Zone IV High School Hockey League Bylaws

Bylaw 1 Eligibility

The Zone IV High School Hockey League being compatible with the aims of MHSAA will follow the eligibility rules of the Association.

1.1 Any school in Zone IV is eligible to compete. All Co-op School applications must be approved by the League and forwarded to MHSAA for ratification as per MHSAA regulations (three (3) year co-op).

1.2 Schools in surrounding area may apply to join the Zone IV High School Hockey League, subject to Article 2, the payment of Zone fees, the payment of League fees and their willingness to honor the Constitution. All new teams will be placed on a one-year probationary status, to be reviewed at the Spring Annual Meeting. The League may grant Membership, extend the probationary period, or remove the team from the League.

1.3 Any high school student as defined eligible according to MHSAA is eligible for high school hockey, provided he is not on the main roster of an "AAA" U18, Junior, Intermediate or Senior team. "AAA" U18, Junior, Intermediate or Senior teams may call up high school players for a maximum of five (5) games before January 10th and a maximum of five (5) games after January 10th.

1.4 Any student who becomes eligible for graduation at the end of a semester is no longer eligible to compete in the League if he does not continue as a bona fide student during the next semester.

1.5 Rosters must be submitted to the League prior to the commencement of the regular season. Additions and deletions may be made up until the MHSAA deadline date (generally the first Friday in November). All teams will submit an official team roster of not more than 25 players (including AP's) to the League and MHSAA. Additions, deletions or any other changes will be allowed as per MHSAA guidelines. Maximum number of players to be dressed for a game is 18 skaters and 2 goalies.

1.6 Team rosters should include name, age as of August 31st, date of birth, current grade level and hockey sweater number as per MHSAA Athletic Eligibility form.

1.7 All coaches, managers and trainers must be registered and certified as per MHSAA and Hockey Manitoba regulations.

1.8 All teams must register with Hockey Manitoba.

1.9 Affiliated players can only be used once a team's roster falls below 17 players (2 of whom must be goaltenders).

Bylaw 2 Scheduling

2.1 Teams shall declare the ice times they have available at the Fall League meeting.

2.2 A schedule shall be made available to each school at the Fall League meeting or shortly thereafter.

2.3 Any rescheduling must be made by the Commissioner, or designate, in cooperation with the teams concerned.

2.4 If two teams cannot agree on a game to be rescheduled, the Commissioner will book the ice, date and time for the game to be played.

2.5 Teams must schedule an away game with ALL teams before scheduling their next away game.

Bylaw 3 League Games

3.1 Length of Games

i. The latest start times the League will allow is 7:30 p.m. on school nights. League games not on school nights must start no later than 8:00 p.m.
ii. All games are three 20 minute stop time periods.
iii. There will be a 3 on 3 five minute overtime period during regular season play. Penalties will carry over into OT and the shootout.
iv. If the game is still tied after the 3 on 3 overtime period has elapsed, a 3 player shootout will take place. Everyone on the game sheet excluding
    a) injured players who left the ice,
    b) players serving penalties, and
    c) goalies must shoot before they shoot again until a winner is determined.
v. When one team is ahead by seven goals at the beginning or at any time during the third period the balance of the game shall be straight running time.

3.2 Number of Games

i. The school hockey team will play no more than a total of forty-two (42) games excluding playoffs.
ii. Each tournament that a school hockey team enters shall count as a maximum of three (3) games.
iii. Teams must submit their intent to play a tournament in writing, be it pre-season or otherwise, to the League Statistician and Commissioner at least 48 hours before the commencement of said tournament.

3.3 Time-Out

i. A team may be granted one thirty (30) second time-out at any time during the game or any subsequent overtime.
ii. A spare goalie may have one 30-second warm-up prior to the face-off. One warm up per game. Warm-up time begins when 1st puck is shot.
iii. A change is permitted when any time-out is called.
iv. No change when the puck is shot over the glass in your defensive end.

