

NEW BRUNSWICK IRVING OIL

BANTAM “AAA” HOCKEY LEAGUE

Operations Manual 2016-2017

NEW BRUNSWICK BANTAM “AAA” HOCKEY LEAGUE

OPERATIONS MANUAL **\*\*\* DRAFT \*\*\***

For Hockey Season 2016 - 2017

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## NEW BRUNSWICK BANTAM “AAA” HOCKEY LEAGUE

### OPERATIONS MANUAL

#### SECTION 1.00 TEAM

1.01 Upon acceptance as a member team and prior to commencement of League play each season, all teams, team officials and players shall be registered with HNB and each team shall comply with the Constitution, the By-laws and Operations Manual of the New Brunswick Bantam “AAA” Hockey League. Failure to comply with this Section shall result in disciplinary action.

1.02 Each of the four Elite Draw Zone Areas (EDZA) in the province will be represented in the League. The number of “AAA” teams that a given EDZA is required to ice is determined by the Provincial Elite Hockey Development Model (EHDM) Executive Committee in conjunction with the local EHDM Governance Committee.

1.03 All minor hockey coaches in Development AAA require NCCP Development 1 and all bench personnel in minor hockey require Hockey Canada’s Speak Out! All HNB-registered minor hockey teams must have a Hockey Canada Safety Program certified trainer on the bench for all HNB sanctioned games. Their certification will expire five (5) years after the date of the program certification course.

1.04 A team shall consist of not more than nineteen (19) players of whom two (2) shall be goaltenders who do not play in any other position.

1.06 Each team shall have a Captain and at least one Alternate designated for each game.

1.07 Each team shall, before the commencement of League play in each and every year, provide the Executive and the League Statistician with the names, addresses and phone numbers of each coach, each other member of team management, each team’s home arena, and each EDZA member association representative and a verification, upon request, of the HNB registration for each member, as well as providing the team’s affiliation list by the date required by HNB.

1.08 It shall be the responsibility of each member team to make themselves familiar with the League Constitution, all By-laws and Operations Manual existing hereunder prior to the outset of League play in each and every year.

#### SECTION 2.00 BILLETING

2.01 There shall be no billeting.

#### SECTION 3.00 SCHEDULE:

3.01 The start dates and end dates of League games shall be determined by the Annual Meeting of the League. League games, which cannot commence before the fourth Friday of September, shall start no later than the first week of November and all League games must be completed by the Sunday prior to

Provincials. Exceptions may be made solely at the discretion of the League President in exceptional circumstances

3.03 The League shall decide, prior to the start of the season, what type of scheduling it employs and how many games each team would play in the League for that season –

Option #1: Each team would play each of the other teams in the League an equal number of times. Should it be an odd number of games, the odd game would alternate to the opposite center from the previous year.

Option #2: Create a League with two divisions. The League Executive, in conjunction with the Team Representatives, would determine which teams would operate within each division. The determination as to inter-divisional play would be made by the League Executive and the Team Representatives.

Option #3: Any other viable option that the League considers would be workable for that hockey season.

3.04 Each member team or EDZA Chair is required to supply the Schedule Committee with sufficient ice allotment to complete home game arrangements – at least five ice times over and above the time required to fulfill its home game commitments. The ice allotments supplied by the teams or EDZA Chairs must include times on Friday/Saturday or Saturday/Sunday or Friday/Saturday/Sunday so that teams that are farther away can play a game against two teams in the same area on a given weekend. Such ice allotments must be supplied no later than September 15th of each year.

3.05 League play shall have priority over tournaments and exhibition games. Where it is mutually agreed between the affected teams and with the consent of the League President, (a) a League game may be rescheduled or (b) a tournament game used to replace a League game.

3.06 Should a team wish to participate in any exhibition game outside the League Schedule, that team must secure a Travel Permit from its EDZA Chair or his/her designate. Any game played outside Canada must be covered by a Travel Permit issued by the HNB Director of Administration. All exhibition games played within HNB, which take place outside the League, and/or playoff schedule must be approved on a Travel Permit/Exhibition Game form.

3.07 If a team cancels games after the League Schedule is set because the team is going to some tournament, that team is responsible to pay for any additional costs incurred by the displaced team (i.e. ice, buses, referees). An official receipt must be provided.

3.08 A team that does not meet its playing commitments to the League will not be allowed to play in the Provincial Championship Tournament.

