



Eastern Edge Women's Hockey League **Code of Conduct, Rules, Policies, & Procedures**

Code of Conduct

The Eastern Edge Women's Hockey League is committed to providing a sport environment in which all individuals are treated with respect.

All Eastern Edge Women's Hockey League (EEWHL) players and coaches are required to foster a safe, healthy and positive environment, on and off the ice. All EEWHL members will have respect for themselves and others, and be courteous to other players, officials, time keepers, coaches and rink staff.

All members must ensure all communications, including social media posts, are respectful of EEWHL hockey, the volunteer committee, other players, coaches, officials and rink staff. Any infractions regarding respect, bullying or misconduct as a member of the EEWHL hockey, that directly affects the league either on or off the ice, will be subject to review by the league volunteer committee and may involve ejection from a game or from the league without a refund of fees paid.

Injurious actions by players to others and disrespect towards officials will not be tolerated. Violations of the previous may constitute just cause for ejection from the league of any player without refund of fees paid.

Verbal abuse of game officials, swearing, obscene gestures or other displays of anger by coaching staff and players will not be tolerated. Game officials may impose appropriate penalties, as a result, of such behaviour, and/or the league volunteer committee may eject coaches and/or players from the league.

Rules

Eastern Edge Women's Hockey League (EEWHL) will observe standard Hockey Canada (HC) rules. The rules listed below are intended to supplement HC rules already in effect.

- 1) No contact. This is a non-contact league. Body-checking is prohibited in all league games.
- 2) No slap shots/snapshots (with the stick being drawn back). In the event of either, the play will be whistled dead immediately. If this occurs in the defending or neutral zone, the face-off will take place where the puck was shot. If it occurs in the attacking zone then the face-off will move outside to the nearest dot in the neutral zone.



- 3) No diving. Diving is defined as deliberately leaving your feet during the play and will result in a 2 minute penalty.
- 4) Maximum 3 goals per game (regular season & playoffs).
- 5) Fair ice time. All players should get equal ice time whenever possible. Injuries and penalties are exceptions to this rule.
- 6) Mandatory equipment - Each player must wear full CSA approved hockey equipment to all games and practices. All equipment must be worn properly (e.g. all helmet straps done up). Mandatory equipment for this league that must be worn:
 - Shoulder pads, elbow pads and shin pads;
 - Hockey pants with hip/thigh protection
 - Hockey gloves
 - Hockey stick with wooden blade (no plastic blades)
 - CSA approved hockey helmet with full face shield, correctly fastened.
 - Hockey skates
 - Jill strap
 - Neck protector (optional)

Policies

- 1) General Organization
 - a) Each player must register and pay an annual fee. The fee includes insurance coverage as provided by the Adult Safe Hockey League.
 - b) Each team will have a team representative. These representatives make up the league volunteer committee.
 - c) The team representative and/or coach will be responsible for enforcing the organizational rules and addressing immediate concerns.
 - d) The league volunteer committee shall have the authority to appoint, reject and remove coaches, assistant coaches, team staff, timekeepers, scorekeepers or referees.
 - e) The league volunteer committee shall have the authority to suspend or discipline any players or coaches for conduct prejudicial to the aims of the league.
- 2) Registration & Waitlist
 - a) Registration will take place annually and be on a first come first serve basis within the following structure;



- i) Group 1 players (players returning from the most recent season)
 - ii) Group 2 players (players returning from previous seasons, but not the most recent)
 - iii) Group 3 players (players who served as temporary or permanent replacement players in the most recent season)
 - iv) Group 4 players (new players)
 - b) Once the maximum number of players is met, remaining players will be placed on the waitlist.
 - c) Players will be selected from the waitlist based on available spaces in the league, suitability, and length of time on the waitlist.
 - d) Every effort will be made by the league organizing committee to communicate registration dates in a timely manner.
- 3) Coaching/Bench Staff
 - a) All coaching staff must be registered/recorded by the league for insurance purposes. Only registered coaches will be permitted on the bench during games.
 - b) Children under 12 are not permitted on the bench at any time for insurance purposes. Hockey Canada requires that anyone on the bench who is under the age of 18 years must be in full protective gear, whether to coach, operate the door or fetch water, no exceptions.
- 4) Replacements & Refunds
 - a) The deadline for replacing players & issuing refunds will be four (4) weeks prior to the start of the playoff period (will vary from year to year). No replacement players will be added to any roster (goalie replacements excepted) and no refunds will be issued after this time.
 - b) A request for a refund must be done by email to one of the members of the league volunteer committee. The refund will take effect 7 days after notification and will be in the amount of the portion of games remaining. Insurance fees are non-refundable.
 - c) Refunds will be made by cheque and will be sent out approximately one month after notification.
- 5) Replacement Players
 - a) Goalies
 - i) During the regular season, a team whose goalie will be missing may use any other goalie in the league, from the spare list, or may play one of their other players in the net (with full goaltending equipment). Goalies will organize their own replacements during the regular season,



