



Eastern AAA Hockey League

Policy Manual

Revision 4

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ETA POLICY MANUAL

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MISSION STATEMENT

The objectives of the ETA are as follows:

1. To provide a rewarding hockey experience for all players and participants through exceptional programming with a broad appeal, a positive environment, and supportive leadership.
2. To protect and serve the mutual interest of Members and participants and to place the players and the game in the forefront.
3. To enhance the positive value of our hockey programs by providing leadership and initiatives to develop better citizens, to encourage and direct the fostering of a strong sense of community pride and participation for all centres, large and small.
4. To promote, foster and encourage the development of AAA hockey among its members by establishing the policies and rules by which the ETA will be operated and ensure that all team officials, players and parents abide by these governing policies and rules.
5. To facilitate communication, goodwill, and co-operation among its members.

GENERAL ADMINISTRATIVE POLICIES AND RULES

A1: AMENDMENTS TO POLICIES AND RULES

Any changes, additions or deletions to the Policy Manual may be brought up at any monthly meeting, without notice. Unless the proposed change is of an urgent nature or does not require local Board discussion or approval, as agreed by all present, the proposed change(s) will be documented in the minutes and centres will be allowed to present the proposed changes back to their respective Boards to discuss. Voting to adopt the proposed changes will follow in the next league meeting, and a simple majority of the voting members present will pass the changes, additions or deletions.

A2: GENERAL PROVISIONS

The ETA League specifically adopts the rules governing the OMHA and all disputes will be resolved by reference to those rules unless by these policies and rules has specifically dealt with that issue, in which case these policies shall govern.

A3: TEAM ENTRY REQUIREMENTS

- a. All Members must provide their list of teams to the ETA Secretary by June 15th to allow the ETA Scheduler to prepare each team's scheduling forms.
- b. Acceptance by the ETA of any entry automatically binds the participating team, its officials and players to comply with the ETA By-laws and Policies and to accept the decisions of the ETA Board.

A4: MEMBERSHIP FEES

- a. Each member centre of the ETA will pay an annual membership fee. These fees, currently set at \$30.00 per team, will be determined at the Annual General Meeting based upon the recommendation of the Treasurer. Payments will be due in advance of September 15th for that season.
- b. Any new member centre joining the ETA will be assessed an initial one-time payment of \$50.00 per team, plus \$2.00 per player registered with the member association payable by September 15th of that first season.
- c. A performance bond in the amount of \$500.00 (by cheque payable to the ETA) will be posted and maintained at all times by each member of the ETA

as a guarantee to fulfil any obligations of the ETA including orders under section e. and f. below. Payment of the performance bond is due in advance of September 15th for that season.

- d. All registration fees, performance bonds or any other assessments or fines approved by the Board must be paid within 30 days from the date of billing or are subject to a 10% penalty on all payments made after that date and a 1.5% per month late fee thereafter.
- e. League members may apply for damages for non-fulfilment of other member's obligations. All payments of such damages will be made at the discretion of the ETA Board.
Application for payment must be forwarded to the Secretary of the ETA and date marked within fourteen (14) days of the occurrence with copies to the offending members and so noted on the originals.
- f. All members fulfilling their obligations to the ETA shall, upon written request, have their bond monies returned at the end of each season.

A5: OUTSTANDING INVOICES, FEES OR FINES

- a. Registration fees and performance bonds, as set out in Policy A4 must be paid no later than Sept. 15th in each year.
- b. If a Centre has invoices, fees, or fines payable to the ETA which have been outstanding for more than 90 days the amount owing will be taken out of the Centre's bond money. Participation of teams from a Centre whose bond is incomplete will be limited Refer also to By-law 8.01.

Limited exceptions may apply at the discretion of the Board.

A6: MEETING AND EVENT ATTENDANCE

- a. Member Centres have an obligation to attend and/or participate in all ETA meetings and sanctioned events.
- b. Unless otherwise determined by the Board, member centres shall be levied a \$100 fine for a delegate missing a regularly scheduled meeting, the Annual Meeting or other ETA event as determined by the Board. A subsequent absence will result in a \$200 fine, and each meeting missed after that will result in an additional \$100 fine added, to a maximum of a \$500 fine per meeting. Each centre will be permitted to miss one meeting per year without a fine being assessed. Absences due to extreme weather conditions will be considered by the Board.

- c. Member Centre players or coaching staff not participating in sanctioned events such as the U16 Showcase, ETA U18 All Star game, ETA/SCTA U18 All Star game or other ETA event as determined by the Board may be levied a fine of up to \$500 per member centre and/or a suspension, to be determined by the Board.

A7: **APPEAL FOR DISCIPLINARY ACTION**

- a. Any team or person, subject to disciplinary action by the ETA, shall have the right to appeal the decision to the OMHA executive and the final decision of the OMHA shall be binding on all concerned.
- b. Appeals must be made in writing to the ETA's OMHA Regional Director with copies to the ETA Secretary.

GAME RELATED POLICIES AND RULES

G1: SCHEDULES AND RE-SCHEDULING

G1.1: SCHEDULE FORMATS

- a. The ETA league schedule, playoff, playdown and division formats shall be decided by the Board, upon recommendation of the Scheduling Committee no later than August 1 in each year.
- b. Each member centre shall ensure sufficient and proper ice to complete their scheduled games before the end dates designated by the Board, in each age group and no regular league game shall remain unscheduled after December 31 in any year unless cancelled after that date, due to weather or other unforeseeable circumstances.
- c. The regular season schedule will normally be 36 games for 13 team divisions, 33 games for 12 team divisions and 30 games for 11 team divisions with a balanced schedule in place for all divisions.
- d. Each member centre is required to comply with the minimum ice time allocations for games set out in Appendix “A” to these Policies and Rules.

G1.2: SCHEDULING OF GAMES

- a. The ETA Scheduler will facilitate a program to develop the league schedule for the upcoming season during August.
- b. Games shall not be scheduled earlier than 6:30 PM on weekdays and 11:00 AM on weekends, unless otherwise mutually agreed, and in any event no game shall be scheduled to start after 9:30 PM.
- c. All games shall be scheduled or arranged during the August league scheduling initiative. After this game schedule changes can only be made by the Ice Scheduler or the Member Centre representative (primary or alternate). The centre requesting the change must obtain agreement from the opposing centre via email. Once agreement has been reached the confirming email is to be forwarded to the ETA Scheduler for approval prior to updating TheOneDB.

