Managers before the start of League play.
l. Chair or support disciplinary review committees struck from time to time as necessary.
m. Serve as league liaison to team management and coaching staffs to ensure objectives/rules are known and adhered to;
n. Be responsible for the nomination of Player of the Month candidates and presentation of all monthly award winners.
o. Be responsible for the nomination of recipients of individual division of hockey awards;
p. Attend playoffs/provincials as a representative of the League
q. Summarize at the Annual General Meeting, all suspensions, gross misconducts and match penalties for League information and trending purposes from the previous season.

6. Referee in Chief
    a. Recruit volunteers to ensure that League games at all levels have competent officials assigned;
    b. Develop and manage a program of supervising, evaluating and coaching on ice officials for the League;
    c. Build and manage a process to track complaints about Officials;
    d. Work with Division Governors on discipline matters as required;
    e. Working with the Manager, Officiating, advise on the development program for on ice officials working the League.

DUTIES OF THE STAFF LEAD

1. Record and distribute minutes of all league and Elite Hockey meetings within 7 days following any meeting.
2. Ensure communication of all league meetings are sent to proper League and team personnel
3. Publish and update annually a members list of all Coaches, team officials, Association Officers and League Officers
4. Support Commissioner, Chair and Vice-Chair with any other league or Elite Hockey requests
5. Manage bank account(s) of the league, including signatories as required
6. Keep books and records
7. Collect revenue and pay disbursements
8. Establish financial controls to help ensure that Budgeted amounts are not exceeded without proper authorization
9. Prepare budget for each hockey season; prepare multi-year financial forecasts as and when required
10. Prepare financial statements for the league and present at the Annual General Meeting
11. Have the financial statements independently reviewed by at least four (4) members of the league or, if chosen by the League, an independent auditor
12. Answer questions on financial matters to the League, Hockey Alberta or league members
13. Advise and provide recommendations on League “branding” matters to the Committee
14. Determine a marketing plan for the promotion of the League
15. Establish a sponsorship program for the League
16. Work with member teams to secure content that can be shared on a weekly basis on the League Website, to improve the overall image of the league.

POLICIES AND PROCEDURES

The remainder of this document refers to the league policies and procedures put in place for the Alberta Elite Hockey League and Alberta Female Hockey League, which may be changed from time to time at the discretion of the Elite Hockey Committee. The policies and procedures referring to player movement, acceleration, registration and the structure of the League are set forth in the Elite Hockey Model and this document is supplementary to it. The policies enclosed in this document deal directly with the day to day operations of the league and how teams are to govern themselves and report occurrences to the League and the Committee.

RULES & REGULATIONS

The League shall follow all the Bylaws and Regulations of Hockey Canada, and the Bylaws and Regulations of Hockey Alberta in the spirit and intent of Hockey Alberta's Elite Hockey Model.

PLAYING RULES

The League's playing rules shall be those provided in the Hockey Canada Official Playing Rules Book.

1. U15 AAA, U17 AAA and U18 AAA divisions shall employ no-change icing
2. U18 AAA divisions shall also employ Hybrid Icing.

LEAGUE MEETINGS

a. An Annual General Meeting (AGM) of the league (separate meetings shall be held for the AEHL AAA, AEHL AA and AFHL) shall be held at a date, time and location to be determined by the league. Notice of the AGM will be sent to member teams at least 30 days in advance of the meeting
b. The AGM will be planned as an in person or video call to communicate information, vote on motions, and ensure proper operation of the league.
c. No MHA will be entitled to be either represented at or have voting privileges at the Annual General Meeting or any meeting of this League unless its financial commitments to the League are fully paid and they are deemed to be in good standing by the League.
d. A quorum shall be at least 2/3 of the membership rounded up to the next whole number.
e. Each member association will have one vote per team operated in the AEHL and AFHL.
    - Members of the League are member minor hockey associations of Hockey Alberta that host teams in the AEHL or AFHL
    - Only member Associations present can cast a vote.
f. The Officers of the League shall not have voting powers on motions except the 'Commissioner'' who shall cast a deciding vote in tied motion votes.
g. A simple majority of votes shall carry all questions.
h. Only voting members may attend meetings unless otherwise invited by the Commissioner/Chair/Governor.
i. Special meetings may be requested by the members and must be called by the Chair or Commissioner within 30 days upon receipt of a request for the Special Meeting. The request must be signed by at least two thirds (2/3) of the members for the level of play the meeting relates to (AEHL AAA, AEHL AA and AFHL) and must include the reasons for the request. Fourteen days notice of the Special Meeting must be given to each team.

AMENDMENTS

a. A notice for intended amendments to League Policies and Procedures must be submitted in writing to the Staff Lead or a Committee Member at least 20 days prior to the date of the Annual General Meeting.
b. The Commissioner or Staff Lead must provide a notice of intended amendments to each team at least 14 days prior to the League Annual General Meeting.

c. Amendments to Policies and Procedures require a simple majority vote at the Annual General Meeting for adoption, but must be in line with the rules governing Hockey Canada, and Hockey Alberta

LEAGUE DUES

a. Each season during the budgeting process, the Annual Dues for Members shall be determined by the Committee and approved by the members at the AGM.
    a. Team fees will be dependent on what is provided to each Division for the corresponding season (Showcase, dedicated volunteers, etc). The budget will be reviewed annually and adjustments made accordingly.
b. All Annual Dues for Members, as determined by the Committee, shall be due and payable with the Membership registration prior to the season commencing.
c. A Member shall not be in good standing unless it has paid the annual dues.
d. Upon payment of the required Annual Dues, a Member shall not be entitled to a refund.

EXPECTATIONS OF MEMBER CLUBS

The Elite Hockey model and Host Agreements outline the expectations for each member club. It is the expectation that each Association adhere to these guidelines while creating the best development program for their athletes.

ELITE HOCKEY MODEL REGULATIONS CAN BE FOUND HERE

EXPECTATIONS OF HOST MHAs

The Host MHA shall have the liberty to structure their staff and volunteer resources dedicated to Elite Hockey at their discretion. At a minimum, each Host MHA must have one position on their association board of directors that bears responsibility for Elite Hockey. This individual shall ultimately be responsible for all aspects of Elite Hockey in the area. Under this individual shall sit a sub committee of the Host MHA chaired by the Board of Directors member responsible for Elite Hockey, where the following responsibilities are assigned accordingly:

- Hockey Operations – day to day operations of the hockey program
- Hockey Development – talent development within the zone (coach and player) including the development hierarchy in the draw zone as well as the feeder system into the elite stream
- MHA Coordination – community (MHA) relations across the zone including the Elite meetings
- Other areas as defined by the Committee from time to time
- The Elite Committee understands that a common practice in the Elite Model is to utilize a separate entity from the Host MHA to operate elite hockey, usually called a ‘Club’, replacing the aforementioned sub committee. Such a practice may continue, however that does not change the Board of Directors member of the Host MHA assigned responsibility for Elite Hockey matters remains accountable for the operations of this club and must ensure the below duties of the Host MHA are met.

DUTIES OF THE HOST MHA

- Be responsible for the operations of the Elite Program.
- At least three times per season, host an Elite Meeting that comprises all MHAs within the Elite Draw Zone/Recruitment Area they are located. The content of the meetings should entail:
    - Provide to MHAs in the area an update on and an opportunity to provide feedback relating to the Elite Stream Program in the Zone and provincially. MHAs must have the ability to be involved in discussions on:
        - The state of the hockey program within the zone and what changes may need to be considered
        - How to engage all the MHAs in the zone regarding zone operating matters

        - How to involve the Elite stream development principles at all levels across the zone to create a development funnel for players and coaches entering the Elite stream
- Following the meetings, reports to the Hockey Alberta Elite Committee should be shared highlighting:
    - Date of the meeting and its attendees
    - Summary of discussion held
    - Summary of actions taken
    - Summary of actions not taken or deferred.
- Representatives of the Hockey Alberta Elite Committee should be provided with notice of the meeting and will attend as time permits.
- Conduct annual surveys collecting feedback gathered from Draw Zone/Recruitment Area MHAs, players and families on program operations and share the results with the Elite Male Committee annually as part of the Elite Committee's ongoing program assessments. The surveys should be conducted annually after the midseason point, with reports or key findings submitted to the Elite Committee by the beginning of March.
- Be responsible for ensuring that Elite hockey at all levels in the draw zone work effectively together in building a program that promotes the development of the participants of the game, operating cohesively in a development hierarchy and enhance the development of the players across the entire draw zone.
- Ensure that the Elite Program is represented at Elite Committee Meetings.
- Oversee the establishment of Coach development and mentorship programs and criteria for all coaching staffs in line with expectations set by Hockey Alberta.
- Ensure that each Elite Team establishes qualifications and development criteria for team staff in line with expectations set by Hockey Alberta.
- Ensure that each Elite Team selects Team staff (Manager, Coaches and support staff) that are qualified and appropriately certified.
- Set policies and procedures for the Draw Zone/Recruitment Area using the infrastructure available from Hockey Alberta

LEAGUE PATCHES

Each member club must have the AEHL/AFHL patch present on the right chest of all jerseys of teams competing in the AEHL & AFHL Divisions. Patches may be purchased from United Sport and Cycle or sublimated onto the jersey. For access to the design file please contact the Staff Lead at Hockey Alberta.

HANDSHAKES

Teams shall meet at centre ice following each AEHL and AFHL game to shake hands with the opposing team and referees. Handshakes may be waived at Showcase events at the discretion of Elite Committee members if time becomes a concern.

LEGAL ACTION

a. Any Association, team, team official, parent or player who threatens the League or its League Officers with any legal implications or actions, the team(s) involved may be suspended from the League until the legal action or implication has been properly dealt with.

ROSTER SIZE

Hockey Canada and the Elite Hockey Model allows all teams to carry a roster of 20 players, 18 skaters and 2 goaltenders. These regulations permit a team to be able to dress all 20 players for each game. Teams may not be comprised of fewer than 15 skaters and 2 goaltenders (Individual associations may strengthen this further to require a higher minimum number of players per team).

