

2022-23 House League Tournament of Champions Rules & Regulations

Playing Rules

1. **All** coaches in **all** divisions shall give equal playing time to **all** players during both Preliminary Round & Playoff Rounds. Shift duration is a factor along with frequency to determine equal playing time.

Coaches that are short players must use all players available once before a player receives an extra shift again.

Coaches of teams changing on the fly, shall not have any more than 3 lines of forwards or defense and no less than 2 lines of forwards and defense. **Exception:** When a team fields **less than 9 skaters**.

Ex. 1 You cannot use 10 forwards and 4 defensemen or, 6 forwards and 7 defensemen

Ex. 2 You cannot use 9 forwards and 3 defensemen or, 5 forwards and 6 defensemen 8 forwards and 5 defensemen

Ex. 3 You may use 9 forwards and 4 defensemen or, 6 forwards and 6 defensemen

Ex. 4 You may use 6 forwards and 3 defensemen or, 5 forwards and 4 defensemen (Exception Rule)

2. Coaches will be permitted to shorten their bench at their discretion in the **last 3 minutes of each game**. Disregard may result in forfeiture of points or the game.
3. Teams that have been using more than one dedicated goalie shall maintain the same rotation cycle as used during the Regular Season. Disregard may result in forfeiture of points or the game.

Clarification of goalie use is as follows:

Ex. 1 You have used more than 2 goalies during season. You may continue to use multiple goalies, or you may take it down to your top 2 and rotate them equally throughout the playoffs. Any teams using a 2 or more-goalie rotation shall not play a goaltender more than 1 game in a row.

Ex. 2 You have used 2 goalies all season. You must continue to use them in the same rotation, every other game, split game etc.

Ex. 3 If you have been using a 1 goalie system you may continue to do so.

4. In the event of a team missing its regular Goaltender, a team may use a goalie from within the division or a division below with the following provisos:

- The coach of the goalie being asked to play is consulted and agrees.
 - The coach of the opposing team is agreeable.
 - The divisional Convenor or VP authorizes the substitution.
5. For players: 9 skaters and one goalie is considered a full bench. Teams skating less than 9 players can borrow from other teams. Substitute players need to be from the same age group and are to be okayed by opposing coach. (Opposing coach initials game sheet). Ideally this permission should be garnered the day prior to the game.
 6. Any team who has not submitted the team Player Ratings/Evaluations that they have been requested to submit for the current season, will forfeit all points earned in each game played without having submitted them.
 7. Each home team in all divisions must supply a person to act as Scorekeeper or Timekeeper for every game they play. (MMHA will sign off on community hours earned by students who act in this capacity.). The MMHA will attempt to provide Timekeepers for semi and final games.
 8. The Head Coach will be responsible for picking Player of the Game from their own team.
 9. All games will be officiated under current OMHA rules. The VP reserves the right to make decisions regarding the interpretation of the rules and all decisions will be final.
 10. The following exceptions will be automatic suspension from the tournament.
 - Fighting,
 - Gross Misconduct
 - or Match Penalties
 11. Period lengths during the preliminary round will be as follows.
 - U5 to U8 will participate in a 45-minute run time scrimmage. No overtime, no time outs
 - U9 's will play 15-15-12 participate in 2-21 min. run time periods with 3 min buzzer.
 - U10 and U11 will play 10-10-10 stop time.
 - U12 to U21 will play 10-10-15 Stop time.
 12. Games may be shortened due to unforeseen circumstances such as injuries or mechanical delays etc.. Schedules subject to change. Check website often.
 13. All games are under a curfew. The VP or Designate will make the decision to end a game that exceeds curfew.
 14. Teams **must** be prepared to begin each game up to 15 minutes ahead of schedule.
 15. The ice may not be resurfaced if games are running behind schedule.
 16. Games may be called if continuing play is deemed to be detrimental to the best interests of the players, participants, spectators, officials, etc.
 17. Rules governing Time Outs are listed in each round (see below).

Preliminary Round

1. There will be FIVE points awarded in each preliminary round game. Points will be awarded based on each period and the final outcome of the game. Points are as follows;
 - ONE points for winning a period.
 - HALF point for tying a period.
 - TWO points for winning the game.
 - ONE points for tying the game.
2. Forfeited games will be recorded as 1-0 score and the 5 points awarded to the winner.
3. Teams will be placed based on points obtained during preliminary round play. In the event of a tie the following sequence will determine placement:
 - **Head-to-Head** – The winner of their head to head match-up places higher
 - **Least Goals Against (cumulative)**– places higher
 - **Most Period Wins**– places higher
 - **Draw** – Placement determined by random draw
4. A two-person referee system will be used in all divisions up to and including U12 during the Preliminary Round. A three-person referee system will be used for divisions U13 up to U21 dependent on availability of referees.
5. One 30 second time out is allowed per game.

Playoff Games (Semi-Finals & Final)

1. Playoff format will be determined based on the number of teams per division and will be made available at the start of the tournament.
2. All playoff games will be elimination.
3. Each team will be granted one thirty second time-out (during regulation time only) for each playoff game.
4. A two-person referee system will be used in all divisions up to and including U12 during the Preliminary Round. A three-person referee system will be used for divisions U13 up to U21 dependent on availability of referees.
5. **Overtime:** ALL OVERTIME IS SUDDEN DEATH. In the event of a playoff game tie, the following sequence will determine the winner:
 - 5 on 5 for 4 minutes stop time, roll lines.
 - 3 on 3 for 4 minutes, stop time, roll lines.
 - 5 player shoot-out
 - Sudden Victory shootout

*Roster sheets for shootouts must be filled out in advance of the game and provided to the referees.

6. Blank Overtime roster sheets will be provided before each playoff game. Teams ***must*** have their completed overtime roster sheets handed to the referee prior to the start of each playoff game!
7. ***All Penalties*** that have not expired on the clock in regulation time will carry over into overtime. If the penalty remains in the 3 on 3 round, teams will play 3 on 2 until the penalty expires.
8. ***All penalties*** in overtime will result in players being short a maximum of 2 players on 5 on 5, and a maximum of 1 player on 3 on 3.