G1.3: ADVANCE SCHEDULING OF GAMES

Prior to the opening of the August League scheduling process the ETA Scheduler will arrange for Kingston and Quinte to schedule their Home games with Barrie and North Central and vice versa.

This is in recognition of the travel involved.

No other games will be allowed to be scheduled prior to the opening of the League scheduling period.. The Head Coach for teams found not in compliance shall incur a 3 game suspension.

G1.4: **CANCELLATIONS DUE TO WEATHER**

Games may be postponed or re-scheduled due to bad weather. It is the travelling team's decision to cancel or postpone a game. The travelling team's manager is to notify his ice scheduler of their decision not to travel. That ice scheduler is to contact the home team's ice scheduler and the ETA Scheduler of the decision to cancel the game.

It is the responsibility of the home team's ice scheduler to contact the local team officials and the referee assignor.

G1.5: **CANCELLATION OF PLAYDOWN OR PLAYOFF GAMES**

Playdown and playoff games may only be cancelled due to weather or other unforeseen circumstances. If the game cannot be re-scheduled in sequence, the series or round robin will continue with the next game in the contract. The lost game, if needed, shall be inserted by the ice schedulers into the schedule at the first available opportunity. If this is not possible the game will be re-scheduled at the end of the series.

If, however, in an odd game series, after the second game has been played, the cancellation results in one team having two (2) more home games than their opponent the series shall be re-scheduled to correct that situation.

G1.6: **COSTS OF CANCELLING GAMES**

- a. In the event a game is unable to be played due to the home centre not having referees or ice conflicts and the visiting centre has travelled to the game, the home centre will be required to cover travel expenses up to a maximum of \$500.00 at the discretion of the Board. Cost will be determined based on mileage for 5 vehicles at the mileage rate in OMHA Regulation 18.6.
- b. Events outside of the Home Centre's control are not covered by this provision.

G1.7: RE-SCHEDULING OF GAMES

- a. When a Centre wishes to change the date of a game for any reason, other than for weather or other unforeseen circumstances, the request must be made a minimum of fourteen (14) days in advance of the scheduled date to date and time agreeable to the opposing centre. The home team ice scheduler is responsible for obtaining approval for the change from the ETA Scheduler and for posting the change online in TheOneDB.
- b. Games may only be cancelled for Just Cause, such as weather, road conditions or other extraordinary events as determined by the ETA Scheduler or ETA Board.

NOTE: Just Cause does not include situations where a team is short of players due to suspensions or illness. A team unable or unwilling to play due to a shortage of players will be handled in accordance with Policy G 2.15.

- c. Any decision to cancel or re-schedule a game must be made as soon as possible and communicated to both Centres' ice schedulers.
- d. If, when scheduling or re-scheduling any game, a mutual agreement cannot be reached by the Centre ice schedulers the ETA Scheduler shall arbitrate.

G2: GAMES AND GAME STRUCTURE

G2.1: GAME STRUCTURE

Game lengths, required rests/floods and minimum playing times for games have been set by the ETA for all age divisions per Appendix A.
All games are to begin with fresh flooded ice.

G2.2: CURFEWS

A game may not be curfewed, that is play stopped, unless the minimum playing time allotted has in fact elapsed as per Appendix A.

If a team believes it has been improperly curfewed, a protest may be filed per the Protest Procedure in Appendix I.

G2.3: TEAM COLOURS

- a. All teams will conform to two (2) sets of sweaters and will wear light colors for home games and dark colors for away games.
- b. All sweaters shall have the approved ETA logo crested on the front or shoulder.

G2.4: END OF GAME PROTOCOL

At the completion of the game the home team shall go to their bench area while the visiting team leaves the ice surface. Once the visiting team has left the ice the home team may also leave upon a signal from the referee.

G2.5: GATE FEES

There will not be any gate fees during regular season play, ETA playoffs or OMHA playdowns.

G2.6: REFEREES

- a. All member centres shall provide properly qualified referees for their home League games in accordance with OMHA requirements.
- b. Whenever possible centres shall provide referee systems as follows:
 - U9, U10, U11 and U12 2 referee system
 - U13 and U14 3 official system
 - U15, U16 and U18 4 official system
- c. On ice officials for OMHA playdowns shall be appointed by the OMHA Regional Director.
- d. On ice officials for ETA playoffs shall be appointed by the Centres.

G2.7: TIMEKEEPERS

The home centre is responsible for providing qualified timekeepers for all games who have knowledge of time clock operation, penalty coding and use of the electronic game sheet.

G2.8: TIMEOUTS

Each team will be allowed one 30 second time out per game in all regular season and playoff games.

Time outs in OMHA playdowns are governed by OMHA Regulation 10.4.

G2.9: SUBMISSION OF GAME SHEETS

The ETA has adopted the use of electronic game sheets for all ETA League, Playoff, Playdown and exhibition games.

The home team is responsible for uploading the game sheet immediately following completion by the on ice officials. If there is no Wi-Fi in the arena the game sheet may be uploaded either using a cell phone as a hot spot or when the manager returns home. In any event game sheets must be uploaded within 12 hours of the completion of the game.

G2.10: FINAL REGULAR SEASON STANDINGS

When there is not sufficient time or opportunity to re-schedule any league game(s) which were not completed due to weather cancellation or other unforeseen events that division ranking will be determined by points percentage. Any league game(s) not completed due to scheduling conflicts will not be counted.

NOTE: Points percentage = total points obtained / (games played X 2).

G2.11: TIE BREAKING PROCESS

If two or more teams are tied in points at the end of the regular season schedule or at the completion of an ETA playoff round robin the tie breaking procedures in Appendix F will determine the ranking for all purposes:

G2.12: PROTESTS

Protests involving any ETA league games or ETA playoff games must be submitted in accordance with Appendix G.

Protests for games in OMHA playdowns are to be submitted to the OMHA according to the process documented in the OMHA Manual of Operations, Policies & Procedures 5.1.