Exception: U13 AA teams in the AFHL are encouraged to take only one goaltender to help ensure grassroots female teams also have access to goaltenders. U15 AA teams in the AFHL may also roster only one goaltender if necessary to support grassroots female hockey in the area.

SOCIAL MEDIA
All players, coaches, administrators and parents are encouraged to display positive behavior on social media. Hockey Alberta and the 'League' have zero-tolerance towards negative behavior on the internet. If there are true concerns, please bring them through the proper channels to be handled accordingly.

HOCKEY ALBERTA SOCIAL MEDIA POLICY CAN BE FOUND HERE

RISK MANAGEMENT
a. Any injury resulting in a player injured seriously enough to require emergency medical attention must be reported to the Division Governor & Conference Director (if applicable) for information and perhaps insurance purposes.
b. All players while playing any games in the League are encouraged to wear mouth guards.

EDUCATION AFFILIATED PROGRAMMING (CO-ED DIVISIONS)
Programs may partner with schools to offer ice times during the school day to players attending a specific school or nearby schools if attendance is not compulsory or directly impactful on a player's role with the team in the Elite Hockey Model.

Due to lack of boundaries in the AFHL U18 AAA division, programs in this division may have compulsory education elements (ie: school players must attend to play for the team) associated with their program.

TEAM FORMATION

Players may attend ID Camps once the player's registered team has concluded regular season, postseason and provincials play. ID Camps can result in eligible players earning commitments to the team, being invited to fall tryouts, or being released from the team ahead of fall tryouts. These camps do not result in the final team being formed, but there are no other limits on player commitments, player cuts, or number of invitations to fall camp.

Players may only attend one ID Camp for a given Division and Category (ie: one U17 AAA, one U16 AA) to be eligible, the athlete's Primary Association must fall within the specified Elite Draw Zone/AA Recruitment Area.

> Clarification: Players eligible for U13 AAA, if a player's Primary MHA hosts a U13 AAA team, they may only attend the ID Camp hosted by that U13 AAA Team. If a player's Primary MHA does not host U13 AAA, they may attend ONE (1) ID Camp in a nearby association that hosts U13 AAA and is willing to accept them
>
> Exception: Players eligible for U18 AAA Female teams may attend as many ID Camps as they are accepted to attend.

Players can choose to start their Elite Tryout with the association they were most recently registered with, as long as:
1. They are trying out for the same Category (i.e AAA → AAA or AA → AA), and
2. The Association is willing to accept them.

Players who played AAA last season, can only return to access AAA hockey. If they wish to, or are cut and forced to proceed to access AA hockey, they must return to their Primary AA Recruitment Area.

If a player chooses to return to their last registered association for the 2026 Elite Tryout Process, the association accepting them must complete the Returning Player Exception Form on their behalf. This

form is an internal form and only sent to associations. It is not meant to be accessed by players. In order to qualify for this 'Returning Player Exception', the player needs to have been approved through Elite Player Movement or needs to have been successful on a second tryout in the Fall of the season prior. If the player's designated Primary Draw Zone/Recruitment Area has changed for the upcoming season, (ie: the player's Primary Draw Zone/Recruitment Area does not host at a U16AA, but then hosts the at U18 AA) the Player will need to access their first tryout with the new designated Draw Zone/Recruitment Area, or apply for Elite Player Movement.

SCHEDULING

a. Scheduled League games have priority over exhibition and tournament games as provided by the Hockey Alberta Regulations.
b. 3 game weekends will be avoided, and only scheduled if necessary (ie. Showcase Events) or requested by the team.
c. Each team, by the date specified by the league, will submit to the scheduler their 'blackout requests' where they do not wish to have games scheduled for the purposes of traveling to a tournament or other team function.
d. Each Host Association is required to bring to the Annual General Meeting a minimum of 30 game slots per U18 AAA team for scheduling.
    a. As the schedule for each division is nearing completion, associations will be asked to 'top up' their ice to 30 available slots for each subsequent AAA/AA team.
e. Initial drafts of the schedule will be first reviewed by each division governor, followed by associations, before becoming final. The full AEHL/AFHL schedule will be released by the beginning of September.
f. No games will be scheduled to begin prior to 11:00am. and after 8:45pm (Exceptions could be made for Showcase Events or with approval from the division governor).

GAME CHANGES

The League websites will host the official schedule. Game changes are only to be used in the event of extenuating circumstances such as:

a. facility malfunctions
b. adverse weather conditions creating unsafe travel
    i. The League will defer to the professional opinion of transit professionals (bus companies) on roadway conditions.
    ii. In the case that parents are driving to games, it is recommended that the team adheres to the professional opinion of their local bus company.

In the event of a game needing to be changed or rescheduled, the team requiring the change must contact the Division Governor (& Conference Governor if AEHL AA), FloSports/Livebarn (whichever relevant if game was to be livestreamed), as well as the opposing member club with potential alternatives or options. The Division Governor (or conference Governor if AEHL AA) will approve the change once both teams have agreed to a date and time and make any necessary adjustments on the Website. Teams shall use the online game change form to request any changes.

**All game changes will be at the discretion of the Division Governor and permission must be obtained in writing prior to changes being made.*

If discrepancies in the schedule are noted on the League website, they are to be brought forward to the appropriate Division Governor for correction.

Game changes in the AEHL AA division for Calgary teams will be handled by the Hockey Calgary Scheduler in partnership with the respective Division Governor.

TEAM FAILING TO PRESENT ITSELF

a. If a team fails to present itself at the time and place appointed to play a game, the game or series will be awarded to the opposing team with a score of 1-0 for statistical purposes unless the failure was caused by an unavoidable accident or an unforeseen situation.
b. A team failing to present itself will be fined $500 and will be suspended until the $500 is paid.
c. The Manager, Coach or official and/or players of the team that is responsible for a failure to attend may be suspended for one year or more.
d. Any team failing to present itself twice in one season will have its Coach and Manager suspended from all League activities indefinitely, until reviewed by the league in greater detail.

TOURNAMENT/EXHIBITION & PRE-SEASON GAMES

a. The AEHL & AFHL is ultimately responsible for granting permission for pre-season, tournament and exhibition games and for the administration of discipline that is necessary arising out of those games.
b. The Division Governors will correspond with Hockey Alberta as appropriate regarding League suspensions and carryovers.
c. Teams must obtain League approval for any exhibition games with teams from outside the League.
d. The home team shall notify the Divisional Governor at least 72 hours prior to the start of the game with all details, including the date, venue, time of game, and teams playing.
e. The use of the Online Scoring system for non-league games shall be at the discretion of the governor. If the governor deems it appropriate, teams will use a paper score sheet for non-league games.
f. The home team will be responsible to arrange officials.
g. To Notify a Division Governor of an Exhibition/Travel Request, teams must submit the Elite Hockey Exhibition and Travel Form. The Elite Hockey Exhibition & Travel Form is intended to ensure the appropriate Governor is aware of any exhibition or travel request. It does not replace any existing processes individual MHAs have in place related to their own sanctioning, ice booking or official booking processes for exhibition, travel or tournament requests.
h. Once a team submits a request, they can consider it approved unless the governor reaches out with any issues.

DROP CLOCK

Should an unusual delay occur for any unforeseen circumstances, and there is no flexibility to extend the time, the drop clock rule will be in effect. This means at the first stoppage of play after 5 minutes of allowable time is remaining the game clock shall be dropped to 2 minutes stop time. The respective Governor shall have sole discretion to determine the main cause of the delay, and if it was avoidable.

RESPONSIBILITIES OF THE HOME TEAM

a. The home team for League games is responsible to coordinate off-ice officials.
b. The home team must provide a scorekeeper, a timekeeper and two penalty box workers for all games.
c. The home team must provide an individual to enter game data into the website portal as events occur during the game.
d. The home team must provide a camera person and any other individuals necessary for livestreaming of the game (not applicable to AEHL AA divisions).
e. The home team must input the game score and information from the game sheet into the league website during the game, as close to live time as possible.
f. The home team must provide a program or line up sheet for each home game.
g. The home team must provide pucks for both teams for warm up, and pucks for ‘Game Play’

JERSEY COLOURS
The home team will be required to wear dark, while the visiting team will be required to wear light. In the event of a conflict or a third jersey, the team requesting the change must bring it forward to the opposing team and corresponding Division Governor for approval.

SCORESHEET SUBMISSION & STATISTICS
When filling out the game sheet, please ensure the following occurs:

a. Time on the score clock is what is recorded for all occurrences
b. Goaltender shots against and goals against are accurately recorded
c. Type of goal is denoted; even strength (ES), powerplay (PP), shorthanded (SH), empty net (EN).
d. All goals and assists are properly noted at the conclusion of the game

ALL 'LEAGUE' GAMES

ELECTRONIC GAMESHEET PROTOCOL

Device: A tablet is the preferred and recommended device for ease of use. Computers or phones are options; however, phones are not recommended as they are not user friendly.

Of Note: The Hockey Tech stats platform can retain data for up to 20 minutes without an internet connection. If your internet signal is spotty, you will not lose your data but need to ensure you are finding a connection within that 20-minute window. Options for connecting if Wi-Fi is problematic is through hot spotting of your phone or purchasing of a data plan for your tablet.

LEAGUE WEBSITE (AEHL) & (AFHL)

EXHIBITION AND TOURNAMENT GAMES
All exhibitions/tournaments not setup using the AEHL/AFHL website for scoring must have the game sheet submitted to your Division Governor within 24 hours of completion of your game (as per a condition of all sanction and tournament approvals) Please ensure your sanction number printed legibly on the scoresheet.

SUSPENSION PROCEDURES

In the event of any 5-minute majors, misconducts or game misconducts being assessed during a game involving a 'League' team, a legible version of the scoresheet and write up report must be submitted to the League, through the appropriate Division Governor, immediately following the game completion using the online incident form associated with the game sheet.

a. Each Division Governor has the power to issue suspensions in accordance with the Hockey Alberta Minimum Suspensions.

b. For indefinite and accumulation suspensions, the Vice-Chair (conference Director for AEHL AA) will issue the final suspension, in consultation with the Division Governor and Hockey Alberta.