- ii) During the playoffs a list of available goalies will be provided and replacements made based on comparable skill level and availability. Replacement goalies will be organized by the league volunteer committee during the playoff period.

- b) Other Players
 - i) Only players who are registered with the league and assigned to a team may play for it. If a player on any team is unable to continue with the rest of the season, the league volunteer committee may provide a permanent replacement by one of the players on the waitlist.
 - ii) For short-term absences, the league volunteer committee may appoint a temporary replacement player from the waitlist.

- 6) Logistical Organization:
 - a) A team can play a game with a minimum of five players and a goalie.
 - b) All games will consist of a three-minute warm up and three ten-minute, stop-time periods.
 - c) There is no overtime period during regular season/round robin playoff games.
 - d) Time-outs are not permitted during regular season play. One time-out per team, per game permitted in playoff games.
 - e) Where a team has 10 or more players, said team must play with at least 4 defence.

- 7) Attendance
 - a) Players are expected to attend a minimum of 70% of regular-season games.
 - b) Players who are unable to attend a game are expected to inform their team rep (emergencies excepted) within a reasonable timeframe.
 - c) Players who fail to meet the 70% expectation without reasonable explanation are subject to losing their spot in Group 1.

- 8) Delay of Game
 - a) Any team which delays the start of a game by 2 minutes will be assessed a minor penalty for delay of game. If a team is not ready to play 10 minutes past the scheduled start time they will be given a loss by default.
 - b) In the case of a game default, a game will be allowed to be played as exhibition, with players from other teams allowed to fill in for missing players.

- 9) Penalties:
 - a) Minor penalties will be two minutes in duration.
 - b) When a player incurs 3 minor penalties, she is eliminated from any further participation in that game.



- c) Major penalties will be 5 minutes in duration.
- d) A game ejection can be assessed to a player at any time in a game for conduct which is deemed to be detrimental to the safety of the other players or conduct which would be deemed to be a travesty of the game.

10) Diversity, Equity & Inclusion

- a) The EEWHL is a diverse, equality supporting, inclusive organization and welcomes full participation of all individuals, regardless of race, ancestry, place of origin, colour, ethnic origin, citizenship, sex, sexual orientation, gender identity, gender expression, religion, age, marital status, family status or disability.
- b) The EEWHL recognizes that identifying as transgender, intersex, and/or gender expansive is not in any way related to an individual's eligibility for participating as a player, coach, official, or volunteer. An individual may participate in the EEWHL if women's hockey is the version of hockey with which they most closely identify. The gender identity of any and all EEWHL participants is considered confidential and private.
- c) Discrimination, harassment, retaliation, bullying, threatening behaviour or conduct with regards to a person's gender identity or race will not be tolerated and will be dealt with to the fullest extent possible.

11) Donations

Where it would be deemed suitable, a donation of up to \$100 may be made in the name of an EEWHL player, coach, or alumni based on the discretion of the league volunteer committee.

Procedures:

1) Incident Reports

- a) Incident Reports can be submitted using the "Incident Report Form" found under "League Information" on the EEWHL website.
- b) Once an incident report is submitted,
 - i) the report shall be submitted to the league volunteer committee members,
 - ii) the submitter will receive an acknowledgement of their report within seven (7) days,
 - iii) the league volunteer committee will meet to discuss the incident report (any league volunteer committee member directly involved in the incident will be removed from discussion)



- iv) contact will be made with all parties involved within fourteen (14) days of the incident report submission.

2) Emergency

- a) In case of emergency where an ambulance is called; a (conscious) player who has sustained the injury will remain on the ice
 - i) until they feel they are able to move,
 - ii) until an ambulance arrives and first responders determine it is a safe course of action.

- b) If there is a significant time delay as a result of an injury;
 - i) a regular season game will end with the score that was on the board at the time of injury,
 - ii) a playoff game will continue to be played with the potential for shortened periods at the discretion of the referees.