3.4 Postponement

The Zone IV Hockey League will make every reasonable effort to avoid cancellations or game date changes for any reason other than inclement weather. Any teams involved in requesting a game change for reasons other than inclement weather must submit a request for approval from the Commissioner before any changes to the schedule are permitted. The League does recognize that unforeseen circumstances do arise and the opportunity to reschedule games will be afforded if both teams and the League Commissioner are in agreement. Any team requesting a game change, (for a reason other than inclement weather) will incur all costs associated with the proposed change to the opposing team. In case of inclement weather, the visiting team will contact the Commissioner and home team and the two teams involved will agree on a rescheduled date with the home team notifying the Commissioner and President of the rescheduled date. The home team will contact the League Statistician, referees and media and inform them of the change.

Failure to notify officials will result in the home team being responsible for the costs of the officials.

3.5 Team Withdrawal
Teams will be fined their performance bond for each offense as well as referral to the Discipline & Appeals Committee for possible further disciplinary action.

3.6 Warm-up
The home team will supply a sufficient number of pucks for warm-up.

3.7 Supervision of Games

i. The home team is responsible for the conduct of its fans. It is a League policy that the visiting team's fans occupy the seats on the visitor's side (end) and the home team fans occupy the seats on the home team's side (end) of the ice.
ii. Any team which does not have an on-staff teacher-coach must have a supervising teacher present in the immediate proximity of the player's bench.
iii. All host teams must provide adequate, identifiable staff supervision.
iv. All host teams must post a sign identifying home and visiting team sections.
v. If a player is ejected from the game, the team must provide the player with supervision for the remainder of the game and until the player has left the facility.
vi. Post-Game Off-Ice Conduct: Any team member involved in a pre-game or post-game off-ice altercation, including damage to arena property or incidents involving opposing team members, team supporters, or officials shall be suspended indefinitely until Zone IV discipline committee renders a decision. League officials and school staff/supervisors shall be considered as off-ice officials for the purpose of reporting infractions.
vii. Teams will shake hands at the end of every game in regular season and play-offs.
viii. The supervising teacher should introduce themselves to the visiting manager or coach prior to the game.

3.8 All-Star Game

Host Rotation:
Morris 2026/27
Morden 2027/28
NPC 2028/29
PCI 2029/30
Pembina 2030/31
Miller 2031/32
Mountain 2032/33
GVC 2033/34
Carman 2034/35

Any new teams will be placed 3rd in rotation the year they join the League. The format of the All Star game will be chosen by the League at the Fall meeting.

3.9 The home team must provide a minimum of at least one scorekeeper and one timekeeper for each game.

3.10 Icing

The following 'no-change on icing' rule will apply:

i. A team that commits an icing violation will not be permitted to make any player substitutions prior to the ensuing face-off, with the following exceptions:
   (1) To replace a Goaltender that has been substituted for an extra attacker.
   (2) To replace an injured player.
   (3) When a penalty or penalties have been assessed to either team, a change of players will be permitted.
ii. The determination of players on the ice will be made when the puck leaves the offending player's stick.

Bylaw 4 Playoff Format

4.1 The play-off structure shall be decided at the Fall League meeting.

4.2 In the event of a tie in the final League standings, placement of the teams involved will be determined by using the following steps until a standing is established.

i. The number of regulation wins
ii. Regulation and OT wins
iii. The most points accumulated in the games between the teams involved will be the next deciding factor.
iv. If teams are still tied, the team with the fewest number of losses including overtime losses will be placed higher.
v. Goal differential between tied teams in games involving tied teams will be used to place the teams.
vi. Coin-toss. The coin toss will be held in the League office. The President and Commissioner will be present, and the President will toss the coin. The two teams directly affected by the coin toss will have the right to have a team official present to witness the coin toss. Heads or tails will be determined using the teams' nicknames. The nickname first in an ascending alphabetic listing will be given the heads designation and the other will be give the tails designation. For example, if the Aces and the Cougars were involved the Aces would be heads and the Cougars would be tails for the purposes of the coin toss.