The 'LEAGUE' will follow the Hockey Alberta Minimum Suspensions for all suspensions, and those suspensions cannot be appealed when only the Minimums are enforced. Please note that there are also cumulative suspensions that are in effect in all divisions of play and are enforced during league, exhibition, tournament and Provincial Play. Suspensions incurred at the end of the season are subject to carry over suspensions.

When a suspension occurs, it must be served in the next consecutive games (league play, sanctioned tournaments, Provincial Play or Hockey Alberta sanctioned events). Exhibition games do not count as suspended games. Players cannot play in exhibition games while serving a suspension.

For more clarification, please refer to the Hockey Alberta Regulations; Minor Hockey.

HOCKEY ALBERTA MINIMUM SUSPENSIONS CAN BE FOUND HERE

DISCIPLINE POLICY

a. For all discipline, the Governor will rule within 48 hours of being notified of an infraction. For the purposes of assistance, the Governor will consult the Vice Chair (AEHL AAA/AFHL) or Division Director (AEHL AA) as necessary.
b. All automatic suspensions per the Hockey Alberta regulation Minimum Suspension shall apply to all league games, including playoffs.
c. In addition to the Hockey Alberta Minimum Suspensions, the League has the option of increasing the Hockey Alberta Minimum Suspension.
d. All suspensions will be carried forward for any Playoff/Provincial games.
e. Players are not to cross the center ice red line during the pre-game warm-up or before the start of any period. That is, they must stay on their side of center ice. Suspensions may be levied.

The League expects Coaches and Team Management to be responsible for the discipline of their team and actions of their fans. Where problems exist, appropriate action will be taken against the Coach in question if deemed necessary. Additionally, Coaches are expected to exhibit model behavior at all times.

NOTE: Hockey Alberta Minimum Suspensions are not appealable.

Additional Rules and Regulations for Coaches
a. All Coaches suspended for any reason will not be allowed in the participant (classified as players, referees & coaches) areas for one hour before each suspended game and until after the game's conclusion.
b. If a Coach gives or makes any offensive or obscene gesture to the fans, Referee or opposition, that Coach will be automatically suspended for a minimum of two games.
c. Coach will have no communication with the team, including electronic communication, from one hour prior to each suspended game until after conclusion of the game.

PROTESTS

a. Protests and all supporting evidence must be submitted to the Division Governor and Conference Governor (AEHL AA) or Vice Chair (AEHL AAA, AFHL) in duplicate signed by the Coach, Manager and an Official of the MHA within 48 hours of the game protested. All documentation must be accompanied by a payment in the amount of $300 submitted to the Hockey Alberta Office within the same 48-hour time frame. A copy of the protest must also be forwarded by email within 48 hours of the protested game to the Manager and the Association of the team protested against.
b. Upon receipt of the protest, the Conference Governor or Vice Chair will appoint a three-person neutral committee in addition to the Division Governor.
c. All protests require that the Division Governor contact the individual submitting the protest and the Manager of the team being protested against.
d. Whether the committee (whose decision shall be final) dismisses or enforces the protest, the sum deposited with the protest will be forfeited to the League.

APPEALS

Appeals to Hockey Alberta must follow the Hockey Alberta appeal procedure after it has followed "LEAGUE" protocol.

APPENDIX I: AEHL U18 AAA

CONFERENCE ALIGNMENT

U18AAA			
U18AAA North		**U18AAA South**	
Edm. Jr. Oilers Blue	*Leduc*	*Calgary Buffaloes*	*Airdrie*
Edm. Jr. Oilers Orange	*Lloydminster*	*Calgary Flames*	*Lethbridge*
Fort Saskatchewan	*Sherwood Park*	*Calgary Northstars*	*Okotoks*
Grande Prairie	*St. Albert*	*Calgary Royals*	*Red Deer*
Spruce Grove			

SEASON & GAME FORMAT

40 Game League Schedule

South Division

7 South teams x 4 games = 28 games
9 North teams x 1 game = 9 games
1 South teams x 3 games = 3 games

North Division

8 North teams x 4 games = 32 games
8 South teams x 1 game = 8 games

ICE DURATION	WARMUP	PERIOD FORMAT	FLOODS
2.5 Hrs	10 Mins	3x20 Mins, 5 Min OT	2*

*May elect to have a third flood following warmups if time permits

REGULAR SEASON STANDINGS

Points shall be awarded on the following basis:

- 2 points for win
- 1 point for tie
- 1 point for an overtime loss
- 0 points for a regulation loss

Procedure for determining Final Regular Season Standings in the event teams are tied following the Regular Season Schedule:

I) If three teams are tied, final standings will be determined by the number of wins in total League Play. The team with most wins will be seeded first.

If two teams are tied, the team with the Best Record in Games Played between the two tied teams will receive the higher standing.

II) If still tied, the Best Goal Differential in total League Play will determine the standing. (Example: Team A has 123 goals for and 81 goals against, their differential is +42).

III) If still tied, the best goal differential in games played between the tied teams will determine the standing.

IV) If still tied, fewest cumulative penalties (misconducts count for 10 minutes)

The highest seed, according to the tie breaking formula, in the standings after the regular season will always gain home ice advantage, no exceptions. The same process will be used to determine the rest of the rankings with regards to tied teams. The highest seed will be considered the “home team”, jersey color and last change will apply.

PLAYOFF FORMAT

Teams finishing 1st to 6th in each Division, as determined by final regular season standings, qualify for the playoffs. First and second-place teams in each Division earn a bye through the Quarter finals. Overtime for all playoff games will follow Hockey Canada overtime rules, rule 10.16.

Quarter finals (Best of 3)

- Series P1N: North Division, 3rd vs 6th
- Series P2N: North Division, 4th vs 5th
- Series P1S: South Division, 3rd vs 6th
- Series P2S: South Division, 4th vs 5th

Following the Quarter finals, winning teams are seeded according to Final League standings:

Semi finals (Best of 3)

- Series A: North Division, 1st vs 4th
- Series B: North Division, 2nd vs 3rd
- Series C: South Division, 1st vs 4th

Series D: South Division, 2nd vs 3

Division Finals (Best of 5)

- Series E: North Division, Winner Series A vs B
- Series F: South Division, Winner Series C vs D

League Championship (Best of 5)

- Series G: Winner Series E vs F

APPENDIX II: AEHL U17 AAA & U15 AAA

CONFERENCE ALIGNMENT

U17 AAA & U15 AAA			
North		**South**	
Canadian Athletic Club	*Lloydminster*	*Calgary Buffaloes*	*Airdrie*
Maple Leaf Athletic Club	*Grande Prairie*	*Calgary Flames*	*Lethbridge*
St. Albert	*Leduc*	*Calgary Northstars*	*Medicine Hat*
Knights of Columbus	*Spruce Grove*	*Calgary Royals*	*Okotoks*
Southside Athletic Club	*Fort Saskatchewan*	*Cochrane*	*Red Deer*
Sherwood Park			

SEASON & GAME FORMAT

34 Game League Schedule

South Division
9 South teams x 2 games = 18 games
5 South teams x 1 games = 5 games
11 North teams x 1 game = 11 games

North Division
10 North teams x 2 games = 20 games
4 North teams x 1 games = 4 games
10 South teams x 1 game = 10 games

ICE DURATION	WARMUP	PERIOD FORMAT	FLOODS
2.5 Hrs	10 Mins	3x20 Mins, 5 Min OT	2*

*May elect to have a third flood following warmups if time permits

STANDINGS

Points shall be awarded on the following basis:

- 2 points for win
- 1 point for tie
- 1 point for an overtime loss
- 0 points for a regulation loss

Procedure for determining Final Regular Season Standings in the event teams are tied following the Regular Season Schedule:

V) If three teams are tied, final standings will be determined by the number of wins in total League Play. The team with most wins will be seeded first.

If two teams are tied, the team with the Best Record in Games Played between the two tied teams will receive the higher standing.

VI) If still tied, the Best Goal Differential in total League Play will determine the standing. (Example: Team A has 123 goals for and 81 goals against, their differential is +42).

VII) If still tied, the best goal differential in games played between the tied teams will determine the standing.

VIII) If still tied, fewest cumulative penalties (misconducts count for 10 minutes)

The highest seed, according to the tie breaking formula, in the standings after the regular season will always gain home ice advantage, no exceptions. The same process will be used to determine the rest of the rankings with regards to tied teams. The highest seed will be considered the “home team”, jersey color and last change will apply.

PLAYOFF FORMAT

Teams finishing 1st to 8th in each Division, as determined by final regular seasons standings, qualify for the playoffs. All series are best-of-three. Overtime for all playoff games, including play in games, will follow Hockey Canada overtime rules, rule 10.16.

Quarter Finals (Best of 3)

- Series A: North Division, 1st vs 8th
- Series B: North Division, 2nd vs 7th
- Series C: North Division, 3rd vs 6th
- Series D: North Division, 4th vs 5th
- Series E: South Division, 1st vs 8th
- Series F: South Division, 2nd vs 7th
- Series G: South Division, 3rd vs 6th
- Series H: South Division, 4th vs 5th

Following the Quarter Finals, winning teams are seeded according to Final League Standings:

Semi Finals (Best of 3)

- Series I: North Division, 1st vs 4th
- Series J: North Division, 2nd vs 3rd
- Series K: South Division, 1st vs 4th
- Series L: South Division, 2nd vs 3rd

The U15 and U17 Provincial Championship will be held at a location to be determined by Hockey Alberta in consultation with the league, featuring a host team and the respective Semi Finals winners. The Provincial tournament will be a five-team event in accordance with Hockey Alberta Rules and Regulations. The format may change from time to time and will be communicated by the league prior to the season.

Note: Should the Provincial Championship Host Team qualify via the Semi Finals, the highest seeded team eliminated from that Division's Semi Final would also qualify for the Provincial Championship.

