

APPROVED LEAGUE CHANGES

1. Adding an assistant commissioner role to the league.

Adding an assistant provides three benefits:

- Reduce administrative duties from the commissioner
- Provides an additional objective view on handling particular situations
- Adds continuity to how the league is run as the assistant and commissioner will ideally overlap in their tenure by only one year as part of their respective 2-year tenures

Important things worth noting:

- The role of the assistant is not simply to police / monitor the commissioner to ensure he is doing a good job in their eyes – they will be given clear responsibilities as well and be accountable for their work
- Choice of the assistant is decided by the league commissioner and must be approved by OHAA executive.
- When voting on GCHL matters, the commissioner's decision will count as 2 votes in instances where the captains and assistant commissioner are also involved in the voting process

2. Rule Changes

- 3 minor penalties, one major or a misconduct is an automatic game ejection (including the playoffs)
- Regular season games ending in a tie after regulation will be settled by a 3 person shootout. In the event of a tie following this format, the game ends as a tie. Captains must use players from their entire roster before they can use a player twice in the shootout format. Failure to follow this format results in an automatic loss to the team for the game in question.
- Defensive blue line icing will be used instead of red line icing
- Once a player has accumulated 40 minutes or more in penalties during the regular season, they will be suspended for the following game (even if the following game is the first game of the playoffs). The accumulating of penalty minutes does not carryover or apply into the playoffs.
- A log of player suspensions will now be kept and will be retroactive to players with a track record where possible. As such, players with a history of repeat offences will be subject to suspensions above those listed in the rule book.
- Given our current 11 round draft system, the captain with the first pick overall in the first round will be picking last in rounds 10 and 11 (in other words, the draft order for the 10th and 11th round are the same).

3. Recruitment

- *On how to get more Greeks in the league:* limit the number of non-Greeks eligible to play in the league to no more than 16 skaters (excluding goalies) up until August 31 at which time GCHL will fill the league as they see fit. Until then, league members are strongly encouraged to push community members join the league.
- *On how to get more youth into the league:* other than proactive recruitment, no other recommendations were put forward except that players under 25 will be charged a student fee which is equal to the fee goalies are charged.
- *Approach towards non-Greek league and new Greek players :* Those with poor attendance records will not be guaranteed a spot (regardless of whether they have paid) and will only be considered after the August 31st deadline.
- *Returning league veterans:* Best efforts will be made to reserve spots for them provided that payment is received by August 31st.
- *Skill set of non-Greek players joining the league:* Preferential treatment will be given to defencemen, youth, and skills no weaker than a 4th round draft pick.
- *Receipt of payment prior to league starting:* Period. The league is no longer tolerating ‘ I’ll pay you next week approach’ – last year, a player whose a 10+ season vet had not paid by the start of the season and ended up dropping out 3 weeks in. As a result, the league lost money for no good reason. As such, the draft will be delayed until we have 88 paid players. Players out of town must make arrangements to get payment in.
- *Quitting the league:* Payment will not be refunded to players quitting the league.

4. Replacement players for player injuries or players who quit the league

Note the reality is this: Most captains prefer not to replace their weaker players but want to replace their stronger players so the policy intends to respect this and provide a framework to manage this process.

- If it doesn't affect revenue in the league then it is at the captain's discretion to request a player replacement. Otherwise, the GCHL has sole discretion as to when the replacement player kicks in.
- Replacement players can take effect immediately. Note: a player who quit the league loses his ability to return to the league and bump the replacement player. In the case of replacement players for injured players, injury replacements must replace the injured player for a minimum of 3-weeks.
- Replacement players for players who quit the league will be charged a fee to be determined by the GCHL (this is independent of how the league handles refunds to the players who quit the league). Replacement players for injured players will be charged \$20.
- Replacement players must be weaker than the worst player drafted for the round in question. I.E. you could not replace a Jim Sourges injury with a Jim Sourges caliber player but rather with a player who is no better than any first round player.
- GCHL will provide a window for captains (as well as GCHL exec) to approve the replacement player after the replacement player has had a chance to play at least one game.

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- In the first game played by the replacement player, if this player is materially better than the original player and the captain fails to address this immediately during a game, they risk losing the game by default and the captain being suspended (e.g. a captain attempting to replace a 6th round player with a 4th round player even though the captain knows full well the league would reject this). The intent of this clause is to ensure that captains do their homework well before a replacement player represents the team.

5. Captaincy Tenure

- Each captain is given a 2-year term
- In either of these years, should they win the reg season, championship or make it to the finals, an extra 1-year is added to their term
- Max term is 3-years regardless

Background

It was clear that everyone present was against the status quo for one of 3 reasons:

- Intent of the draft system is for everyone to get a chance to play together. The captains seem to always fall under the same clique so the makeup of most teams every year are the same (main reason)
- Need an objective means to remove captains from running teams, especially in instances where the captain drafts poorly regularly or when it becomes obvious that most prefer not to play for this captain (agreed by most)
- Having Jim Sourges as captain was too much of an advantage to his teams (felt by some)

6. Enforcing equal / fair play during the regular season

The commissioner and captains should be proactive especially during the regular season, of enforcing equal ice time. Powerplay, shorthanded units or extra ice time for stronger players on a team is not endorsed by the league, especially given that we all pay the same amount and that everyone makes the playoffs – otherwise, we should consider having the first 5 rounds pay higher dues than the other rounds.

REJECTED PROPOSED CHANGES

1. Expanding rosters from 11 to 12 players

Rejected as a very small minority present liked the idea

2. Expanding the league from 8 to 9 teams

Rejected as no one present liked the idea

3. Adjustments to the league in lieu of our aging league (e.g. branching off and creating an old timers league?)

The long and short of it is that while some people liked the idea, the general consensus was that nothing was warranted yet. Also note that the league is weak enough that most players can still play even as they get older.