#### SECTION 4.00 GAMES

4.01 A League game shall consist of three (3), twenty-minute stop-time periods with a flood between each period.

4.02 Each League game will be commenced after a minimum 5-minute warm-up. The home team will provide at least a dozen pucks to both teams for the warm-up.

4.03 In the event of unforeseen delays or circumstances in any League game, the referee's decision shall be final in a determination of what time allotments, circumstances or stipulations shall be required to ensure the completion of the game. Following any unforeseen time stoppage in play and following any such determination by the referee, the referee shall advise officials of both teams of the amendment, circumstances or stipulations prior to re-commencement of play and further shall record all details of the game on the game sheet for submission to the Executive.

4.04 The home team shall be responsible for providing: 3 referees, a timekeeper, an official scorer and ice time sufficient to play the scheduled game. Each team must provide at least two (2) hours of ice time for each League game. For the start time of games, teams must keep in mind where the visiting team is coming from.

4.05 Teams should ensure that Level III referees are used for all League games. The referees should be encouraged to check the line-ups on the game sheet to ensure that all players on that list are on the bench and ready to play. Referees should also be encouraged to be on the ice during the warm-up period.

#### SECTION 5.00 STATISTICS

5.01 Each member team shall supply any and all information as requested from time to time by the League Statistician.

5.02 Each member team shall supply to the League, on or before the date stipulated by the President: Team Roster, Affiliation Lists, and verification that players have been properly registered with HNB.

5.03 Each member team shall report by phone, text message or e-mail to the President (or his/her designate) immediately following a game in which a team member incurred a penalty that may be subject to a suspension under the HNB Minimum Standards of Discipline. No player receiving such a penalty can play until his/her situation is dealt with by the League's Discipline Committee.

5.04 In any League game, the winning team shall be awarded 2 points and the losing team 0 points. In the case of a tie, no overtime will be played and both teams shall be awarded 1 point.

5.05 If a team does not meet all of its commitments to the League or respect the deadline for its commitments to the League, for each incident, it will lose one point from its accumulated League points (points accumulated from the win/loss/tie columns in the team's play in the League).

5.06 If two or more teams are tied for any one position in the League standings at the end of League play, the following procedure will be used to determine the final League ranking. The final League ranking will be used to seed teams for the Provincial Tournament.

5.06.1 If two teams are tied:

5.06.1.1 The winner of the League games between the two tied teams gains the higher position.

5.06.1.2 The team with the most wins in all its League games gains the higher position.

5.06.1.3 If the two teams are still tied after 5.06.1.1 and 5.06.1.2 have been applied, 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: The total number of goals for divided by the total number of goals for and against. For each team tied, all of its games in the League are to be included.

Example: For = 10 goals; Against = 4 goals

Goal Average:  $10/(10+4) = 10/14 = 0.714$

The higher goal average gains the higher position.

5.06.1.4 If the two teams are still tied after 5.06.1.1, 5.06.1.2, and 5.06.1.3 have been applied, then the team with the least number of minutes in penalties throughout that season's League play gains the higher position. For this rule, a game misconduct penalty or a gross misconduct penalty will be assessed at 10 minutes. The game ejection associated with the 4 minor penalties or 3 stick infractions in a game will not be counted.

5.06.1.5 If the two teams are still tied after 5.06.1.1, 5.06.1.2, 5.06.1.3, and 5.06.1.4 have been applied, then the team which scored the first goal in the first game between the two tied teams which has not ended in a 0-0 tie gains the higher position.

5.06.1.6 If the two teams are still tied after 5.06.1.1, 5.06.1.2, 5.06.1.3, 5.06.1.4, and 5.06.1.5 have been applied, a single toss of a coin will determine which team gains the higher position.

5.06.2 If three or more teams are tied:

Note: If any step in this 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.

5.06.2.1 The point record established in the games among the tied teams only will be used as the first tie-breaker in deciding the ranking of the tied teams.

5.06.2.2 The team with the most wins in the games between the tied teams would gain the highest position.

5.06.2.3 If the teams are still tied after 5.06.2.1, and 5.06.2.2 have been applied, then the team with the best goal average will gain the highest position. The goal average of a team is to be determined as indicated in the Example shown in 5.06.1.3. All League games played during the current season by the teams involved in the tie will apply. The highest goal average gains the highest position. This exercise establishes the team or teams with the highest position(s) by goal average. 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.

Example:

A. Team A .714 = 1st; Team B .500 = 3rd; Team C .650 = 2nd.

B. Team A .714 = 1st; Team B .500 = Still tied with Team C, go to next step 5.06.2.4;

Team C .500 = Still tied with Team B, go to step 5.06.2.4.