APPENDIX III: AEHL U13 AAA

CONFERENCE ALIGNMENT

U13 AAA			
North Metro	**North Rural**	**South Metro**	**South Rural**
Canadian Athletic Club	Bonnyville	CBHA Hawks	Airdrie
Maple Leaf Athletic Club	Camrose	CBHA Wranglers	Cochrane
Knights of Columbus	Fort McMurray	CNHA Green	Lethbridge
South Side Athletic Club	Fort Saskatchewan	CNHA White	Medicine Hat
Spruce Grove	Grande Prairie	CRAA Blue	Okotoks
Sherwood Park	Leduc	CRAA Gold	Red Deer
St Albert	Lloydminster	NWCAA Black	Strathmore
Strathcona	Whitecourt	NWCAA Red	Sylvan Lake

SEASON & GAME FORMAT

30 Game League Schedule

South Conference

15 South teams x 2 games = 30 games

North Division

15 North teams x 2 games = 30 games

ICE DURATION	WARMUP	PERIOD FORMAT	FLOODS
1.5hrs – 2.25hrs	5 Mins	3x20 Mins	0-2

STANDINGS

Points shall be awarded on the following basis:

- 2 points for win
- 1 point for tie
- 0 points for a loss

The procedure for determining Final Regular Season Standings in the event teams are tied following the Regular Season Schedule:

I. If three or more teams are tied,
Once a step in the three+ team tiebreaker establishes a ranking of a team(s), they will assume that position and any remaining teams will continue to the next tiebreaker, remaining tied teams will NOT revert back to the “two team” tiebreaker process.

a. The team who earned the most points in the games involving the tied teams will gain the higher position. If still tied;
b. The team with the most wins in the regular season will gain the higher position (all regular season games are included). If still tied
c. The team with the higher goal average will gain the higher position leveraging the formula below (all regular season games are included).

Goal average formula:

Goals for (GF) divided by Goals for (GF) + Goals against (GA)

GF / (GF+GA)

NOTE: The team with the higher percentage will gain the higher position

d. The team with the least amount of total penalty minutes between the tied teams will gain the higher position (all regular season games are included). If still tied;
e. A single coin toss will determine the team that will gain the higher position

II. If two teams are tied:
a. The team who earned the most points in the games between the tied teams will gain the higher position. If still tied;
b. The team with the most wins in the regular season will gain the higher position (all regular season games are included). If still tied
c. The team with the best goal average will gain the higher position leveraging the formula below (all regular season games are included).
i. Goal average formula:
ii. Goals for (GF) divided by Goals for (GF) + Goals against (GA)
iii. GF / (GF+GA)
iv. NOTE: The team with the higher percentage will gain the higher position.
d. If still tied, the team with the least amount of total penalty minutes between the two teams will gain the higher position (all regular season games are included). If still tied;
e. A single coin toss will determine the team that will gain the higher position.

POST SEASON FORMAT

PLAYOFF TOURNAMENTS

- 4 Divisional Tournaments – 15 games each
- Each division will contain 2 pools of 4 teams
- Pool A: 1,4,5,7; Pool B: 2,3,6,8
- 3 Round Robin games per team, top 2 from each pool advance to semi finals
    - Semi final winners play in a single game final to determine the division champion
- 4 division champions and a host advance to the Provincial Championships

If teams are tied at the conclusion of the round robin in playoff tournaments, the following procedure will be followed in order to determine the final standings.

I. If three or more teams in a pool are tied;
Once a step in the 3+ team tiebreaker establishes a ranking of a team(s), they will assume that position and the remaining teams will go to the next step if still tied. At no point will teams revert back to the “two team” tiebreaker process.

a. The team who earned the most points in games amongst the tied teams only will gain the higher position. If still tied;
b. The team with the most wins in the round robin will gain the higher position (all round robin games are included). If still tied,
c. The team with the best goal average will gain the higher position leveraging the formula below (all round robin games are included). If the teams remain tied, proceed to 2.4.
Goal average formula:

Goals for (GF) divided by Goals for (GF) + Goals against (GA)

GF / (GF+GA)

NOTE: The team with the higher percentage will gain the higher position.

d. The team with the least amount of total penalty minutes between the two teams will gain the higher position (all round robin games are included). If the teams remained tied, proceed to 2.5.
e. A single coin toss will determine the team that will gain the higher position.

II. If two teams in a pool are tied:
    a. Head-to-head record between the two tied teams will gain the higher position (ie. most points earned). If the teams remain tied,
    b. The team with the most wins in the round robin will gain the higher position (all round robin games are included). If the teams remain tied;
    c. The team with the best goal average will gain the higher position leveraging the formula below (all round robin games are included). If the teams remain tied, proceed to 1.4.

        Goal average formula:

        Goals for (GF) divided by Goals for (GF) + Goals against (GA)

        GF / (GF+GA)

        NOTE: The team with the higher percentage will gain the higher position.

    d. If still tied, the team with the least amount of total penalty minutes between the two teams will gain the higher position (all roundrobin games are included). If still tied;
    e. A single coin toss will determine the team that will gain the higher position.

PROVINCIAL CHAMPIONSHIP

- Four winners of division tournaments and tournament host qualify for Provincial Championship (5 team event)
- 4 game round robin, bronze and final

APPENDIX IV: AEHL U18 AA

CONFERENCE ALIGNMENT

U18AA			
U18AA North Metro		**U18AA North Rural**	
CAC	Fort Saskatchewan	Beaumont	NEBC*
KC	Leduc	Camrose	Fort McMurray
MLAC	Sherwood Park	Lloydminster	Whitecourt
SSAC	Spruce Grove	Bonnyville	Grande Prairie
	St Albert	Wainwright	Peace River
	Sturgeon	Strathcona	
U18 AA South		**U18 AA Calgary**	
Airdrie	Cranbrook*	CBHA 1	CBHA 2
Cochrane	Foothills	CNHA 1	CNHA 2
Lacombe	Lethbridge	CRAA 1	CRAA 2
Olds	Medicine Hat	NWCAA 1	NWCAA 2
Red Deer	Okotoks		
Sylvan Lake	Strathmore		
	Taber		

*=Not eligible for post season – BC teams

SEASON & GAME FORMAT

34 Game League Schedule

CENTRAL DIVISION

- 4 Central teams x 4 games = 16 games
- 1 Central team 3 games = 3 games
- 7 South teams x 1 game = 7 games
- 8 Calgary teams x 1 game = 8 games

SOUTH DIVISION

- 4 South teams x 3 games = 12 games
- 2 South teams x 4 games = 8 games
- 6 Central teams x 1 game = 6 games
- 8 Calgary teams x 1 game = 8 games

REGIONAL DIVISION

- 3 Regional teams x 3 games = 9 games
- 2 Regional teams x 4 games = 8 games
- 4 Capital teams x 1 game = 4 games
- 6 East teams x 1 game = 6 games
- 5 North teams x 1 game = 5 games

CAPITAL DIVISION

- 3 Capital teams x 5 games = 15 games
- 6 Regional teams x 1 game = 6 games
- 6 East teams x 1 game = 6 games
- 5 North teams x 1 game = 5 games

NORTH DIVISION

- 4 North teams x 4 games = 16 games
- 4 Capital teams x 1 game = 4 games
- 6 Regional teams x 1 game = 6 games
- 6 East teams x 1 game = 6 games

EAST DIVISION

- 3 East teams x 3 games = 9 games
- 2 East teams x 4 games = 8 games
- 4 Capital teams x 1 game = 4 games
- 6 Regional teams x 1 game = 6 games
- 5 North teams x 1 game = 5 games

ICE DURATION	WARMUP	PERIOD FORMAT	FLOODS
2.25 Hrs	5 Mins	3x20 Mins	2

STANDINGS

Points shall be awarded on the following basis:

- 2 points for win
- 1 point for tie
- 0 points for a loss

PLAYOFF FORMAT
NORTH METRO, NORTH RURAL & SOUTH DIVISIONS

8 Team Divisions:

- #1,3,6,8 Teams in one pool
- #2,4,5,7 Teams in one pool
- 3 game round robin (12 total games for round robin)
- Top 2 teams from each pool play in crossover single game semi-finals (1Av2B, 1Bv2A)
- Winners of semi-finals play single game final for division championship
- 15 total games for division playoff

7 Team Divisions

- Each team plays 4 round robin games to determine semi-final qualification and seeding
- Teams ranked 1,2,3 play teams ranked 4,5,6,7 (14 total games in round robin)
    - Team 4 plays team 7, team 5 plays team 6 to reach 4 games for bottom four teams
- Top 4 teams in round robin play in semi-final (1v4, 2v3) – single game elimination
- Semi final winners play single game final for division championship
- 17 total games for division playoff

6 Team Divisions

- Each team plays 3 round robin games to determine semi-final qualification and seeding
- Teams 1,2,3 play teams 4,5,6 (9 total games in round robin
- Top 4 teams in round robin play in semi-final (1v4, 2v3) – single game elimination
- Semi final winners play single game final for division championship
- 12 total games for division playoff

5 Team Divisions

- Each team plays 4 round robin games (1 game vs all opponents in division – 10 total games)
- Top team in standings after round robin receives bye to final
- 2nd and 3rd team in after round robin play in single game semi final
- Winner of semi final plays top team in round robin for division championship in single game final.
- 12 total games for division playoff

4 Team Divisions

- Each team plays 3 round robin games (1 game vs all opponents in division – 6 total games)
- Top 2 teams following round robin play in single game division final
- 7 total games for division playoff

Conference Finals

- In any conference with two divisions, the division playoff tournament champions will meet in a best of three series to determine the conference champion and provincial representative for the conference.
- The team with the better regular season win percentage will receive home ice advantage and will host game 1 and game 3 if necessary.
- Teams will compete to be the first to four points based on 2 points for a win, 1 point for a tie and 0 points for a loss
- Games 1 & 2 will be played only until the end of regulation time.
- If at the end of regulation time in game 3, both teams would have 3 points, a ten-minute 3v3 continuous overtime will be played until a series winner can be determined.