G2.13: SUSPENDED GAMES

A game in progress that is suspended because one team cannot continue due to insufficient players on the ice will be awarded to the non-offending team. If the non-offending team is leading the score will be recorded as it was at the point of suspension. If the score was tied or the offending team was leading the score will be recorded as a 1-0 win for the non-offending team.

If neither team can continue due to lack of players the game will be considered complete as it was at the point of suspension.

G2.14: DEFAULTS AND FORFEITS

- a. There shall be no forfeiting or defaulting of games.
- b. For games where a team fails to show through no fault of either one of the teams, the game will be rescheduled.

G2.15: REFUSAL TO PLAY GAME(S)

- a. If a team fails to show intentionally or refuses to play a scheduled league or playoff game without Just Cause (to be determined by the ETA Protest Committee or ETA Board as required) the offending team will pay all expenses related to the game, including but not limited to: referees' fees, timekeeper fees, ice rental costs, bus rental cost, etc. The offending team's head coach will receive a three (3) game suspension and the Centre will receive a \$500 fine. The game may be rescheduled or defaulted as determined by the ETA Protest Committee or ETA Board. Any outstanding suspensions will be considered served as if the game was played only for the non-offending team.
- b. Second (or more) offence – If a team refuses to play a second (or more) scheduled league or playoff game during the same season without Just Cause (to be determined by the ETA Protest Committee or ETA Board as required) the offending team will be subject to the paragraph above, except the offending team's head coach will receive a suspension for the balance of the season and the team may also be barred from further play. In addition, the second offence during the same season by a Centre regardless of the team will receive a \$1000 fine. Any outstanding suspensions will be considered served as if the game was played only for the non-offending team.

G3: REGULAR SEASON, PLAYDOWN & PLAYOFF FORMATS

G3.1: REGULAR SEASON, PLAYOFF & PLAYDOWN END DATES

League regular season playoff and playdown series end dates will be established by working backward from the OMHA AAA championship date per the timeline in Appendix C.

G3.2: REGULAR SEASON FORMAT

The ETA has adopted a balanced schedule for all divisions. The formats for the regular season match-ups are based upon the age group and the number of teams in a division as documented in Appendix: B.

G3.2.1 U12 AND UP AGE GROUP

- a. For 13 team divisions each team will play each other team at home and away (24 games) plus a 3rd game with each team, 6 home games and 6 away games, for a total of 36 games.
- b. For 12 team divisions each team will play each other team at home and away (22 games) plus a 3rd game with each team, 6 home games and 5 away games, or 5 home games and 6 away games for a total of 33 games.
- c. For 11 team divisions each team will play each other team at home and away (20 games) plus a 3rd game with each team, 5 home games and 5 away games, for a total of 30 games.
- d. For 10 team divisions each team will play each other team double home and away for a total of 36 games.

Note: If an age group has the same number of teams in successive seasons, for 11, 12 and 13 team divisions, the 3rd games will alternate between home and away from season to season. If an age group has the same number of teams in successive seasons for 12 team divisions the number of 3rd games at home and away will also alternate from 5 or 6 from season to season.

G3.2.2 U10 AND U11 AGE GROUPS

- a. In order to meet the seasonal game total recommendations in the Hockey Canada U11 Canadian Player Pathway the U11 and U10 divisions will play a 'home and home' schedule regardless of the number of teams in the division. This will result in a 24 game schedule for 13 team divisions, a 22 game schedule for 12 team divisions etc.

G3.2.3 U9 AGE GROUP

- a. For the U9 age division centre ice schedulers will arrange games for their own team with their league partners.

- b. The ETA will endeavour to hold a season end championship for the U9 division.

G3.3: OMHA PLAYDOWN FORMAT

- a. Per OMHA requirements all teams qualify for OMHA playdowns. Except for the U9 division teams will be seeded according to their final regular season standings with playdown groupings determined by the round robins documented in Appendix D. The U9 division teams will be seeded randomly.

- b. All playdowns are round robin style with home and home games.

- c. All overtime will be per OMHA Regulation 9.0 and as follows:

In the event of a tie after regulation time in all games there will be a three (3) minute rest period after which teams will not change ends and will play one ten (10) minute sudden victory overtime period.

Note: The overtime period shall be played in every playdown game when the teams are tied at the end of regulation time.

- d. In the event that at the end of a round robin playdown series two or more teams are tied for a position which determines who advances to the OMHA AAA championships the tie breaking process documented in Appendix F will determine the final positions:
- e. Game officials for all series will be assigned in accordance with Policy G2.6.
- f. All OMHA playdown game playing times will be per ETA league requirements in Appendix A.
- g. Timeouts will be per OMHA Regulation 10.4.
- h. All round robin series are considered the quarter final round of the OMHA playdowns. The semi-final round is the Round Robin at the OMHA AAA championships and the final round is the championship game.
- i. League regular season, playoff and playdown series end dates will be established by working backward from the OMHA AAA championship dates. Playdown series (OMHA quarter finals) will be completed at least 5 days prior to the OMHA AAA Championship start date.

- j. All playdown series will be completed as recommended by the Scheduling and Playoff committee and approved by the Board. However, in the event that the advancing team has been determined in a round robin series prior to completion of all round robin games the remaining games need not be played if the ETA Scheduler obtains the agreement of the affected centres.

G4: SPECIAL EVENTS

G4.1: ETA U18 ALL STAR GAME

The ETA U18 All Star game was initiated by the ETA in 1993 to provide an opportunity for our talented U18 players to compete with their peers. This event will be held in November or December on such date as recommended by U18 All Star committee and approved by the Board. The date for the event will be determined by July 15th and will be a “black out” date for all U18 teams as attendance for the selected players and coaches is mandatory. See Appendix H for details.

G4.2: OMHA U18 ALL STAR GAME

The OMHA U18 All Star game is a competition between the ETA and SCTA U18 all stars and was first played in 2000. As of January 1, 2021 the series stands at 13-5-1 in favour of the ETA. This event is normally held in December in conjunction with the U16 Showcase. See Appendix H for details.

G4.3: U16 SHOWCASE

The ETA initiated the Minor Midget (now U16) Showcase in 2009 to provide the opportunity for all ETA teams to compete in meaningful games in one facility over one weekend. This allows all of our draft eligible players to be assessed in a competitive environment by dozens of OHL, OHA and USPORTS scouts. The games played at the Showcase are regular season games which count in the overall standings. See Appendix I for details.