4.3 If overtime occurs in a playoff game, one ten (10) minute stop time sudden victory period shall prevail. If still tied, teams change ends and play a twenty (20) minute sudden death period with twenty (20) minute periods following until a winner is declared. Ice cleaning shall be at discretion of the referees.

4.4 The Zone IV High School Hockey League final will be scheduled to permit the League representatives to proceed to the Provincial Championships.

4.5 Each play-off series shall be a best-of-three and will be scheduled in one (1) week period Monday-Saturday by backing up from the MHSAA Provincial Championship date.

Bylaw 5 Officials

5.1 The Referee-in-Chief shall be invited to the annual Zone IV hockey meeting.

5.2 The Referee-in-Chief, coaches, and/or Commissioner will meet with the Zone IV officials for annual discussion, revision, and update of Zone IV hockey rules.

5.3 The Zone IV High School Hockey League will use a three official system for the regular season and a 4 official system for the playoffs. These referees shall be appointed by the Referee-in-Chief. Referees are responsible for completing the score sheets properly. The Referee shall report all incidents resulting in a major/match/gross misconduct penalty directly to Commissioner.

5.4 The Referee-in-Chief/Local Assigners will ensure officials are assigned for all Zone IV playoff games, with notification given to teams of any appointment changes before the start of the game. Wherever reasonable, this notification will be provided by the Referee- in Chief or the local assigner. If both teams request a 4th official for a league game, the additional official will be assigned if available and the cost will be shared across both schools.

5.5 Officials shall be present to watch warm-ups for all games.

5.6 Each Local assigner will receive an honorarium of $150 per team they assign. The Referee-in-chief will receive an honorarium of $500.

5.7 The referee rates for the 2026-27 season will be $90 for referee and $70 for linesman. Mileage is set at $0.55/ KM. Officials are paid from home address not from the town/city center they work out of.

Bylaw 6 Game Sheets/Team Websites

6.1 Copies of game sheets of all games, be they League, playoff, tournament or exhibition, are to be sent into the League Statistician and League Commissioner at the conclusion of any game played by member teams of the Zone IV High School Hockey League.

6.2 For League games (regular season and playoffs), the home team is responsible for sending in the completed game sheet and contacting press and radio after each game. The home team is also responsible for ensuring that accurate goaltender stats, including minutes played, and shots against, are correctly recorded on the game sheet.

6.3 Game sheets of all games – League, playoff, tournament or exhibition - must be scanned and sent into the League Statistician and League Commissioner no later than 12:00 p.m. of the following school day. Pictures of game sheets must be sent to the Commissioner the night of the game. The original (white) copy must be mailed to the League Statistician within one week of the game's completion. Failure to do so will result in a fine of $50 to be paid before the offending team's next League game.

6.4 Players starting the game must be circled on the game sheet.

6.5 Game officials and names should be printed clearly on the game sheets. The home team should ensure that this happens.

6.6 Game Summaries
Game summaries are to be typed out and e-mailed to the Commissioner, Statistician, away team, and the media (most notably CKMW). The game summary should include all goals with name of

goal scorer and players assisting. Goaltender stats should be briefly summarized. A penalty summary should also be included giving total PIM and the number of minors, double minors, majors, match, and misconducts. Players names not to be included in the penalty summary. Game summaries should be typed out shortly after the game is over and e-mailed that same day, otherwise media coverage will not happen. Click the following link to see a game summary example.

6.7 The scores on team websites and the MHSAA website should be updated by 9:00 am the following day.

6.8 It is the home team's responsibility to ensure that all statistical duties are performed completely and correctly in a timely manner.