APPENDIX V: AEHL U16 AA

CONFERENCE ALIGNMENT

U16 AA			
U16AA North Metro		**U16 AA North Rural**	
CAC	KC	Bonnyville	Camrose
MLAC	SSAC	Fort McMurray	Fort Saskatchewan
Beaumont	Sherwood Park	Grande Prairie	Lloydminster
Spruce Grove	St Albert	Strathcona	Whitecourt
U16 AA South		**U16 AA Calgary**	
Airdrie	Cochrane	CBHA	
Medicine Hat	Lethbridge	CNHA	
Okotoks	Red Deer	CRAA	
Strathmore	Sylvan Lake	NWCAA	
Cranbrook*			

*= Ineligible for post season – BC team.

SEASON & GAME FORMAT

32 Game League Schedule

SOUTH

- 8 South teams x 4 games = 24 games
- 4 Calgary teams x 2 games = 8 games

METRO

- 3 Metro teams x 4 games = 12 games
- 4 Metro teams x 3 games = 12 games
- 8 Rural teams x 1 game = 8 games

RURAL:

- 3 Rural teams x 4 games = 12 games
- 4 Rural teams x 3 games = 12 games
- 8 Metro teams x 1 game = 8 games

ICE DURATION	WARMUP	PERIOD FORMAT	FLOODS
2.25 Hrs	5 Mins	3x20 Mins	2

STANDINGS

Points shall be awarded on the following basis:

- 2 points for win
- 1 point for tie
- 0 points for a loss

PLAYOFF FORMAT

NORTH METRO, NORTH RURAL & SOUTH DIVISIONS

Eight Team Divisions:

- #1,3,6,8 Teams in one pool
- #2,4,5,7 Teams in one pool
- 3 game round robin (12 total games for round robin)
- Top 2 teams from each pool play in crossover single game semi-finals (1Av2B, 1Bv2A)
- Winners of semi-finals advance to a best-of-three Conference Championship series
- 14 total games for division playoff

7 Team Divisions

- Each team plays 4 round robin games to determine semi-final qualification and seeding
- Teams ranked 1,2,3 play teams ranked 4,5,6,7 (14 total games in round robin)
    - Team 4 plays team 7, team 5 plays team 6 to reach 4 games for bottom four teams
- Top 4 teams in round robin play in semi-final (1v4, 2v3) – single game elimination
- Semi final winners play single game final for division championship
- 17 total games for division playoff

Conference Championship Series

- The Division tournament finalists will meet in a best of three series to determine the Division champion and provincial representative.
- The team with the better regular season win percentage will receive home ice advantage and will host game 1 and game 3 if necessary.
- Teams will compete to be the first to four points based on:
    - 2 points for a win
    - 1 point for a tie
    - 0 points for a loss
- Games 1 & 2 will be played only until the end of regulation time.
- If at the end of regulation time in game 3, both teams would have 3 points, a ten-minute 3v3 continuous overtime will be played until a series winner can be determined.

APPENDIX VI: AEHL U15 AA

CONFERENCE ALIGNMENT

U15AA			
U15AA North Metro		**U15AA North Rural**	
CAC 1	Leduc	Beaumont	Fort McMurray
CAC 2	PAC 1	Bonnyville	GPAC 1
KC 1	PAC 2	Camrose	GPAC 2
KC 2	SPK 1	Fort Sask	Peace River
MLAC 2	SPK 2	Lloydminster	Whitecourt
MLAC 2	STA 1	Strathcona	NEBC*
SSAC 1	STA 2	Sturgeon	
SSAC 2		Wainwright	
U15AA South		**U15AA Calgary**	
Airdrie	Cranbrook*	CBHA 1	CBHA 2
Cochrane	Foothills	CBHA 3	CNHA 1
Lacombe	Lethbridge	CNHA 2	CNHA 3
Olds	Medicine Hat	CRAA 1	CRAA 2
Red Deer	Okotoks	CRAA 3	NWCAA 1
Sylvan Lake	Strathmore	NWCAA 2	NWCAA 3
	Taber		

*= Ineligible for post season – BC team

SEASON & GAME FORMAT

32-34 Game League Schedule

CENTRAL DIVISION:

- 5 Central teams x 4 games = 20 games
- 7 South teams x 2 games = 14 games

SOUTH DIVISION

- 4 South teams x 4 games = 16 games
- 2 South teams x 3 games = 6 games
- 6 Central teams x 2 games = 12 games

EAST DIVISION:

- 4 East teams x 2 games = 8 games
- 3 East teams x 1 game = 3 games
- 8 Capital teams x 1 game = 8 games
- 7 Regional teams x 1 game = 7 games
- 6 North teams x 1 game = 6 games

NORTH DIVISION

- 5 North teams x 4 games = 20 games
- 8 East teams x 1 game = 8 games
- 4 Regional teams x 1 game = 4 games

CAPITAL DIVISION

- 3 Capital teams x 3 games = 9 games
- 4 Capital teams x 2 games = 8 games
- 7 Regional teams x 1 game = 7 games
- 8 East teams x 1 game = 8 games

REGIONAL DIVISION

- 6 Regional teams x 2 games = 12 games
- 8 Capital teams x 1 game = 8 games
- 8 East teams x 1 game – 8 games
- 4 North teams x 1 game = 4 games

ICE DURATION	WARMUP	PERIOD FORMAT	FLOODS
2.25 Hrs	5 Mins	3x20 Mins	2

STANDINGS

Points shall be awarded on the following basis:

- 2 points for win
- 1 point for tie
- 0 points for a loss

PLAYOFF FORMAT
NORTH METRO, NORTH RURAL & SOUTH DIVISIONS

Eight Team Divisions:

- #1,3,6,8 Teams in one pool
- #2,4,5,7 Teams in one pool
- 3 game round robin (12 total games for round robin)
- Top 2 teams from each pool play in crossover single game semi-finals (1Av2B, 1Bv2A)
- Winners of semi-finals play single game final for division championship
- 15 total games for division playoff

7 Team Divisions

- Each team plays 4 round robin games to determine semi-final qualification and seeding
- Teams ranked 1,2,3 play teams ranked 4,5,6,7 (14 total games in round robin)
    - Team 4 plays team 7, team 5 plays team 6 to reach 4 games for bottom four teams
- Top 4 teams in round robin play in semi-final (1v4, 2v3) – single game elimination
- Semi final winners play single game final for division championship
- 17 total games for division playoff

6 Team Divisions

- Each team plays 3 round robin games to determine semi-final qualification and seeding
- Teams 1,2,3 play teams 4,5,6 (9 total games in round robin
- Top 4 teams in round robin play in semi-final (1v4, 2v3) – single game elimination
- Semi final winners play single game final for division championship
- 12 total games for division playoff

5 Team Divisions

- Each team plays 4 round robin games (1 game vs all opponents in division – 10 total games)
- Top team in standings after round robin receives bye to final
- 2nd and 3rd team in after round robin play in single game semi final
- Winner of semi final plays top team in round robin for division championship in single game final.
- 12 total games for division playoff

4 Team Divisions

- Each team plays 3 round robin games (1 game vs all opponents in division – 6 total games)
- Top 2 teams following round robin play in single game division final
- 7 total games for division playoff

Conference Finals

- In any conference with two divisions, the division playoff tournament champions will meet in a best of three series to determine the conference champion and provincial representative for the conference.
- The team with the better regular season win percentage will receive home ice advantage and will host game 1 and game 3 if necessary.
- Teams will compete to be the first to four points based on 2 points for a win, 1 point for a tie and 0 points for a loss
- Games 1 & 2 will be played only until the end of regulation time.
- If at the end of regulation time in game 3, both teams would have 3 points, a ten minute 3v3 continuous overtime will be played until a series winner can be determined.

APPENDIX VII: AEHL U13 AA

CONFERENCE ALIGNMENT

U13AA			
U13AA North Metro		**U15AA North Rural**	
CAC	Beaumont	Bonnyville	Dawson Creek*
KC	Leduc	Fort Sask	Fort McMurray
MLAC	PAC	Lloydminster	Fort St John*
SSAC	SPK	Strathcona	GPAC
	STA 1	Sturgeon	Peace River
	STA 2	Wainwright	Whitecourt
U13AA South		**U13AA Calgary**	
Airdrie	Cranbrook*	Bow River	Bow Valley
Cochrane	Foothills	Glenlake	Knights
Lacombe	Lethbridge	McKnight	Northwest
Olds	Medicine Hat	Raiders	Southwest
Red Deer	Strathmore	Springbank	Trails West
Sylvan Lake	Taber	Wolverines	

*= Ineligible for post season – BC team

SEASON & GAME FORMAT

South Conference:

32 Game League Schedule

CENTRAL DIVISION:

- 5 Central teams x 4 games = 20 games
- 6 South teams x 2 games = 12 games

SOUTH DIVISION

- 5 South teams x 4 games = 20 games
- 6 Central teams x 2 games = 12 games

NORTH DIVISION

- 5 North teams x 4 games = 20 games
- 6 East teams x 1 game = 6 games
- 6 Regional teams x 1 game = 6 games

CAPITAL DIVISION

- 3 Capital teams x 4 games = 12 games
- 4 Regional teams x 2 games = 8 games
- 2 Regional teams x 3 games = 6 games
- 6 East teams x 1 game = 6 games

EAST DIVISION

- 4 East teams x 3 games = 12 games
- 1 East team x 4 games = 4 games
- 6 North teams x 1 game= 6 games
- 4 Capital teams x 1 game = 4 games
- 6 Regional teams x 1 game = 6 games

REGIONAL DIVISION

- 5 Regional teams x 2 games = 10 games
- 2 Capital teams x 3 games = 6 games
- 2 Capital teams x 2 games = 6 games
- 6 East teams x 1 game = 6 games
- 6 North teams x 1 game = 6 games

ICE DURATION	WARMUP	PERIOD FORMAT	FLOODS
1.5hrs - 2.25hrs	5 Mins	3x20 Mins (CAL – 15-20-20)	0-2