G4.4: SPECIAL STATUS EVENTS

Events that occur during playdowns that have been designated with special status are the Quebec Peewee tournament and the Canada / Ontario Winter Games.

These are the only events that teams or players may consider to attend during playdowns. The ETA will make reasonable effort to accommodate teams and players attending these events by altering playdown schedules to the extent possible while keeping in mind the impact on their fellow competitors.

APPENDIX A: GAME LENGTHS AND ICE TIME

GAME LENGTHS

- U9, U10, U11 and U12 10 – 15 – (2-minute rest or flood) – 15
- U13 and U14 15 – 15 – (flood or 10-minute rest) – 15
- U15, U16 and U18 15 – 20 – (flood or 10-minute rest) – 20

A five (5) minute warm-up is recommended. A three minute minimum warm-up is required.

MINIMUM PLAYING TIMES

- U9 and U10 1 Hr. 15 Mins
- U11 and U12 1 Hr. 20 Mins
- U13 and U14 1 Hr. 35 Mins.
- U15, U16 and U18 1 Hr. 50 Mins

Note: The minimum playing times do not include the pre/post game flood.

APPENDIX B

BALANCED SCHEDULE FOR U11, U13, U15 & U18 TEAMS IN 13 TEAM DIVISIONS

Each team plays home & home with all other teams, for 24 games, (not shown) plus the chart below, for 12 games, (6 home & 6 away) resulting in 36 game schedule with 18 home games.

Barrie	North Central	York Simcoe	Richmond Hill	Markham	Ajax Pickering	Whitby	Oshawa	Clarington	Central Ontario	Peterborough	Quinte	Kingston
Home to	Home to	Home to	Home to	Home to	Home to	Home to	Home to	Home to	Home to	Home to	Home to	Home to
York Simcoe	Barrie	North Central	Barrie	North Central	Barrie	North Central	Barrie	North Central	Barrie	North Central	Barrie	North Central
Markham	Richmond Hill	Markham	York Simcoe	Richmond Hill	York Simcoe	Richmond Hill	York Simcoe	Richmond Hill	York Simcoe	Richmond Hill	York Simcoe	Richmond Hill
Whitby	Ajax Pickering	Whitby	Ajax Pickering	Whitby	Markham	Ajax Pickering	Markham	Ajax Pickering	Markham	Ajax Pickering	Markham	Ajax Pickering
Clarington	Oshawa	Clarington	Oshawa	Clarington	Oshawa	Clarington	Whitby	Oshawa	Whitby	Oshawa	Whitby	Oshawa
Peterborough	Central Ontario	Peterborough	Central Ontario	Peterborough	Central Ontario	Peterborough	Central Ontario	Peterborough	Clarington	Central Ontario	Clarington	Central Ontario
Kingston	Quinte	Kingston	Quinte	Kingston	Quinte	Kingston	Quinte	Kingston	Quinte	Kingston	Peterborough	Quinte
Away at	Away at	Away at	Away at	Away at	Away at	Away at	Away at	Away at	Away at	Away at	Away at	Away at
North Central	York Simcoe	Barrie	North Central	Barrie	North Central	Barrie	North Central	Barrie	North Central	Barrie	North Central	Barrie
Richmond Hill	Markham	Richmond Hill	Markham	York Simcoe	Richmond Hill	York Simcoe	Richmond Hill	York Simcoe	Richmond Hill	York Simcoe	Richmond Hill	York Simcoe
Ajax Pickering	Whitby	Ajax Pickering	Whitby	Ajax Pickering	Whitby	Markham	Ajax Pickering	Markham	Ajax Pickering	Markham	Ajax Pickering	Markham
Oshawa	Clarington	Oshawa	Clarington	Oshawa	Clarington	Oshawa	Clarington	Whitby	Oshawa	Whitby	Oshawa	Whitby
Central Ontario	Peterborough	Central Ontario	Peterborough	Central Ontario	Peterborough	Central Ontario	Peterborough	Central Ontario	Peterborough	Clarington	Central Ontario	Clarington
Quinte	Kingston	Quinte	Kingston	Quinte	Kingston	Quinte	Kingston	Quinte	Kingston	Quinte	Kingston	Peterborough

APPENDIX B

BALANCED SCHEDULE FOR U10, U12, & U14 TEAMS IN 13 TEAM DIVISIONS

Each team plays home & home with all other teams, for 24 games, (not shown) plus the chart below, for 12 games, (6 home & 6 away) resulting in 36 game schedule with 18 home games.

Barrie	North Central	York Simcoe	Richmond Hill	Markham	Ajax Pickering	Whitby	Oshawa	Clarington	Central Ontario	Peterborough	Quinte	Kingston
Home to	Home to	Home to	Home to	Home to	Home to	Home to	Home to	Home to	Home to	Home to	Home to	Home to
North Central	York Simcoe	Barrie	North Central	Barrie	North Central	Barrie	North Central	Barrie	North Central	Barrie	North Central	Barrie
Richmond Hill	Markham	Richmond Hill	Markham	York Simcoe	Richmond Hill	York Simcoe	Richmond Hill	York Simcoe	Richmond Hill	York Simcoe	Richmond Hill	York Simcoe
Ajax Pickering	Whitby	Ajax Pickering	Whitby	Ajax Pickering	Whitby	Markham	Ajax Pickering	Markham	Ajax Pickering	Markham	Ajax Pickering	Markham
Oshawa	Clarington	Oshawa	Clarington	Oshawa	Clarington	Oshawa	Clarington	Whitby	Oshawa	Whitby	Oshawa	Whitby
Central Ontario	Peterborough	Central Ontario	Peterborough	Central Ontario	Peterborough	Central Ontario	Peterborough	Central Ontario	Peterborough	Clarington	Central Ontario	Clarington
Quinte	Kingston	Quinte	Kingston	Quinte	Kingston	Quinte	Kingston	Quinte	Kingston	Quinte	Kingston	Peterborough
Away at	Away at	Away at	Away at	Away at	Away at	Away at	Away at	Away at	Away at	Away at	Away at	Away at
York Simcoe	Barrie	North Central	Barrie	North Central	Barrie	North Central	Barrie	North Central	Barrie	North Central	Barrie	North Central
Markham	Richmond Hill	Markham	York Simcoe	Richmond Hill	York Simcoe	Richmond Hill	York Simcoe	Richmond Hill	York Simcoe	Richmond Hill	York Simcoe	Richmond Hill
Whitby	Ajax Pickering	Whitby	Ajax Pickering	Whitby	Markham	Ajax Pickering	Markham	Ajax Pickering	Markham	Ajax Pickering	Markham	Ajax Pickering
Clarington	Oshawa	Clarington	Oshawa	Clarington	Oshawa	Clarington	Whitby	Oshawa	Whitby	Oshawa	Whitby	Oshawa
Peterborough	Central Ontario	Peterborough	Central Ontario	Peterborough	Central Ontario	Peterborough	Central Ontario	Peterborough	Clarington	Central Ontario	Clarington	Central Ontario
Kingston	Quinte	Kingston	Quinte	Kingston	Quinte	Kingston	Quinte	Kingston	Quinte	Kingston	Peterborough	Quinte