Bylaw 7 Awards

7.1 The Zone Championship team shall receive a traveling trophy and a permanent pennant. This trophy has been named Frank L. McKinnon Cup. Plaques are to be purchased and awarded for individual player awards. (Most Sportsmanlike, Leading Scorer, Top Goaltender, Play-off MVP). Existing individual awards will be presented annually.

7.2 Individual Awards
Nominee names are to be submitted to the League one full week before the regular season ends. The list of nominees and bios will be compiled by the President and emailed out on the evening of the last game of the regular season. The list of nominees will also be posted on the League website at this time. A vote will be conducted based on this list. Each team will be required to vote. Teams MAY NOT vote for their own players. Each team will submit a ranked list of 3 players from the list provided by the League. The player ranked 1st will receive 3 points, the player ranked 2nd will receive 2 points, and the player ranked 3rd will receive 1 point. Votes will be tabulated by the President and the results will be released one week after the regular season ends.

i. Heavy Metal Designs MVP Award

Process: Each Zone IV team will be required to submit the name of their team MVP with a brief bio on the attributes of the player they have nominated as their MVP. In the case of a tie, the award will be shared.
Award: Heavy Metal Designs ring for player; League trophy for one year. The League President will contact Heavy Metal Designs with the name of the Zone IV MVP and make arrangements for getting the player the ring.

ii. Top Scorer Award
Is awarded to the player with the most accumulated points in the season.

Process: League Statistician will confirm the winner of this award to the President.
Award: League Trophy for one year; Keeper plaque/trophy for player

iii. Top Goaltender Award

Process: Each Zone IV team will be required to submit the name of their top goaltender with a brief bio on the attributes of the player they have nominated as their top goaltender. In the case of a tie, the President of the League would cast the deciding vote.
Award: Trophy for one year; Keeper plaque/trophy for player

iv. Top Defensive Team

Process: League Statistician will confirm the winner of this award to the President.
Award: Plaque for one year; Keeper trophy for the team

v. Charlie Maykut Fair Play Award
This award is donated to the team with the fewest total penalty minutes in a season.

Process: League Statistician will confirm the winner of this award to the President.
Award: League plaque for one year; Keeper trophy for the team

vi. Lloyd C. Orchard Most Sportsmanlike Player Award
This award is based on a combination of both skills and sportsmanship.

Process: Each Zone IV team will be required to submit the name of their most sportsmanlike player with a brief bio on the attributes of the player they have nominated as their most sportsmanlike player. In the case of a tie, the President of the League would cast the deciding vote.
Award: Trophy for one year; Keeper plaque/trophy for player

vii. Lew Mueller Defenseman of the Year Award
Process: Each Zone IV team will be required to submit the name of their top defenseman with a brief bio on the attributes of the player they have nominated as their top defenseman. This is to be submitted to the League one full week before the regular season ends. In the case of a tie, the President of the League would cast the deciding vote.
Award: Trophy for one year; Keeper plaque/trophy for player

viii. Play-off Most Valuable Player Award

Process: The playoff MVP will be chosen from one of the two teams in the final series. The President and Commissioner will consult with both team's manager and or coaches sometime during game 2 of the final series. Each team will be asked to nominate their MVP. The President and Commissioner in consultation will choose the playoff MVP. The President and Commissioner may or may not consult with other League officials when arriving at their final decision.
Award: Keeper plaque/trophy for player

ix. Official of the Year Award

Process: With one week remaining in the Zone IV season, the teams will each submit their ballot for Official of the year. The ballot will list the top three candidates in order of selection with 1st place votes receiving 3 pts, 2nd place votes receiving 2 pts and 3rd place votes receiving 1 pt. Highest point total is selected as Official of the Year for Zone IV Hockey. In case of a tie, the ballot will be shortened to the tied candidates and a direct vote will take place with each team receiving one vote. Winner's name will be publicized for the tremendous work they have done for Zone IV hockey all season long.
Award: Keeper plaque

x. Coach of the Year Award

Process: Each team will submit a ballot for Coach of the Year honors at the same time as the MVP, Goaltender and Most Sportsmanlike awards are voted on. Each ballot will list the top three candidates in order of selection with 1st place votes receiving 3 pts, 2nd place votes receiving 2 pts and 3rd place votes receiving 1 pt. Highest point total is selected as Coach of the Year for Zone IV Hockey. In case of a tie, the ballot will be shortened to the tied candidates and a direct vote will take place. Teams of the tied candidates will not vote in the tie-break round.
Award: Keeper plaque