STANDINGS

Points shall be awarded on the following basis:

- 2 points for win
- 1 point for tie
- 0 points for a loss

PLAYOFF FORMAT
NORTH METRO, NORTH RURAL & SOUTH DIVISIONS

Eight Team Divisions:

- #1,3,6,8 Teams form one pool
- #2,4,5,7 Teams form a second pool
- 3 game round robin versus all opponents in pool (12 total games for round robin)
- Top 2 teams from each pool play in crossover single game semi-finals (1Av2B, 1Bv2A)
- Winners of semi-finals play single game final for division championship
- 15 total games for division playoff

7 Team Divisions

- Each team plays 4 round robin games to determine semi-final qualification and seeding
- Teams ranked 1,2,3 play teams ranked 4,5,6,7 (14 total games in round robin)
    - Team 4 plays team 7, team 5 plays team 6 to reach 4 games for bottom four teams
- Top 4 teams in round robin play in semi-final (1v4, 2v3) – single game elimination
- Semi final winners play single game final for division championship
- 17 total games for division playoff

6 Team Divisions

- Each team plays 3 round robin games to determine semi-final qualification and seeding
- Teams 1,2,3 play teams 4,5,6 (9 total games in round robin
- Top 4 teams in round robin play in semi-final (1v4, 2v3) – single game elimination
- Semi final winners play single game final for division championship
- 12 total games for division playoff

5 Team Divisions

- Each team plays 4 round robin games (1 game vs all opponents in division – 10 total games)
- Top team in standings after round robin receives bye to final
- 2nd and 3rd team in after round robin play in single game semi final
- Winner of semi final plays top team in round robin for division championship in single game final.
- 12 total games for division playoff

4 Team Divisions

- Each team plays 3 round robin games (1 game vs all opponents in division – 6 total games)
- Top 2 teams following round robin play in single game division final
- 7 total games for division playoff

Conference Finals

- In any conference with two divisions, the division playoff tournament champions will meet in a best of three series to determine the conference champion and provincial representative for the conference.
- The team with the better regular season win percentage will receive home ice advantage and will host game 1 and game 3 if necessary.
- Teams will compete to be the first to four points based on 2 points for a win, 1 point for a tie, and 0 points for a loss
- Games 1 & 2 will be played only until the end of regulation time.
- If at the end of regulation time in game 3, both teams would have 3 points, a ten minute 3v3 continuous overtime will be played until a series winner can be determined.

APPENDIX VIII: AEHL AA PLAYOFF TOURNAMENT RULES

1. The length of all games will be three (3) periods of twenty (20) minutes stop time with the ice being resurfaced between each period.
2. “Home" and "Away" Teams are determined for the Divisional Tournament on the schedule.
    a. If the Divisional Tournament Final is between a team who was first in their pool and a team who was second in their pool, the team who was first in their pool shall be declared the home team for the final.
    b. If the Divisional Tournament Final is between two teams who were the same rank in their pool in Round Robin, the home team for the Divisional Tournament Final shall be the team that was the higher of the two seeds in the division based on regular-season standings.
3. Two points shall be awarded for a win, one point shall be awarded for a tie, 0 points shall be awarded for a loss in round-robin play
    a. Games tied at the end of regulation shall not be broken in round-robin play
4. In the event a Team wins a game by more than ten (10) goals, that team will only be granted a goal differential of ten (10) for that game and a maximum of a ten (10) goal differential will be recorded in the statistics.
    a. Example: For = 14 goals, Against = 2 goals
    b. Goal Differential = 10 goals
5. In the event that teams are tied for a playoff position, the following procedure will apply:
    a. If two (2) teams are tied:
        i. The winner of the round-robin game between the two tied teams gains the highest position.
        ii. If teams are still tied, or if the tied teams did not play each other in round-robin, the team with the most wins in the round-robin gains the highest position.
        iii. If the two (2) teams are still tied after 5 (i) and (ii), then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the follow manner:

        Total number of goals for divided by the total number of goals for and against. All round-robin games are included.

        Example: For = 10 goals Against = 4 goals
        Total goals for and against: 10 goals for + 4 goals against = 14
        Goal Average: 10 goals for / 14 total goals for and against = 0.714
        NOTE: The highest percentage gains the highest position.

        iv. If the two (2) teams are still tied after (i) (ii) and (iii) have been applied, the team with the least number of minutes in penalties throughout all of the round-robin games gains the highest position.
        v. If the two teams are still tied after (i) – (v) have been applied, a single coin toss will determine which team gains the highest position.
            1. For the coin toss for two (2) teams tied, a single coin will be tossed with the higher-seeded team based on regular season standings declaring either "heads" or "tails" while the coin is in the air. The team that declares the toss and is successful would then be declared the first (1st) placed team. If the team that declared the toss is unsuccessful, that team places second (2nd).
    b. If three (3) teams or more are tied, teams will use the below tie-breakers to determine an overall rank between the teams. At no point will teams revert back to the two-team tie-breakers or move back up the 3+ team tie breaking scenarios that have already been utilized, teams will continue down the tiebreakers until a full ranking is established.
        i. If all tied teams played one another, the point record established in the games AMONG THE TIED TEAMS ONLY will be used as the first tie breaking formula in deciding which team(s) will advance. If teams remain tied or if the tied teams did not all play each other;

ii. The team with the most wins through all round robin games would gain the highest position
iii. If teams are still tied after (ii) above has been applied, then the team with the best goal average gains the highest position.
    1. If all three percentages are different for the three (3) teams that are tied, then first (1st), second (2nd) and third (3rd) place Is decided with the highest percentage gaining first (1st) place and the lowest percentage gaining third (3rd) place. The tie breaking procedure will not go back to two teams tied.
iv. If two teams or more are still tied after (i) –(iii) have been applied, the team(s) to qualify would be the team(s) that receive the least number of minutes in penalties throughout all of the round-robin games.
v. If three teams are still tied alter (i) – (iv) have been applied, a coin toss will determine the highest positions.
    1. For the coin toss involving three (3) teams tied, all three teams will each toss a coin. The team that tosses the first odd coin is declared the first (1st) place position of the three tied teams.
    2. The two (2) remaining teams will now toss a single coin the higher seeded team based on regular season standings declaring either "heads" or tails," while the coin is in the air. The team that declares the toss and if successful would then be declared the second (2nd) place team. If the team that declared the loss is unsuccessful, that team is placed third (3rd).

6. Semi final and final games tied at the end of regulation shall have the following take place:
    a. If the referee feels it is necessary, the ice may be resurfaced at the end of the three regulation periods. If the ice is not resurfaced, the teams will not change ends.
    b. Each team shall ice three skaters and a goaltender. The puck shall be faced off at centre ice and the play shall continue with a ten-minute sudden victory overtime period;
    c. If the score is still tied after the sudden victory ten-minute overtime period, the teams would take a normal between period break and return to play twenty-minute sudden play periods. The teams will now change ends.
    d. Any overtime period shall be considered part of the game, and all unexpired penalties shall remain in force.
    e. If either team declines to play in the necessary overtime period or periods, the game shall be declared a loss for that team.
    NOTE: The South Metro Division may have their own overtime format.
7. Protests will not be entertained on the outcome of any FINAL Division or Conference Tournament game.

Playoff Tournament Logistics

1. The tournament host (or home team for Capital Division games) will provide warm up and game pucks
2. The Tournament Host will outline whether they will provide score/timekeepers or require the participating teams to handle the clock and online scoring system
3. The Tournament Host will outline whether they will provide volunteers for music and national anthems or whether it will be the requirement of the participating teams to provide
4. Each team participating in a given game must provide one person to staff a penalty box door in their game
5. The Tournament Host will be responsible for booking officials. All games must be staffed with the same number of officials, with a strong preference given to using four-official systems.

Conference Championship Series

1. Each team must provide at least three home ice slots between the dates outlined for the Conference Championship Series when requested following the Division/Conference Tournament
2. The Conference Final Series must be concluded by the end date the league specifies
3. The team with the better regular season win percentage will receive home ice advantage and will host game 1 and game 3 if necessary.
4. Teams will compete to be the first to four points based on:
    a. 2 points for a win
    b. 1 point for a tie
    c. 0 points for a loss
5. Games 1 & 2 will be played only until the end of regulation time. If at the end of regulation time in game 3, both teams would have 3 points, overtime will be played using the following format:
    a. If the referee feels it is necessary, the ice may be resurfaced at the end of the three regulation periods. If the ice is not resurfaced, the teams will not change ends.
    b. Each team shall ice three skaters and a goaltender. The puck shall be faced off at centre ice and the play shall continue with a ten-minute sudden victory overtime period;
    c. If the score is still tied after the sudden victory ten-minute overtime period, the teams would take a normal between period break and return to play twenty-minute sudden play periods. The teams will now change ends.
    d. Any overtime period shall be considered part of the game, and all unexpired penalties shall remain in force.
    e. If either team declines to play in the necessary overtime period or periods, the game shall be declared a loss for that team.

Provincial Championship (5-Team Event)

The Hockey Alberta Provincial Championships for AEHL AA Divisions will be held at a location to be determined by Hockey Alberta in consultation with the league, featuring a host team and the respective Conference Champions. The Provincial tournament will be a five-team event in accordance with Hockey Alberta Rules and Regulations. The format may change from time to time and will be communicated by the league prior to the season. Rules for the Provincial Championships shall be communicated separately.

Should the Host of Provincials win their conference, the other conference finalist will be named as the conference representative for the Provincial Championship. Provincial Host teams will always be designated as the HOST in all Provincial Schedules.