APPENDIX B

BALANCED SCHEDULE TEMPLATE FOR 13 TEAM DIVISIONS

Each team plays home & home with all other teams, for 24 games, (not shown) *plus* the chart below, for 12 games, (6 home & 6 away) resulting in 36 game schedule with 18 home games.

Team 1	Team 2	Team 3	Team 4	Team 5	Team 6	Team 7	Team 8	Team 9	Team 10	Team 11	Team 12	Team 13
Home to	Home	Home	Home	Home	Home	Home	Home	Home	Home	Home	Home	Home
Team 3	Team 1	Team 2	Team 1	Team 2	Team 1	Team 2	Team 1	Team 2	Team 1	Team 2	Team 1	Team 2
Team 5	Team 4	Team 5	Team 3	Team 4	Team 3	Team 4	Team 3	Team 4	Team 3	Team 4	Team 3	Team 4
Team 7	Team 6	Team 7	Team 6	Team 7	Team 5	Team 6	Team 5	Team 6	Team 5	Team 6	Team 5	Team 6
Team 9	Team 8	Team 9	Team 8	Team 9	Team 8	Team 9	Team 7	Team 8	Team 7	Team 8	Team 7	Team 8
Team 11	Team 10	Team 11	Team 10	Team 11	Team 10	Team 11	Team 10	Team 11	Team 9	Team 10	Team 9	Team 10
Team 13	Team 12	Team 13	Team 12	Team 13	Team 12	Team 13	Team 12	Team 13	Team 12	Team 13	Team 11	Team 12
Away	Away	Away	Away	Away	Away	Away	Away	Away	Away	Away	Away	Away
Team 2	Team 3	Team 1	Team 2	Team 1	Team 2	Team 1	Team 2	Team 1	Team 2	Team 1	Team 2	Team 1
Team 4	Team 5	Team 4	Team 5	Team 3	Team 4	Team 3	Team 4	Team 3	Team 4	Team 3	Team 4	Team 3
Team 6	Team 7	Team 6	Team 7	Team 6	Team 7	Team 5	Team 6	Team 5	Team 6	Team 5	Team 6	Team 5
Team 8	Team 9	Team 8	Team 9	Team 8	Team 9	Team 8	Team 9	Team 7	Team 8	Team 7	Team 8	Team 7
Team 10	Team 11	Team 10	Team 11	Team 10	Team 11	Team 10	Team 11	Team 10	Team 11	Team 9	Team 10	Team 9
Team 12	Team 13	Team 12	Team 13	Team 12	Team 13	Team 12	Team 13	Team 12	Team 13	Team 12	Team 13	Team 11

APPENDIX B

BALANCED SCHEDULE TEMPLATE FOR 12 TEAM DIVISIONS

Each team plays home & home with all other teams, for 22 games, (not shown) *plus* the chart below, for 11 games, resulting in 33 game schedule with either 16 or 17 home games.

Team 1	Team 2	Team 3	Team 4	Team 5	Team 6	Team 7	Team 8	Team 9	Team 10	Team 11	Team 12
Home to	Home to	Home to	Home to	Home to	Home to	Home to	Home to	Home to	Home to	Home to	Home to
Team 3	Team 1	Team 2	Team 1	Team 2	Team 1	Team 2	Team 1	Team 2	Team 1	Team 2	Team 1
Team 5	Team 4	Team 5	Team 3	Team 4	Team 3	Team 4	Team 3	Team 4	Team 3	Team 4	Team 3
Team 7	Team 6	Team 7	Team 6	Team 7	Team 5	Team 6	Team 5	Team 6	Team 5	Team 6	Team 5
Team 9	Team 8	Team 9	Team 8	Team 9	Team 8	Team 9	Team 7	Team 8	Team 7	Team 8	Team 7
Team 11	Team 10	Team 11	Team 10	Team 11	Team 10	Team 11	Team 10	Team 11	Team 9	Team 10	Team 9
	Team 12		Team 12		Team 12		Team 12		Team 12		Team 11
Away at	Away at	Away at	Away at	Away at	Away at	Away at	Away at	Away at	Away at	Away at	Away at
Team 2	Team 3	Team 1	Team 2	Team 1	Team 2	Team 1	Team 2	Team 1	Team 2	Team 1	Team 2
Team 4	Team 5	Team 4	Team 5	Team 3	Team 4	Team 3	Team 4	Team 3	Team 4	Team 3	Team 4
Team 6	Team 7	Team 6	Team 7	Team 6	Team 7	Team 5	Team 6	Team 5	Team 6	Team 5	Team 6
Team 8	Team 9	Team 8	Team 9	Team 8	Team 9	Team 8	Team 9	Team 7	Team 8	Team 7	Team 8
Team 10	Team 11	Team 10	Team 11	Team 10	Team 11	Team 10	Team 11	Team 10	Team 11	Team 9	Team 10
Team 12		Team 12		Team 12		Team 12		Team 12		Team 12	