7.3 It will be the responsibility of the League President to inform the coach/manager of the players or teams winning Zone IV awards before award winners are released to the general public. At this time the President will invite the award winners to accept their awards at game 2 of the League final series.

Bylaw 8 Rules

Hockey Canada regulations shall be enhanced with the following Zone IV regulations.

- All penalties apply to players and team officials on the players' bench during the game.
- All suspensions shall be served immediately and in consecutive games. They will also carry over from one year to the next.
- The onus is on the coach and manager to make sure that these suspensions are fulfilled. If in doubt, contact the Commissioner.
- Exception to a suspension having to be served immediately and in consecutive games may be granted if the suspension affects participation in the All-Star game. The coach and manager can request the suspension be served during a League game, therefore permitting the player to participate in the All-Star game.
- The discipline appeal committee will consult coaches of teams involved in the suspension game before a decision is made.

8.1 Accumulation of Penalties

Any player who accumulates in excess of 75 minutes in penalties during the Regular Season shall incur an automatic suspension as follows:

i) In excess of 75 minutes (76 minutes) – 1 game suspension
ii) Each additional 15 minutes over 75 minutes (91, 106, 121, etc.) – 1 game suspension

This rule will only be in place for the regular season.

8.2 Misconducts

A ten (10) minute misconduct penalty is an infraction committed by an individual for unsportsmanlike behavior toward referee(s), fans or opposing players and team officials. An accumulation of multiple ten minute misconduct penalties will result in the following:

i) Third Misconduct in a season
Player serves the ten (10) minute misconduct and a one game suspension.
ii) Fifth Misconduct in a season
Player serves the ten (10) minute misconduct and a three game suspension.

The accumulation of misconducts will start over in the playoffs with the same suspension guidelines in place for the third and fifth misconducts during the playoffs.

Players receiving a 10 minute misconduct which cannot be served in its entirety in that game, will no longer be suspended for the next regular scheduled game.

8.3 High Hit (Checking to the Head)
For accumulating high hit penalties for purposes of suspension, the Zone 4 Hockey League will use the 4 minute intentional high hit as opposed to the 2 minute accidental high hit penalty.

i) Fifth 4 minute offence - Player is suspended for one game.
ii) Every 4 minute offence after the fifth offence will be a one game suspension

8.4 Carry Over Suspensions
Any suspensions resulting from a major, match or gross misconduct penalty that cannot be fulfilled in that season to a Grade 12 player who is ineligible to return to play the next year will carry a team fine of $100 per game not served (to a maximum of $300) in addition to games following the player forward.

Any suspensions resulting from a major, match or gross misconduct penalty that cannot be fulfilled in that season to a player who does not return to play in the Zone 4 Hockey League the next year result in a fine of $100 per game not served (to a maximum of $300) in addition to games following the player forward. This fine will be assessed once rosters are set the following season.

Bylaw 9 - Amendment of Bylaws

9.1 Amendments to the Bylaws may be considered at any duly called League meeting.

9.2 Notice of a proposed amendment should be circulated to member schools prior to the meeting whenever reasonably possible.

9.3 Adoption of a Bylaw amendment requires a simple majority of voting members present unless the Constitution specifies otherwise.

9.4 Approved amendments take effect immediately unless otherwise stated in the motion.

9.5 In the event of a conflict between the Constitution and the Bylaws, the Constitution shall prevail.