

by all member associations. The Championship day will be organized by each member association in a revolving yearly schedule.

7. The coaching staff of each team playing within the Nickel Basin League is responsible to ensure that they, their players and fans abide by the Nickel Basin League rules and the ORA Code of Conduct for players, coaches and spectators. In addition the coaching staff will participate during the handshake following the game, and ensure that the visiting team will leave the ice surface first after the game when using a common entrance way.
8. Game score sheets must have the game number entered clearly and the winning team will provide the ice convener with the original score sheet within one (1) week of the game.
9. Score sheets from tie games are to be handed in by the home team. Any score sheets not handed in by the winning team will forfeit their points.
10. All misconducts and match penalties have to be written up in a neat manner on the reverse side of the original (1st) page of the score sheet by the referees and signed by both officials. The winning team must notify the ice convenor by telephone within 48 hours. The convenor will then notify the League Executive and the G&T and Membership Services coordinator for the Northeast Region. The Northeast Region or the League Executive may strike a discipline committee at their discretion.

The game sheet will be distributed as follows:

Original (1st) sheet – Ice convenor

One (1) copy – Home team

One (1) copy – Visiting team

11. A discipline committee consisting of one person designated from each association shall resolve all complaints in accordance with ORA sanctioned events rules, and ensure that the appropriate disciplinary action be taken against any league coaching staff member who doesn't abide by the Nickel Basin League rules. Any problem, which cannot be resolved by the Association President(s), will be presented to the league disciplinary committee for solution.
12. Each game will consist of 2 fifteen (15) minute stop time periods with a two (2) minute break between periods. In the event the arena time has runs out before the conclusion of the game, the score will stand as it was disregarding the time left on the score clock.
13. After November 15, Nickel Basin teams have the option of bringing up a maximum of (3) ORA registered players per game, from within their organization, for the season total of two games per player. If they play the third game, they will stay with that team. The coaching staff of the team bringing up players will clearly mark "UP" beside the players name on the score sheet, they will inform the opposing coaching staff before the start of the game and will inform the division convenor within 48 hours of the completion of the game. Any use of an ineligible player will mean the forfeiture of the game by the offending team and possibly further disciplinary action. The bringing up of players will only be allowed during the regular season play. In the event that a select(e.g. "A", "AA") team is playing within the Nickel basin League, that team would be ineligible to bring up or use players which are not carded for that specific team.

14. Any team winning a game by more than a 10 goal spread will result in the Head Coach being assessed a Game Misconduct for Unsportsman Like Conduct and be suspended for the next previously scheduled League or exhibition game.
15. Four (4) overage players per team will be eligible to play within the Nickel Basin League, unless otherwise approved by the Nickel Basin League Executive.
16. The game officials will watch the after game handshake, one referee on each side of the line. All officials involved in the Nickel Basin League games must be properly registered with the ORA and have the ORA required officiating qualifications.
17. The team winning the League and Play-off trophies will be responsible for putting the name/year plaques on the trophies, keeping them in good repair and turning them into the league prior to the next play-off season.

NICKEL BASIN RINGETTE LEAGUE PLAY-OFF RULES

All divisions will follow the same playoff rules. Each team is eligible to win the Play-off Championship title will play using a round robin play-off format.

During the play-off round robin the Home team is responsible for obtaining the ice time, on-ice officials and the minor officials(score keeper/time keeper/shot clock operator)

At the completion of the round robin play-off format, the 1st and 2nd place teams in each division will play one (1) Championship Game to determine the Play-off Champion.

The points will be awarded as follows win 2pts., tie 1pt., lose 0pt.

No player substitutes will be allowed in any play-off round robin game and any Championship game.

All Associations playing in regular league play share the costs of ice time, on-ice officials and minor officials fees for all Championship Games equally.

The purchase of any individual player trophies, medals, etc., for Championship Game participants must be approved by the Nickel Basin League Executive.

The teams winning the divisional trophies are responsible for them (see rule #17) If any are lost or damaged the Association is responsible for replacing or repairing them.

Presentation of trophies and medals will be made after each Championship Game. The method and location will be dependent on allowable time for each game.

NBL CHAMPIONSHIP GAME RULES

The Championship play-off ice times are often hard to acquire, and due to the possibility of games being longer than 1 hour (50minutes) due to overtime, the executive must decide before the commencement of any Championship games if those games will be 2-15 minute stop-time periods and does it include over-time.

The top two teams after the play-off round robin, will advance to the Championship Game

The teams with the highest number of points after the Playoff round robin will be the Home team.

If two (2) teams are tied for 1st place, the team's record against the other team will determine who will be the Home or Visitor(who beat who). If still tied, a coin flip will determine who is Home.

If two teams are tied for second place, we will follow the ORA manual rule breaking format(with the exception of the mini-game option)

In the event that a Championship Game is tied after regulation time, overtime will be played. Overtime will consist of 1-15 minute stop-time period. (1st goal scored in overtime wins) If a goal isn't scored in the 1st overtime period, a shoot-out will take place. The shoot-out will consist of 5 players shooting alternately. If still tied a second set of new players will begin a shoot-out round. Goalies will stay in their nets after the overtime period.

Possession of the free pass to start the overtime period will be decided by a coin flip. The winning team gets the free pass, the other team the choice of ends.