APPENDIX B

BALANCED SCHEDULE TEMPLATE FOR 11 TEAM DIVISIONS										
Each team plays home & home with all other teams, for 20 games, (not shown) <i>plus</i> the chart below, for 10 games, (5 home & 5 away) resulting in 30 game schedule with 15 home games.										
Team 1	Team 2	Team 3	Team 4	Team 5	Team 6	Team 7	Team 8	Team 9	Team 10	Team 11
Home to	Home to	Home to	Home to	Home to	Home to	Home to	Home to	Home to	Home to	Home to
Team 3	Team 1	Team 2	Team 1	Team 2	Team 1	Team 2	Team 1	Team 2	Team 1	Team 2
Team 5	Team 4	Team 5	Team 3	Team 4	Team 3	Team 4	Team 3	Team 4	Team 3	Team 4
Team 7	Team 6	Team 7	Team 6	Team 7	Team 5	Team 6	Team 5	Team 6	Team 5	Team 6
Team 9	Team 8	Team 9	Team 8	Team 9	Team 8	Team 9	Team 7	Team 8	Team 7	Team 8
Team 11	Team 10	Team 11	Team 10	Team 11	Team 10	Team 11	Team 10	Team 11	Team 9	Team 10
Away at	Away at	Away at	Away at	Away at	Away at	Away at	Away at	Away at	Away at	Away at
Team 2	Team 3	Team 1	Team 2	Team 1	Team 2	Team 1	Team 2	Team 1	Team 2	Team 1
Team 4	Team 5	Team 4	Team 5	Team 3	Team 4	Team 3	Team 4	Team 3	Team 4	Team 3
Team 6	Team 7	Team 6	Team 7	Team 6	Team 7	Team 5	Team 6	Team 5	Team 6	Team 5
Team 8	Team 9	Team 8	Team 9	Team 8	Team 9	Team 8	Team 9	Team 7	Team 8	Team 7
Team 10	Team 11	Team 10	Team 11	Team 10	Team 11	Team 10	Team 11	Team 10	Team 11	Team 9

APPENDIX C: SEASON DATES TEMPLATE

ETA SEASON DATES TEMPLATE

Regular Season		Playdowns	
Start	Finish	Start	Finish
LD+18	AAAF -24	AAAF -22	AAAF -5
		17 days	

AAAF = OMHA AAA championship Friday date

LD = Labour Day

APPENDIX D: OMHA PLAYDOWN FORMAT

The ETA's OMHA playdowns are 3 groups of home and home round robin play.

Group A is comprised of teams who finished 1st, 2nd, 11th, 12th and 13th in the regular season standings.

Group B is comprised of teams who finished 3rd, 8th, 9th and 10th in the regular season standings.

Group C is comprised of teams who finished 4th, 5th, 6th and 7th in the regular season standings.

Each team in Group A plays 8 games and each team in Groups B and C play 6 games in their round robins.

At the conclusion of round robin play the top team from each Group plus the 2nd place team from Group A qualify for the OMHA AAA championships.

The 4 teams advancing to the OMHA AAA championships in each age group will be ranked by the seeding they earned at the conclusion of the regular season. Teams will not be re-seeded.

APPENDIX E: ETA PLAYOFF FORMAT

The ETA has adopted a regular season schedule along with a revised playdown format which will see all teams all teams participating at least to mid March. As a result ETA playoffs have been eliminated.

The ETA Champion for each division will be awarded to the team that finishes in first place at the conclusion of regular season league play.

APPENDIX F: TIE BREAKING PROCESS

A. LEAGUE PLAY

1. TWO TEAMS TIED

If two teams are tied in points at the end of the regular season the following procedure will apply to determine ranking for all purposes:

1. Most points earned head to head in league play.
2. Most wins in overall league play.
3. Highest “goal average”** in overall league play.
4. The team with the fewest goals against in overall league play.
5. Fewest “penalty minutes”*** in overall league play.
6. A single coin toss.

2. THREE OR MORE TEAMS TIED

If three or more teams are tied in points at the end of the regular season the following procedure will apply to determine ranking for all purposes.

Note: The three (or more) team tiebreaker is used to determine the seeding of the 1st, 2nd and 3rd seed etc. If any step in the tiebreaker process only seeds one team, that team assumes that position. The three (or more) team tiebreaker will continue on to determine the seeding of the remaining teams. At no time will teams using this process go back or go to the two-team tiebreaker.

1. Highest “points percentage”* in overall league play. (Note: This applies only if all of the tied teams have not played an equal number of league games).
2. Most points earned head to head in league play.

Note: Steps 2 and 3 can only be applied if all of the remaining tied teams have played each other an equal number of times. If they have not played each other an equal number of times then proceed to step 4.

3. Most wins in overall league play.
4. Highest “goal average”** in overall league play.
5. The team with the fewest goals against in overall league play.

APPENDIX F

6. Fewest “penalty minutes”*** in overall league play.
7. If teams are still tied after step 6 a coin toss shall determine the highest position. In a three-team coin toss, the odd team (three coins are tossed) gains the highest position. A single coin toss will determine the higher position if 2 two teams are tied.

B. PLAYOFF ROUND ROBIN PLAY

1. TWO TEAMS TIED

If two teams are tied in points at the conclusion of a round robin playoff an additional game will be played to determine the team to advance.

The additional game will be hosted by the team with the higher ranking determined by the following:

1. The most points earned head to head in round robin play.
2. Highest “goal average”** using goals scored in regulation time in round robin play.
3. Highest “goal average”** using all goals scored in round robin play.
4. Fewest “penalty minutes”*** in round robin play.

Notes:

- The additional game will only be played if at least one of the teams has the opportunity to advance in the playdowns.
- If both teams will advance regardless of the tiebreaker no additional game will be played.
- This one game playoff must be completed by the Tuesday night prior to the OMHA AAA Championships. If the higher ranked team cannot provide the ice by Tuesday night the other team will have home ice. If neither team can provide ice by the Tuesday, the League Scheduler will arrange ice at a neutral location..

APPENDIX F

2. THREE OR MORE TEAMS TIED

If three or more teams are tied in points at the end of a round robin series the following procedure will apply to determine ranking:

1. Most points in games among the tied teams in round robin play.
2. Most wins in games among the tied teams in round robin play.
3. Highest “goal average”** using goals scored in regulation time in round robin play.
4. Highest “goal average”** using all goals scored in round robin play.
5. Fewest goals against in all round robin games played.
6. Fewest “penalty minutes ***” in all round robin games played.