C. Team A .650 = Still tied with Team B, go to next step 5.06.2.4; Team B .650 =

Still tied with Team A, go to step 5.06.2.4; Team C .500 = 3rd.

5.06.2.4 If teams are still tied after 5.06.2.1, 5.06.2.2 and 5.06.2.3 have been applied, the team with the fewest goals against (in all the League games played by the tied teams during the current season) will gain the highest position.

5.07 The home team representatives are responsible for getting the official game sheet to the League Statistician. The game sheet should be emailed (photo image or scanned image) to the Statistician by Monday (as early as possible in the day and preferably immediately after the game).

5.08 If teams want the goal statistics to be accurate, the starting goalie must be marked and any changes in goal must be indicated on the game sheet, as well as the time the switch was made. This information must be included on the statistical information sheet that is to be sent to the Statistician.

## SECTION 6.00 JAMBOREE

6.01 Any team wishing to host a pre-season jamboree must make application to the League for its approval.

6.02 The purpose of the pre-season jamboree is to give the team management the chance to see their players in game situations, thereby helping the team management to decide on its team roster for the season.

6.03 For the jamboree, centers may take as many players as they wish but only nineteen players (including the two goaltenders) may be dressed for each game. All players must be registered with HNB, stating each player's name, date of birth and what team he/she played for in the previous season.

6.04 Each of the participating teams will be provided at least four mini-games consisting of at least two twenty-minute, stop-time periods. No points are to be kept and no awards given.

## SECTION 7.00 PUBLICITY

7.01 No team, player or team official shall make any public pronouncements (including disparaging remarks) with regard to the League without the prior approval of the Executive.

## SECTION 8.00 ALL STAR GAME

8.01 An annual All Star game “may” be held each hockey season. The decision on holding the game will be made at the pre-season League meeting each season. If held, the remainder of Section 8 applies.

8.02 Each team is to nominate 5 players for the All Star team. When nominating players, team management should consider nominating three forwards and two defensemen and indicate the position for which each player is nominated. The coaches will choose from those nominated players. Each team must be represented by a minimum of three players, exclusive of goaltenders. No goalies are to be included in those nominated. The coaches are to choose the goaltenders for the teams. The coaches for the teams will be from the teams that occupy first and second place in their division on December 24th. Should there be an unequal number of games played, the number of games used to determine the position of the teams on December 24th will be the least number of games played by the teams in the division in question.

8.03 Any team wishing to host the annual All Star Game must make application to the League before the season begins.

8.04 The team hosting the All Star game shall also be the host for a League Meeting, held in conjunction with the All Star game. The primary purpose, but not the sole purpose, of this Meeting shall be the Provincial Championship Tournament. The host of this Tournament will update the League membership on how the arrangements for the Tournament are going and all League teams are to present to the host team their team rosters and team pictures.

8.05 A skills competition may take place before the game.

8.06 A small meal should be provided for the participants.

8.07 Each year, from the League registration fee, \$600.00 (or as set by the AGM) is to be set aside to help defray the costs of hosting the All Star Game.

## SECTION 9.00 PROVINCIAL PLAYOFF

9.01 - format

- seeding: As determined by the final League ranking.

In an 8 Team League, the Statistician shall rank the teams from 1 to 8, based on the final League standings. One Division Seeding Round :

- 1st – Plays Teams 8, 7, 5, 4

- 2nd – Plays Teams 8, 7, 6, 3

- 3rd – Plays Teams 7, 6, 5, 2

- 4th – Plays Teams 8, 6, 5, 1

- 5th – Plays Teams 8, 4, 3, 1

- 6th – Plays Teams 7, 4, 3, 2
- 7th – Plays Teams 6, 3, 2, 1
- 8th – Plays Teams 5, 4, 2, 1
- Semi-finals: Top Four Teams Seeded from Seeding Round :

1st vs 4th

2nd vs 3rd.

- Finals: Winners of Semi-finals games.

In a 10-Team League, the Statistician shall rank the teams from 1 to 10, based on the final League standings. Round Robin:

- Division A: Teams 1, 4, 6, 8, 10
- Division B: Teams 2, 3, 5, 7, 9
- Semi-finals: As in an 8 team League.

Finals: As in an 8 team League.

