



# **VICTORIA DURHAM MINOR HOCKEY LEAGUE**

**Manual of Operations**

**22 October 2025**



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### Revision History

| Date            | Description of Changes                               |
|-----------------|------------------------------------------------------|
| August 2025     | Extensive changes from original 2016 version         |
| 22 October 2025 | Added regulations for referee scheduling and jerseys |
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## **I. Amendments**

- i. Any changes, additions, or deletions for the Manual of Operations may be discussed at any monthly meeting, with notice, and a simple majority of the voting members present will pass the changes, additions, or deletions.

## **II. Membership Fees**

- i. Each centre will pay a team fee for all teams that participate in the league. The team fee will be set on or before the September meeting. The fee is due and payable to the Treasurer by November 1st.
- ii. New member centres joining the league will be required to pay a bond of \$200.00.

## **III. Scheduling**

- i. U9 MD season scheduling will follow the Hockey Canada U9 Pathway.
- ii. Each centre will ensure that sufficient ice is available to complete their game schedule before the end dates specified.
- iii. Each centre agrees to comply with the minimum ice time allocation for games as specified in Section V.
- iv. All games shall be scheduled at the September Scheduling Meeting.
- v. Games may not be rescheduled with less than seven (7) days notice. Game schedule changes can only be made by the Centre Contact.
- iv. If a game is cancelled due to extenuating circumstances the Centre Contacts will meet to determine rationale for cancellation and determine fines, etc.
- i. All teams will play meaningful games up to March 1st.

## **IV. Game Lengths**

- i. Minimum game lengths during the regular season are as follows
  - a. U9 - 10-10-10
  - b. U11 through U18 - 10-15-15

## **V. Game Sheets**

- ii. 'Game Sheets' refers to electronic game sheets. All VDMHL games (league and playoff) are to use electronic game sheets.
- iii. It will be the responsibility of each MHA which has teams registered with VDMHL to ensure that the home game sheet is locked and uploaded by midnight of the date the game is played.
- iv. Failure to upload the completed game sheet by the end of the fifth day following the completion of the game will result in a \$25 fine to the offending MHA. As an example, if the game is played on the 1st, any game sheet not uploaded by midnight of the 6th will be subject to the fine.
- v. Teams participating in tournaments where paper game sheets are used must submit a copy of the paper game sheet using the link on the VDMHL website. These game sheets must be



submitted within 24 hours of tournament completion. Failure to submit tournament game sheets via the VDMHL website within 7 days of tournament completion will incur a \$50 fine to the offending MHA. Fines will be invoiced directly by the VDMHL Treasurer to the offending MHA and are due within 30 days of the invoice.

### **VI. Weather-Related Game Changes**

- i. Where a regular season or playoff game is to be cancelled due to weather conditions, the travelling team (not the home team) makes the decision as to whether to cancel the game or not. The travelling team must cancel the game at least three (3) hours in advance, otherwise the travelling team/Association will be responsible for any costs incurred by the home MHA due to referees and timekeepers.
- ii. The coach or manager of the travelling team must phone the home team coach/manager to let them know of the cancellation, and then immediately follow-up via email to the coach and the travelling team's OMHA representative. It is the responsibility of the travelling team to ensure that the home team (and their OMHA representative), receives the cancellation message.
- iii. No voicemail message or email will be accepted to change, cancel, or reschedule regular season or playoff games without receiving a response.

### **VII. Defaults and Forfeitures**

- i. All scheduled regular season and playoff games must be played. A team that forfeits, or does not appear, for a scheduled regular season or playoff game:
  - a. The score of the game will be recorded as a 5-0 loss for the forfeiting team;
  - b. The forfeiting team will be required to pay VDMHL a \$500 fine for the forfeited game; VDMHL will reimburse the opposing centre for submitted expenses. Expenses allowed are full ice cost, full referee, and full timekeeper costs.

### **VIII. U9 MD End of Season Tournament**

- i. The league will organize a year-end U9 MD tournament for teams participating in the league.
- ii. The tournament will ensure a minimum 2-game guarantee for all teams.
- iii. The regular season (full-ice) standings will be used to seed teams for the tournament.
- iv. A 2-person referee system will be used in the tournament. Referee pay will be in accordance with the rates specified in the current OMHA Manual of Operations.
- v. One paid timekeeper will be used for each game in the tournament. The timekeeper pay for tournament games will be \$20 per game.
- ix. Participation in the U9 MD tournament will be mandatory for all centres hosting U9 MD teams. Penalty for failing to do so will be a \$200 fine.

### **IX. Trophies / Medals**

- i. The league will award medals at the end of league playoffs for U11, U13, U15, U16, U18. Medals will be awarded to the winning team of each Tier.