Notes:

- The three or more team tiebreaker is used to determine the ranking of the 1st, 2nd, 3rd teams etc. If any step in the tiebreaker process only ranks one team, that team assumes that position. The three or more team tiebreaker will continue on to determine the ranking of the remaining teams. At no time will teams using this process go back or go to the two-team tiebreaker.
- Once the ranking has been determined for the tied teams the 1st and 2nd ranked teams will play one additional game to determine the higher placing team. The additional game will be hosted by the team which ranked first in the tie breaking process.
- For round robin series where only one team advances the additional game will only be played if one of the tied teams has the opportunity to advance in the playdowns.
- If both teams will advance regardless of the tiebreaker no additional game will be played.
- For round robin series where two teams advance the team earning the first place position will advance and the second and third ranked teams will play one additional game to determine the second team to advance.
- Any required one game playoffs must be completed by the Tuesday night prior to the OMHA AAA Championships. If the higher ranked team cannot provide the ice by Tuesday night the other team will have home ice. If neither team can provide ice by the Tuesday, the League Scheduler will arrange ice at a neutral location.

APPENDIX F

- * “Points percentage” = total points / (number of games played x 2).

- ** “Goal average” = total goals for divided by the total of goals for and goals against.
Example: Goals for: 10 - Goals against: 4. Goal Average = $10 / (10 + 4) = .714$.
Example A: Team A - .714 = 1st seed.
Team B - .500 = 3rd seed.
Team C - .650 = 2nd seed.

Example B: Team A - .714 = 1st seed.
Team B - .500 = Still tied with Team C – go to next step.
Team C - .500 = Still tied with Team B – go to next step.

Example C: Team A - .650 = Still tied with Team B – go to next step.
Team B - .650 = Still tied with Team A – go to next step.
Team C - .500 = 3rd seed.

- *** All misconduct penalties are to be included in the penalty minute total.
Misconducts (M) count ten (10) minutes.
Game misconducts (GM) count ten (10) minutes.
Gross misconducts (GRM) count fifteen (15) minutes (game sheet will indicate 10 minutes).
Match penalties (MP) count fifteen (15) minutes (game sheet will indicate 5 minutes).

APPENDIX G: PROTESTS

Note: The following information is for protests involving ETA league games or ETA playoff games only. Protests for games in OMHA playdowns are to be submitted to the OMHA according to the process documented in the OMHA Manual of Operations, Regulation 15.0.

Matters that may be protested include:

- A game officials' rule application which in the opinion of the aggrieved team is incorrect and gave the opposition team a distinct advantage.
- A violation of any Hockey Canada, OHF, OMHA or ETA rule, regulation or policy deemed to have had a significant and legitimate effect on the outcome of the game.

A protest of a game officials' discretion and judgement of rules will not be considered, unless it is a clear misapplication of a rule.

All protests and evidence in support thereof must be submitted via email sent to the ETA Secretary with a copy to the ETA Vice President within forty-eight (48) hours of the start of the protested game. Submissions must include a completed ETA Protest Form (available on the ETA website) and be submitted by, or with the documented approval of, the protesting centre's ETA delegate.

Upon receipt of the protest the ETA Secretary shall forward a copy of the submission to the delegate of the opposing ETA centre.

Any response to the protest from the opposing centre must be submitted by email to the ETA Secretary and ETA Vice President within 48 hours of their receipt of the protest.

Failure to comply with the above could result in the protest or the defense being declared null and void.

The ETA Protest Committee will investigate the protest and provide their determination within 14 days or at the next monthly meeting of the ETA Board, whichever is later, unless the protester can satisfy the Vice President that there is an urgent need to resolve the issue.

The decision of the Protest Committee shall be communicated to the ETA Secretary and to both centre delegates within 72 hours of the conclusion of their hearing(s), and the Secretary shall keep a record of the protest.

A protest filing fee of \$100.00 will be assessed to the team/centre filing the protest if the protest is not successful.

APPENDIX G:

Notes:

- a. The protest committee is to consist of three (3) ETA Directors or Officers.
No delegates from the centres involved in a protest shall be eligible to serve as a member of the Protest Committee hearing that protest.
- b. A decision of the Protest Committee may be appealed to the ETA Board
- c. The Protest Committee shall not have the power to waive protest fees for any matter.

APPENDIX H: U18 ALL STAR GAMES

The ETA U18 all star game will normally be held in November and the OMHA U18 all star game (ETA vs SCTA) in early December each year. The dates will be finalized prior to the ETA scheduling meeting in August. Teams must avoid scheduling other events on these dates.

Attendance at the U18 all star games is mandatory for selected players and coaching staff. Refer to Policy A6c for sanctions.

APPENDIX H

A: ETA ALL STAR GAME



EASTERN AAA (input number)th ANNUAL U18 AAA ALL STAR GAME (input date), (input location)

TEAM FORMATION, and PLAYER and COACH ELIGIBILITY

All statistics and standings will be based on those at the end of day on (input date). For all-star game purposes the statistics will come from league play only. Since all teams will not have played an equal number of games the standings will be based on points percentage (total points / (games played X 2)).

Tie breakers will follow the league play tie breaking procedure in Policy G2.11.

a TEAMS

The ETA all star game will feature the (Peter) Lang division versus the (Lyle) Ensoll division in recognition of the lengthy service these gentlemen provided to the ETA.

The Lang division will be comprised of players from teams in 1st place, 4th place, 5th place, 8th place, 9th place and 12th place at the cut-off date.

The Ensoll division will be comprised of players from teams in 2nd place, 3rd place, 6th place, 7th place, 10th place, 11th place and 13th place at the cut-off date.

b. PLAYERS

Each all-star team will be comprised of the number of players from each centre as indicated in the appropriate chart. Players will be selected by each centre's coaching staff.

c. GOALTENDERS

Each all star team will have two goaltenders.

(Only one goaltender from each centre will be eligible.)

Factors taken into consideration include GAA, number of games played and opponents played against. Statistics will be taken from league game sheets.

d. COACHING STAFF

Coaches will be determined by the standings based on points percentage.