APPENDIX IX: AFHL U18 AAA

CONFERENCE ALIGNMENT

U18 AAA Girls
St. Albert
Edmonton
Lloydminster
Sherwood Park
Red Deer
Calgary 1
Calgary 2
Rocky Mountain (Okotoks)

SEASON & GAME FORMAT

ICE DURATION	WARMUP	PERIOD FORMAT	FLOODS
2.5 Hrs	10 Mins	3x20 Mins, 5 Min OT, 3v3 Player SO	2

U18 AAA Regular Season (28 games)

- 7 League teams x 4 games = 28 games

STANDINGS

Points shall be awarded on the following basis:

- 3 points for a regulation win
- 2 points for an overtime/shootout win
- 1 point for an overtime/shootout loss

Procedure for determining Final Regular Season Standings in the event teams are tied following the Regular Season Schedule:

I) (a) If three teams are tied, final standings will be determined by the number of wins in total League Play. The team with most wins will be seeded first.

(b) If two teams are tied, the team with the Best Record in Games Played between the two tied teams will receive the higher standing.

II) If still tied, the Best Goal Differential in total League Play will determine the standing. (Example: Team A has 123 goals for and 81 goals against, their differential is +42).

III) If still tied, the best goal differential in games played between the tied teams will determine the standing.

IV) If still tied, fewest cumulative penalties (misconducts count for 10 minutes)

The highest seed, according to the tie breaking formula, in the standings after the regular season will always gain home ice advantage, no exceptions. The same process will be used to determine the rest of the rankings with regards to tied teams. The highest seed will be considered the “home team”, jersey color and last change will apply.

PLAYOFF FORMAT

At the conclusion of the regular season, the six Member Clubs will be ranked using their standings after all games have been played. All six teams will move into the playoff round as follows: 1st place team will receive a bye into the Provincial Tournament as well as the Host Team. The remaining four teams will enter the playoff round to determine the final two teams through a playoff series format. Each game must result in a winner and in the case of a tie, the following overtime format will be played:

Overtime will be played in any regular season game as required. All Leagues games must result in a winner. The following will be the format for PLAYOFF overtime:

1) Ten-minute sudden-death overtime, 3 versus 3 players, plus goalies. If still tied:

2) 3 players versus 3 players SHOOT OUT conducted in PENALTY SHOT FORMAT. The first shooter will be determined by a coin toss called by the home team. The winner of the coin toss will select whether they shoot first or second. If still tied, the shoot out will continue until an advantage is determined. One opportunity per player, until all players have been used.

The highest remaining seed (among the four) will play the lowest remaining seed, leaving the two middle teams to play each other. These two series will be a three-game series with the third game being played only if the series is tied after two games. The winners of each series will advance to the Final Four Provincial Tournament.

The Final Four Tournament will consist of a round robin format, with each team playing three round robin games. The highest seeded team from the regular season will be considered the “Home” team during the Round Robin. Following the completion of the Round Robin, the standings from the round robin play will determine their rankings for the finals. Their standings at the end of the round robin will determine their rankings for the finals. The 1st place team will play the 2nd place team in the Gold Medal Game, and the 3rd place team will play the 4th place team in the Bronze Medal Game.

The AFHL Final Four will utilize the same AFHL points systems for standings and in the case of ties in the standings, the Provincial Breakers will be used. In the case of a tied game at the end of regulation, the following overtime procedures will be used as all games must result in a winner.

1) Ten-minute sudden-death overtime, 3 versus 3 players, plus goalies. If still tied:

2) 3 players versus 3 players SHOOT OUT conducted in PENALTY SHOT FORMAT. The first shooter will be determined by a coin toss called by the home team. The winner of the coin toss will select whether they shoot first or second. If still tied, the shoot out will continue until an advantage is determined. One opportunity per player, until all players have been used.

In the case of Semi-Final, Bronze or Gold Medal games during the AFHL Final Four, the following Overtime format will be used:

1) Ice will be resurfaced prior to over time play

2) Twenty-minute sudden-death overtime, 3 versus 3 players, plus goalies. If still tied:

3) 3 players versus 3 players SHOOT OUT conducted in PENALTY SHOT FORMAT. The first shooter will be determined by a coin toss called by the home team. The winner of the coin toss will select whether they shoot first or second. If still tied, the shoot out will continue until an advantage is determined. One opportunity per player, until all players have been used

APPENDIX X: AFHL U18 AA

CONFERENCE ALIGNMENT

AFHL U18 AA	
U18 AA Girls North	**U18 AA Girls South**
Peace Country (Grande Prairie)	*Red Deer*
St Albert	*Airdrie*
Edmonton	*Calgary Red*
Sherwood Park	*Calgary White*
Camrose	*Rocky Mountain (Okotoks)*
Lloydminster	*Southern (Lethbridge)*

SEASON & GAME FORMAT

31 Game League Schedule

North Division

5 North teams x 5 games = 25 games

6 South teams x 1 game = 6 games

South Division

5 South teams x 5 games = 25 games

6 North teams x 1 game = 6 games

ICE DURATION	WARMUP	PERIOD FORMAT	FLOODS
2.25 Hrs	5 Mins	3x20 Mins, 5 Min OT, 3v3 Player SO	2

STANDINGS

Points shall be awarded on the following basis:

- 3 points for a regulation win
- 2 points for an overtime/shootout win
- 1 point for an overtime/shootout loss

Procedure for determining Final Regular Season Standings in the event teams are tied following the Regular Season Schedule:

V) (a) If three teams are tied, final standings will be determined by the number of wins in total League Play. The team with most wins will be seeded first.

(b) If two teams are tied, the team with the Best Record in Games Played between the two tied teams will receive the higher standing.

VI) If still tied, the Best Goal Differential in total League Play will determine the standing. (Example: Team A has 123 goals for and 81 goals against, their differential is +42).

VII) If still tied, the best goal differential in games played between the tied teams will determine the standing.

VIII) If still tied, fewest cumulative penalties (misconducts count for 10 minutes)

The highest seed, according to the tie breaking formula, in the standings after the regular season will always gain home ice advantage, no exceptions. The same process will be used to determine the rest of the rankings with regards to tied teams. The highest seed will be considered the “home team”, jersey color and last change will apply.

PLAYOFF FORMAT

All twelve teams in both Elite Divisions will make the playoffs. Rankings will be determined by standings at the conclusion of the regular season. The first round consists of a bye for the 1st and 2nd place teams in each region. From each region, the 3rd place team will play 6th, and 4th will play 5th, in a best of three game series. Once a winner is determined from those rounds, the winner of the 4/5 series will play the 1st place seed. The winner of the 3/6 round will play the 2nd place seed, also in a best of three game series. The winner of the 1vs4/5 and the 2vs3/6 series will advance to the Final Provincial Weekend.

Playoff series:

The Game Procedures and standards of play will remain the same for the Provincial Tournament with the following exceptions:

1) Preliminary Playoff Games to qualify for Provincials will be best of three game series. All games must result in a winner; normal AFHL overtime and shootout procedures will apply.
2) In instances where a playoff match up involves two Associations whose Home Arenas are **240** kilometers or less (by government road ways), teams will follow the following format; Game 1 – Highest Seed Hosts, Game 2 – Lowest Seed Hosts, Game 3 *if necessary* – Highest Seed Hosts.
3) In instances where a playoff match up involves two Associations whose Home Arenas are further than **240** kilometers, the Highest Seeded Team will host ALL GAMES; they will be considered “home” for the first game and “away” for the second game (for the purpose of jerseys and last change).

The Final Five Showdown will consist of a round robin format, with each team playing four round robin games, the highest seeded team from the regular season will be considered the “Home” team during the Round Robin. Following the completion of the Round Robin, the standings from the round robin play will determine their rankings for the finals. The 5th place team in the tournament will be eliminated after the round robin with the 1st place team playing the 2nd place team in the Gold Medal Game and the 3rd place team will play the 4th place team in the Bronze Medal Game.

The AFHL Final Five will utilize the same AFHL points systems for standings and in the case of ties in the standings, the Provincial Breakers will be used. In the case of a tied game at the end of regulation, the following overtime procedures will be used as all games must result in a winner.

Final Five Round Robin Overtime:

1) Ten-minute sudden-death overtime, 3 versus 3 players, plus goalies. If still tied:

2) 3 players versus 3 players SHOOT OUT conducted in PENALTY SHOT FORMAT. The first shooter will be determined by a coin toss called by the home team. The winner of the coin toss will select whether they shoot first or second. If still tied, the shoot out will continue until an advantage is determined. One opportunity per player, until all players have been used.

IF time does not permit a sudden death overtime period, teams may advance directly to the shootout.

In the case of Semi-Final, Bronze or Gold Medal games during the AFHL Final Four, the following Overtime format will be used:

1) Ice will be resurfaced prior to over time play

2) Twenty-minute sudden-death overtime, 3 versus 3 players, plus goalies. If still tied:

3) 3 players versus 3 players SHOOT OUT conducted in PENALTY SHOT FORMAT. The first shooter will be determined by a coin toss called by the home team. The winner of the coin toss will select whether they shoot first or second. If still tied, the shoot out will continue until an advantage is determined. One opportunity per player, until all players have been used.

APPENDIX XI: AFHL U15 AA

CONFERENCE ALIGNMENT

U15AA Girls	
U15AA Girls North	***U15AA Girls South***
Peace Country (Grande Prairie)	*Red Deer*
St Albert	*Olds/Airdrie*
Edmonton 1	*Calgary 1*
Edmonton 2	*Calgary 1*
Sherwood Park	*Calgary 3*
Camrose	*Rocky Mountain (Okotoks)*
Lloydminster	*Southern (Lethbridge)*

SEASON & GAME FORMAT

31 Game League Schedule

South Division

6 South teams x 4 games = 24 games

7 North teams x 1 game = 7 games

North Division

6 North teams x 4 games = 24 games

7 South teams x 1 game = 7 games.

ICE DURATION	WARMUP	PERIOD FORMAT	FLOODS
2.25 Hrs	5 Mins	3x20 Mins, 5 Min OT, 3v3 Player SO	2

STANDINGS

Points shall be awarded on the following basis:

- 3 points for a regulation win
- 2 points for an overtime/shootout win
- 1 point for an overtime/shootout loss

Procedure for determining Final Regular Season Standings in the event teams are tied following the Regular Season Schedule:

I) (a) If three teams are tied, final standings will be determined by the number of wins in total League Play. The team with most wins will be seeded first.