In an 11-Team League, the Statistician shall rank the teams from 1 to 11, based on the final League standings: Round Robin:

- Division A: Teams 1, 2, 5, 7, 9, 11
- Round Robin for Division A: 1 & 2 – 5, 7, 9, 11; 5 & 7 – 1, 2, 9, 11  
9 & 11 – 1, 2, 5, 7.
- Division B: Teams 3, 4, 6, 8, 10
- Round Robin for Division B: Each team plays all other teams in the division once.
- Semi-finals: As in an 8 team League. Finals: As in an 8 team League.

In a 12-Team League, the Statistician shall rank the teams from 1 to 12, based on the final League standings: Round Robin:

- Division A: 1, 2, 6, 8, 10, 12
- 1 & 2 – 6, 8, 10, 12; 6 & 8 – 1, 2, 10, 12; 10 & 12 – 1, 2, 6, 8
- Division B: 3, 4, 5, 7, 9, 11
- 3 & 4 – 5, 7, 9, 11; 5 & 7 – 3, 4, 9, 11; 9 & 11 – 3, 4, 5, 7

- Semi-finals: As in an 8 team League. Finals: As in an 8 team League.

In a 13-Team League, the Statistician shall rank the teams from 1 to 13, based on the final League standings: Round Robin:

- Division A: Teams 1, 4, 6, 9, 11,13

- Round Robin for Division A: 1 & 4 – 6, 9, 11, 13; 6 & 9 – 1, 4, 11, 13; 11 & 13 - 1, 4, 6, 9

- Division B: Teams 2, 3, 5, 7, 8, 10, 12

- Round Robin for Division B: 2 – 7, 8, 10, 12; 3 – 5, 8, 10, 12; 5 – 3, 8, 10, 12;

7 – 2, 8, 10, 12; 8 & 10 & 12 – 2, 3, 5, 7.

- Semi-finals: As in an 8 team League. Finals: As in an 8 team League.

In a 13-Team League, if the League is operating in two divisions, the League may decide to continue these divisions in the Provincial Tournament. The Statistician shall rank the teams in each division based on the final standings in each individual division. Round Robin Two Divisions

- East Division: 1 – 4, 5, 6, 7; 2 – 3, 5, 6, 7; 3 – 2, 5, 6, 7; 4 – 1, 5, 6, 7;

5 & 6 & 7 – 1, 2, 3, 4.

- West Division: 1 & 2 – 3, 4, 5, 6; 3 & 4 – 1, 2, 5, 6; 5 & 6 - 1, 2, 3, 4.

- Semi-finals: 2nd East Division vs 1st West Division;

2nd West Division vs 1st East Division.

- Finals: Winners of Semi-finals games.

9.02 All players playing in HNB Provincial Championships must have played 50% of the total number of games played by the team in that league's regular season. Games played under other HNB registered league schedules will count towards this 50% total. If a player is not able to play hockey due to a medical problem and has a certificate signed by a doctor, the games he/she has missed will not count towards the 50% game allotment that applies before he/she is allowed to play in any provincial playoff games. The doctor must specify the dates that the player is to miss. The player must play at least 50% of the remaining games.

9.04 Each team's roster must be approved and verified at the Pre-Tournament Meeting. Therefore, all teams must have a representative at this Meeting (may occur as a teleconference). Verification of player eligibility, along with any HNB affiliated players' eligibility, must be submitted to the League President or his designate prior to the commencement of the Provincial Championship Tournament. The League President, or his nominee, must verify and approve all team player eligibility (including affiliates) prior to

the start of the Tournament. This roster will be frozen and players shall not be on two frozen rosters simultaneously.

9.05 Any team required to supplement its roster to the full nineteen (19) players shall choose these additions only from the approved affiliates coming from teams operating under its EDZA jurisdiction or an affiliated team of a lower division, sub-division or category in its zone.

9.06 Each team may dress a maximum of nineteen (19) players including the regular goaltender. The players registered as goaltenders shall be eligible to play as goaltenders only. One alternate goaltender must be dressed and on the bench.

9.07 During the competition, a replacement may be permitted for a goaltender who becomes ill or injured during the competition, or is under suspension. The following process outlines the procedure and protocol for the use of alternate goaltenders:

i) Two alternate goaltenders will be recommended by the Host Association to the League President or his designate for his approval (confirmation of registration with HNB must be supplied).

ii) The two alternate goaltenders will come under the direct jurisdiction of the Host Chair or his/her designate in charge of the Tournament and will be used when a team has an injured, ill or suspended goaltender.

iii) The procedure for using the alternate goaltender shall be as follows:

A team requesting to use alternate goaltenders must make a written request to the League President or Host Chair.