- Team Lang: 1st Place, Head Coach & Trainer, 4th place, Head Coach (to act as Assistant Coach).
- Team Ensoll: 2nd place, Head Coach & Trainer, 3rd place, Head Coach (to act as Assistant Coach).

APPENDIX H

Notes:

- The coaching staff of all teams will be provided with the details of the game by the ETA and they are to provide the information to their participating players.
- Dress code: Shirt and tie unless overruled by Co-vid protocol
- ETA will provide game jerseys and socks.
- Players are responsible for their own water bottles.
- Team Lang is the home team in the even years, Team Ensoll in the odd years.
- Any player selected that is unable to attend will be replaced by a player from their centre. The participating player keeps the jersey, if applicable.

PLAYER SELECTION CHARTS

13 TEAM U18 DIVISION				
Team Lang			Team Ensell	
1 st Place	4 Forwards + 2 Defensemen		2 nd Place	3 Forwards + 2 Defensemen
4 th Place	3 Forwards + 1 Defenseman		3 rd Place	3 Forwards + 1 Defenseman
5 th Place	2 Forwards + 1 Defenseman		6 th Place	2 Forwards + 1 Defenseman
8 th Place	1 Forward + 1 Defenseman		7 th Place	1 Forward + 1 Defenseman
9 th Place	1 Forward + 1 Defenseman		10 th Place	1 Forward + 1 Defenseman
12 th Place	1 Forward		11 th Place	1 Forward
			13 th Place	1 Forward

12 TEAM U18 DIVISION				
Team Lang			Team Ensell	
1 st Place	4 Forwards + 2 Defensemen		2 nd Place	3 Forwards + 2 Defensemen
4 th Place	3 Forwards + 1 Defenseman		3 rd Place	3 Forwards + 1 Defenseman
5 th Place	2 Forwards + 1 Defenseman		6 th Place	2 Forwards + 1 Defenseman
8 th Place	1 Forward + 1 Defenseman		7 th Place	2 Forwards + 1 Defenseman
9 th Place	1 Forward + 1 Defenseman		10 th Place	1 Forward + 1 Defenseman
12 th Place	1 Forward		11 th Place	1 Forward

11 TEAM <u>18</u> DIVISION				
Team Lang			Team Ensell	
1 st Place	4 Forwards + 2 Defensemen		2 nd Place	3 Forwards + 2 Defensemen
4 th Place	3 Forwards + 1 Defenseman		3 rd Place	3 Forwards + 1 Defenseman
5 th Place	3 Forwards + 1 Defenseman		6 th Place	2 Forwards + 1 Defenseman
8 th Place	1 Forward + 1 Defenseman		7 th Place	2 Forwards + 1 Defenseman
9 th Place	1 Forward + 1 Defenseman		10 th Place	1 Forward + 1 Defenseman
			11 th Place	1 Forward

APPENDIX H:

B: OMHA ALL STAR GAME

Following the ETA Team Lang – Team Ensoll U18 all star game the coaching staff of both teams will select the players which will form the ETA all star team which will compete against the SCTA U18 all stars in the OMHA U18 AAA all star game at the U16 Showcase in December.

The coaching staff will select the number of players from their respective all star team according to the criteria below which is based on the result of the Team Lang – Team Ensoll all star game. The selection process will be overseen by the ETA U18 all star committee.

Winning team selects: 1 Goaltender, 7 Forwards, 4 Defensemen.

Losing team selects: 1 Goaltender, 5 Forwards, 2 Defensemen.

Tie game: Each team will select 1 Goaltender, 6 Forwards, 3 Defensemen.

Notes:

- Each Centre must have at least one player selected. No Centre may have more than 3 players selected (excluding goaltenders).
- The coaching staff of all teams will be provided with the details of the OMHA U18 all star game by the ETA and are to provide the information to their participating players.
- Dress code: Shirt and tie, unless overruled by Co-vid protocol.
- Game jerseys and socks will be provided.
- Players are responsible for their own water bottles.
- Any player selected that is unable to attend will be replaced by the ETA all-star committee. The participating player keeps the jersey, if applicable.

APPENDIX H

C: ALL STAR GAME DAY AGENDA

(For Both ETA and OMHA All Star Games)

- Player Arrival: 1 hour before game time, unless overruled by Co-vid protocol. Players arrive and check in with ETA.
- Opening Ceremonies: Welcome, Introduction of players, coaches and guests, ceremonial face-off and national anthem.
- Game Format 5 minute warm up.
20 - 20 - 20 (Floods after 1st and 2nd periods).
Overtime, if necessary, 5 minute period, 3 on 3.
Shootout, if necessary, 3 shooters each, then single shooters, sudden victory.
(Cannot repeat a player until all players have been used).

APPENDIX I: U16 SHOWCASE

The ETA established the U16 (Minor Midget) AAA Showcase in 2009. It is a 2 day event, featuring league games between all 13 ETA teams. All teams will participate in 2 or 3 regular season league games all held in one venue in order to provide exposure of all ETA players to OHL, U Sports and OHA scouts.

In addition to the games the players are able to attend seminars and information sessions to help prepare them for their future, both on the ice and off.

This is a mandatory ETA event, and no tournaments, exhibition games or other conflicts are to be scheduled for this weekend for any U16 team.

The event will normally be held in early December each year. The dates and schedule will be finalized prior to the ETA scheduling meeting in August.

REVISION SUMMARY

Revision 1, September 18, 2019.

Changed “ETA Convenor” to “ETA Scheduler” to reflect the creation and the duties of the ETA Scheduler position.

Revision 2, November 10, 2021.

Revised Playdown format and remove ETA playoffs. Update division names to U10, U11, U12 etc.

Revision 3, February 14, 2022.

Added “or other unforeseen events” to G2.10, added Note to Appendix F, section A and removed tie breaker 1 (points).

Revision 4, February 12, 2023.

Revised Appendix F B2 process for determining advancement where 2 teams advance in a situation where 3, or more, teams are tied,

Added ETA scheduler to arrange location of any one game playoff when neither team can obtain ice prior to the Tuesday deadline.

Removed coin toss as a criteria for eliminating a team from play.

Added clarification to playdown and championships seeding in Appendix D.