(b) If two teams are tied, the team with the Best Record in Games Played between the two tied teams will receive the higher standing.

II) If still tied, the Best Goal Differential in total League Play will determine the standing. (Example: Team A has 123 goals for and 81 goals against, their differential is +42).

III) If still tied, the best goal differential in games played between the tied teams will determine the standing.

IV) If still tied, fewest cumulative penalties (misconducts count for 10 minutes)

The highest seed, according to the tie breaking formula, in the standings after the regular season will always gain home ice advantage, no exceptions. The same process will be used to determine the rest of the rankings with regards to tied teams. The highest seed will be considered the “home team”, jersey color and last change will apply.

PLAYOFF FORMAT

All fourteen teams in both Elite Divisions will make the playoffs. Rankings will be determined by their standings at the conclusion of the regular season.
The first round would consist of a bye for the 1st place teams in each region. From each region, the 2nd place will play 7th, 3rd will play 6th, and 4th will play 5th in a best of three game series. Of the winning teams from the first playoff round, the first-place team will play lowest-ranked team, and second seed will play the third seed.
The same format, a best of three game series, is used for this second round. The winners of the final two series will advance to the Final Five Provincial Weekend.
Playoff series:
The Game Procedures and standards of play will remain the same for the Playoffs with the following exceptions:

1) Preliminary Playoff Games to qualify for Provincials will be best of three game series. All games must result in a winner; normal AFHL overtime and shootout procedures will apply.
2) In instances where a playoff match up involves two Associations whose Home Arenas are **240** kilometers or less (by government road ways), teams will follow the following format; Game 1 – Highest Seed Hosts, Game 2 – Lowest Seed Hosts, Game 3 *if necessary* – Highest Seed Hosts.
3) In instances where a playoff match up involves two Associations whose Home Arenas are further than **240** kilometers, the Highest Seeded Team will host ALL GAMES; they will be considered "home" for the first game and "away" for the second game (for the purpose of jerseys and last change).

The Provincial Tournament will include the top four teams from the playoffs and the host association for a Final Five Showdown. In the case of the Host Association winning their respective way into the Provincial Tournament, a wildcard will be selected from the remaining teams within that Division. If a selection needs to be made, the highest ranked team (from the regular season) that advances to the second round of playoffs will be selected. The Wildcard will come from the same Conference as the host team.

The Final Five Showdown will consist of a round robin format, with each team playing four round robin games, the highest seeded team from the regular season will be considered the "Home" team during the Round Robin. Following the completion of the Round Robin, the standings from the round robin play will determine their rankings for the finals. The 5th place team in the tournament will be eliminated after the round robin with the 1st place team playing the 2nd place team in the Gold Medal Game and the 3rd place team will play the 4th place team in the Bronze Medal Game.

The AFHL Final Five will utilize the same AFHL points systems for standings and in the case of ties in the standings, the Provincial Breakers will be used. In the case of a tied game at the end of regulation, the following overtime procedures will be used as all games must result in a winner.

Final Five Round Robin Overtime

1) Ten-minute sudden-death overtime, 3 versus 3 players, plus goalies. If still tied:
2) 3 players versus 3 players SHOOT OUT conducted in PENALTY SHOT FORMAT. The first shooter will be determined by a coin toss called by the home team. The winner of the coin toss will select whether they shoot first or second. If still tied, the shoot out will continue until an advantage is determined. One opportunity per player, until all players have been used.
IF time does not permit a sudden death overtime period, teams may advance directly to the shootout.
In the case of Semi-Final, Bronze or Gold Medal games during the AFHL Final Four, the following Overtime format will be used:
1) Ice will be resurfaced prior to over time play
2) Twenty-minute sudden-death overtime, 3 versus 3 players, plus goalies. If still tied:
3) 3 players versus 3 players SHOOT OUT conducted in PENALTY SHOT FORMAT. The first shooter will be determined by a coin toss called by the home team. The winner of the coin toss will select whether they shoot first or second. If still tied, the shoot out will continue until an advantage is determined. One opportunity per player, until all players have been used.

APPENDIX XII: AFHL U13 AA

CONFERENCE ALIGNMENT

U13AA Girls	
U13AA Girls North	***U13AA Girls South***
Peace Country (Grande Prairie)	*Red Deer*
St Albert	*Airdrie*
Edmonton 1	*Calgary 1*
Edmonton 2	*Calgary 1*
Sherwood Park	*Calgary 3*
Camrose	*Rocky Mountain (Okotoks)*
Lloydminster	*Southern (Lethbridge)*
Fort McMurray	*Cochrane*

SEASON & GAME FORMAT

24 Game League Schedule

South Division

7 South teams x 4 games = 28 games

North Division

7 North teams x 4 games = 28 games

ICE DURATION	WARMUP	PERIOD FORMAT	FLOODS
2.25 Hrs	5 Mins	3x20 Mins	2

CALGARY ONLY

ICE DURATION	WARMUP	PERIOD FORMAT	FLOODS
1.5 Hrs	5 Mins	15-20-20 Mins	0

STANDINGS

Points shall be awarded on the following basis:

- 2 points for win
- 1 point for tie
- 0 points for a loss

Procedure for determining Final Regular Season Standings in the event teams are tied following the Regular Season Schedule:

I) (a) If three teams are tied, final standings will be determined by the number of wins in total League Play. The team with most wins will be seeded first.

(b) If two teams are tied, the team with the Best Record in Games Played between the two tied teams will receive the higher standing.

II) If still tied, the Best Goal Differential in total League Play will determine the standing. (Example: Team A has 123 goals for and 81 goals against, their differential is +42).

III) If still tied, the best goal differential in games played between the tied teams will determine the standing.

IV) If still tied, fewest cumulative penalties (misconducts count for 10 minutes)

The highest seed, according to the tie breaking formula, in the standings after the regular season will always gain home ice advantage, no exceptions. The same process will be used to determine the rest of the rankings with regards to tied teams. The highest seed will be considered the “home team”, jersey color and last change will apply.

PLAYOFF FORMAT

All teams will make playoffs. The first round of playoffs will consist of three-game series. The Divisional Tournament host will get a bye, and the remaining teams will play series with the highest-ranked team playing the lowest-ranked team, the second-highest ranked team playing the second-lowest ranked team, and so on.

In instances where a playoff match up involves two Associations whose Home Arenas are **240** kilometers or less (by government roadways), teams will follow the following format; Game 1 – Highest Seed Hosts, Game 2 – Lowest Seed Hosts, Game 3 *if necessary* – Highest Seed Hosts.

In instances where a playoff match up involves two Associations whose Home Arenas are further than **240** kilometers, the Highest Seeded Team will host ALL GAMES; they will be considered “home” for the first game and “away” for the second game (for the purpose of jerseys and last change).

The winners of each first-round series and the hosts will advance to the Divisional Tournaments.

The Divisional Playoff Tournaments will be seeded based on regular season standings. The Divisional Tournament Format will be Round Robin followed by Semi-Finals and Medal Games. Consolation Games can be added to add more games and to keep teams playing.

Provincial Tournament will consist of:

North Winner
North Runner Up
South Winner
South Runner Up
Host

In the case that the Host wins their way into Provincials, the highest ranked team from regular season who competed in the Divisional Tournament will be selected as a Wildcard.

APPENDIX XIII: ELITE HOCKEY OVERTIME PROCEDURES

AEHL:

Overtime will only be played in the following divisions: AEHL U18 AAA, AEHL U17 AAA, AEHL U15 AAA

- During the Regular Season at the end of regulation, if a game is tied a 5-minute overtime will be played 3 vs. 3.
- There will be a one-minute break between the end of regulation and the start of overtime
- If a team is penalized at the end of regulation, penalties carry over to the overtime period. The teams play with the same numerical strength as they would if it wasn't 3 on 3 (ie. game stays 5 on 4) - until the 1st stoppage in play. Then format reverts to 3 on 3. Penalties incurred in overtime result in playing 4 on 3 (if they aren't coincidental) or 5 on 3 as the number of penalties dictate.
- When a player returns to the ice following the expiration of their penalty, play continues at that numerical strength until the first stoppage (4 on 4 or 5 on 5).
- Players assessed Game Misconducts cannot return for overtime.
- Players whose penalties don't end before the end of overtime (10 min misconduct) cannot return either.
- Teams will not change ends for overtime.
- If the game is still tied after the 5-minute Overtime period, then the game will remain a tie

There is no overtime played for AEHL U18 AA, U16 AA, U15 AA, U13 AAA or U13 AA. Games tied at the end of regulation will result in a tied game.

AFHL:

Overtime will only be played in the following divisions: AFHL U18 AAA, AFHL U18 AA, AFHL U15 AA.

- During the Regular Season at the end of regulation, if a game is tied a 5-minute overtime will be played 3 vs. 3.
- If a team is penalized at the end of regulation, penalties carry over to the overtime period. The teams play with the same numerical strength as they would if it wasn't 3 on 3 (ie. game stays 5 on 4) - until the 1st stoppage in play. Then format reverts to 3 on 3. Penalties incurred in overtime result in playing 4 on 3 (if they aren't coincidental) or 5 on 3 as the number of penalties dictate.
- When a player returns to the ice following the expiration of their penalty, play continues at that numerical strength until the first stoppage (4 on 4 or 5 on 5).
- Players assessed Game Misconducts cannot return for overtime.
- Players whose penalties don't end before the end of overtime (10 min misconduct) cannot return either.
- Teams will not change ends for overtime.
- There will be a one-minute break between the end of regulation and the start of overtime.
- If the game is still tied after the 5-minute Overtime period, then the game will proceed to a 3 versus 3 player shootout conducted in penalty shot format.
    - The home team will determine which team shoots first. If still tied after three players from each team have shot, the shoot out will continue until an advantage is determined. One opportunity per player, until all players have been used.
    - IF time does not permit a sudden death overtime period, teams may advance directly to the shoot out

There is no overtime played for AFHL U13 AA. Games tied at the end of regulation will result in a tied game.