In the case of an ill or injured goaltender, a medical certificate must accompany the request.

The replacement goaltenders will alternate games as required and will remain with a team until the regular goaltender returns.

iv) The two alternate goaltenders will receive the same privileges as the other participants.

v) The two replacement goaltenders must be present at each game.

9.08 Each playoff game shall consist of three 15-minute stop-time periods with a flood between each period. There shall be a minimum 5-minute warm-up. The Host Association shall provide at least a dozen pucks to each team for the warm-up.

9.09 No Provincial Tournament game can start before 9:00 AM. There must be at least a 5-hour break between the start times of games that a given team plays in the Tournament. No game in the Tournament can start after 8:00 PM.

9.10 In any Divisional or Round Robin game, the winning team shall be awarded 2 points and the losing team, 0 points. In the case of a tie, no overtime will be played and both teams shall be awarded 1 point.

9.11 In the Provincial Championship Tournament preliminary round, the home team will be the team that attained the higher standing in League play. For Semi-finals and Finals, the home team will be based on seeding after the preliminary round. The home team has the choice of jersey colours but must inform the other team and tournament officials at least one hour before the start of the game.

9.13 In the event of a the teams remain tied at the conclusion of regulation time in the Semi-final or Championship game, the teams will remain at the same ends and commence a one (1) ten-minute sudden-victory, stop-time period. (If the referee feels that it is necessary, he/she may order the ice to be re-surfaced at the end of the third regulation period.) If at the end of this first overtime period the score is still tied, the two teams will retire for ice re-surfacing, will then change ends and will commence sudden-victory overtime periods of twenty (20) minutes each, with the first goal ending the game. Any overtime shall be considered to be part of the game and all unexpired penalties shall remain in force.

9.14 Either the 3-person or 4-person on-ice officials system may be used at Provincials at the discretion of the host. All minor officials, including scorers, timekeepers and goal judges (if used), are to be provided by the Host Association and/or team.

9.15 If the team members and officials do not speak the same language, before the beginning of the game, a bilingual person shall be identified who could help the officials to better communicate their decisions and to help the team members to communicate with and understand the decisions of the game officials, in order to avoid any needless confusion.

9.16 Because the League has both Anglophone and Francophone teams, the end-of-season banquet must be bilingual.

9.17 The Playoffs shall follow the Provincial Tournament Playing Rules and Regulations as outlined by HNB.

9.18 The winning team at the Tournament shall be declared Provincial Champion and be awarded an NBMHC Championship Banner. Each member of the winning team shall be presented an NBMHC gold medallion while each member of the runner-up team shall be presented a silver medallion.

9.19 Each year, from the League registration fee, \$500.00/team (or as set by the AGM) is to be given to the Host Committee of the Bantam "AAA" Provincial Championship Tournament to be used to offset the cost of the Tournament. No further funds are to be solicited from the League or from the team-members of the League.

## SECTION 10.00 ATLANTICS

10.01 Each year, from the League registration fee, \$1,200.00 is to be set aside to help defray the costs of the team traveling to the Atlantics. For the three years that the Atlantics are not in Newfoundland Labrador, the League would designate \$600.00 for the Provincial Champion. If New Brunswick is the host center and if the Provincial Champion and the host is the same team, the subsidy would go to the traveling team. In the year that the Atlantics are to be in Newfoundland Labrador, the League would designate \$3,000.00 for the Provincial Champion.

## SECTION 11.00 ANNUAL AWARDS:

11.01 The League's Annual Awards are to be presented at the League Banquet, which is held in conjunction with the Provincial Championship Tournament.

11.02 The following award is pre-determined by the League Statistics, Goaltending Tandem based on the best team goals against average.

11.03 Each team is to nominate one of its players for the awards listed below. The ballots containing all of these names will then be sent to all teams in the League. Teams will make a first, second and third selection for each of the awards that they have to vote on. First will count 5 points, second will be 3 points and third, 1 point. No team is to vote for its own players. The awards are: MVP – Forward, MVP – Defenseman, Top Goaltender, Rookie of the Year (1st year of Bantam eligibility), Fair Play Team, First All Star Team (1 Goaltender, 2 Defensemen, 3 Forwards), Second All Star Team (1 Goaltender, 2 Defensemen, 3 Forwards).

11.04 "The Harold Fleiger Award – Coach of the Year": Each year, the League shall honour a coach as "coach of the year". Each team shall have one vote and would vote for a coach from one of the other teams in the League.