- ii. The league will award medals at the end of the U9 End of Season Tournament to the tournament winner and consolation winner.

### **X. U18 All-Star Game**

- i. An All-Star Game (ASG) will be held in December or January for the U18 division.
- ii. The format of the ASG will be three (3), twenty-minute periods, with a flood between each period.
- iii. Players will wear their own team jerseys during the ASG.
- iv. A sub-committee will determine what centres will form each team, depending on the number of teams in the league.
- v. The head coach for each All-Star team will be from the team with the highest winning percentage at the Christmas break.
- vi. A four-person referee system will be used for the ASG. Referee pay will be in accordance with the rates specified in the OMHA Manual of Operations.
- vii. Two timekeepers will be used for the ASG. Timekeeper pay will be \$40 each.
- viii. Participation in the U18 ASG will be mandatory for all centres hosting U18 teams. Penalty for failing to do so will be a \$200 fine.
- ix. The league executive will have final approval for any ASG participants.

### **XI. Jerseys**

- i. By default, the home team shall wear white jerseys, and the visiting team shall wear dark-coloured jerseys.
- ii. Special consideration shall be given to fundraising and other events where one team may have special jerseys they wish to wear for a particular game. For example, the home team may have dark-coloured jerseys they wish to wear for a certain game.

### **XII. Referees**

- i. For U11 and U13, a minimum of 2 referees shall be scheduled and used for every regular season and exhibition game.
- ii. For U15 and above, a minimum of 3 referees shall be scheduled for every regular season and exhibition game. In the event that only 2 referees appear, the game may still be played.

### **XIII. League Meetings**

- i. League meetings will be held monthly.
- ii. Centres missing three (3) or more league meetings in a season will lose voting privileges for the remainder of that season, and be fined \$75.

### **XIV. Tiebreaker Procedures for Playoff Seeding**

- i. In the event that two teams are tied at the end of the regular season, the following procedure will be used to break the tie and seed the teams for the purposes of playoffs:



### TWO TEAMS TIED

1. Head to head winner - The team that wins the majority of the games between the two tied teams will gain the higher seeding position.
  2. The team with the most wins gains the higher position.
  3. The team with the most points gains the higher position.
  4. If the two teams are still tied after the first three options are considered, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:  
  
Goal Average = Total number of goals for, divided by the total number of goals for and against. Example: 10 GOALS FOR, 4 GOALS AGAINST Goal Average Calculation:  $10/10+4 = .714$  NOTE: The higher percentage gains the higher position.
  5. If the two teams are still tied after the first, second, third, and fourth options, the team with the least number of penalty minutes throughout all games in the Regular Season, gains the higher position.
  6. If the two teams are still tied after the first, second, third, fourth and fifth options, a single coin toss will determine which team gains the higher position.
- ii. In the event that three or more teams are tied at the end of the regular season, the following procedure will be used to break the tie and seed the teams for the purposes of playoffs:

### THREE OR MORE TEAMS TIED

NOTE: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd or 4th seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The three-team tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.

1. If three teams or more are tied, the point record established in the games among the tied teams only (including both Part 1 and Part 2 of the Regular Season) will be used as the first tie breaking formula in deciding which team(s) shall advance.
2. The team with the most wins would gain the highest position.
3. The team with the most points gains the higher position.
3. If teams are still tied after the first, second, and third options then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner:

Goal Average = Total number of goals for, divided by the total number of goals for and against. Example: 10 GOALS FOR, 4 GOALS AGAINST Goal Average Calculation:  $10/10+4 = .714$  NOTE: The higher percentage gains the higher position.

The above exercise establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step. They do not go back to the "Two Team Tiebreaker".

#### SCENARIO 1:

Team 1 - .714 = 1 seed – Advances \*\*

Team 2 - .500 = 3 seed – Does Not Advance



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Team 3 - .650 = 2 seed – Advances \*\*

### SCENARIO 2:

Team 1 - .714 = 1 seed – Advances \*\*

Team 2 - .500 = Still tied with team 3 – go to the next scenario

Team 3- .500 = Still tied with team 2 – go to next scenario

### SCENARIO 3:

Team A – .650 = Still tied with team B – go to the next scenario.

Team B - .650 = Still tied with team A – go to the next scenario.

Team C - .500 = Does not advance

4. If teams are still tied after the first, second, third, and fourth options, the team with the most goals for will gain the highest position.
5. If teams are still tied after the first, second, third, fourth, and fifth options, the team to qualify would be the team that received the least number of penalty minutes throughout the regular season.
6. If teams are still tied after the first, second, third, fourth, fifth, and sixth options, a coin toss shall determine the winner. In a 3 team coin toss, the odd team gains the highest position. (Three coins are tossed).