11.05 "The Paul O'Hara Award – Manager of the Year". Each year, the League shall honour a manager as "manager of the year". Each team shall have one vote and would vote for a manager from one of the other teams in the League.

11.06 Each team will receive an Academic Award. This will be presented to the player with the highest academic average for the first semester. Each team is to name one of its own players for this award.

11.07 The Jason Fairweather Scholarship: This is an award presented each year in memory of Jason Fairweather, a Bantam "AAA" player who, along with his mother, was killed in a car accident while returning from a hockey game. This \$500.00 scholarship is to be awarded to one player in the League who fits the following: 1) All round leader on and off the ice. 2) Does well academically. 3) Financial need. The scholarship will be held for a maximum of three years following the recipient's graduation from high school and will be forwarded when the recipient enters university or community college. A write-up explaining why the player is being nominated for this award must accompany the nomination.

11.08 Most Improved Team Award: This award would go to the team that has improved the most in League play from the start of the current season to the end of the League's scheduled play. The coaches in the League would vote on the winner of this trophy.

11.09 The Jordan Boyd Rookie of the Year Award: This award is presented annually to the top rookie in memory of Jordan Boyd, a former Bantam AAA player who died tragically at his first Major Junior Training Camp from an undetected health issue. He was a young man who lived for hockey and worked as hard as he could to better himself as a player and a person. Jordan's perseverance finally paid off, he continued to work hard and by his second year of Bantam AAA he had become a much better player. This commitment eventually led to Jordan becoming the 66th player selected by the Bathurst Titan of

the QMJHL. Jordan Boyd was liked and respected by all who knew him. He represents the character all teams strive to develop in young players, and for this we honor his memory.

11.10 The Players' Choice Award: This award will be voted by all players in the League. Each head coach will be responsible for collecting a vote from each player on his team and submitting the team vote counts to the League when called upon prior to the Provincial Tournament. Players vote for their personal "player of the year" choice and every player in the league is eligible as a candidate although players may not vote for a teammate. The player receiving the most votes will win. There are no other criteria for this award. It is intended to be open to each player's interpretation and judgment on "player of the year."

NB Irving Oil Bantam "AAA" Hockey League

NB Bantam "AAA" Provincial Championship Tournament

Host Application

Season: \_\_\_\_\_

District/EDZA \_\_\_\_\_ District/EDZA President: \_\_\_\_\_

Name

Please note:

1. League Responsibilities:

- a) Seeding of teams
- b) Approval of the Tournament Schedule
- c) Trophies (as designated by League)
- d) Player keepsakes (usually tee shirts)
- e) Names of award winners
- f) Follow the NB Irving Oil Bantam "AAA" Hockey League's Operations Manual
- g) Monies to help offset Tournament costs (500.00/team or as set by the AGM). No further funds are to be solicited from the League or from the team-members of the League.

2. Host Responsibilities:

- a) Provide all ice time necessary to operate Tournament. All playoff games are to consist of three, 15-minute stop-time periods with the ice being resurfaced before each period.
- b) Provide scheduling of games as per Operations Manual. The League Executive must approve the Tournament schedule.
- c) Provide all officials (referees, time keepers, score keepers and goal judges).
- d) Provide at least a dozen pucks for each team and a minimum of a five-minute warm-up.
- e) Provide two alternate goaltenders that are to be available throughout the Tournament and to be used as indicated in the Operations Manual.
- f) Provide a room suitable for the League Meeting
- g) Provide a banquet. The end-of-season banquet must be bilingual.

- h) Provide all advertising for the Tournament
- i) Provide a Tournament Program
- j) Provide a budget with the team's application
- k) Provide a list of accommodations in the area
- l) Follow the NB Irving Oil Bantam "AAA" Hockey League's Operations Manual.
- m) Adhere to HC/HNB/NBMHC rules and regulations re Provincial Championship Tournament.
- n) Responsible for all costs of the Tournament. If the League Sponsor (presently, Irving Oil) provides any money for the Provincial Tournament, this will be given to the Host to help offset the cost of the Tournament. The Host is not to solicit further funds from the League or from the team-members of the League. Any profit or loss will be the responsibility of the Host.
- o) Provide a Provincial Tournament Report at the next regular League Meeting.
- p) The League may assign further responsibilities so as to keep the Tournament in line with HC/HNB/NBMHC/NB Bantam AAA League rules & regulations and/or Operations Manual.

Signed: \_\_\_\_\_ Date: \_\_\_\_\_

District/EDZA Host President Signature

NB: The Host's budget for the Tournament must accompany this Application