**2018 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. 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 that 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***

***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)

1. 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.
2. Teams that have been using more than one 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 that 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 that 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.***

1. In the event of a team losing 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 Tournament Director authorizes the substitution.

1. 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.
2. Each team in all divisions, excluding Midget & Senior, 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.)
3. The Head Coach will be responsible for picking Player of the Game from the opposing team.
4. All games will be officiated under current OMHA rules. The tournament committee reserves the right to make decisions regarding the interpretation of the rules and all decisions will be final.
5. The following exceptions will be automatic suspension from the tournament;

* Fighting,
* Gross Misconduct
* or Match Penalties

1. Period lengths during the preliminary round will be as follows;

* Timbits and Beginners will participate in a 45 minute run time scrimmage. No overtime, no time outs
* Tyke, Novice, Minor Atom & Atom will play 10-10-10 stop time.
* Peewee, Bantam, Midget and Senior will play 10-10-15 Stop time.

1. Games may be shortened due to unforeseen circumstances such as injuries or mechanical delays etc.
2. All games are under a curfew. The Tournament Director or Designate will make the decision to end a game that exceeds curfew.
3. Teams ***must*** be prepared to begin each game up to 15 minutes ahead of schedule.
4. The ice may not be resurfaced if games are running behind schedule.
5. If five or more goals separate the teams at the end of the second period or any time in the third period, running time will commence. If the team behind comes to within 3 goals of the team ahead, stop time will resume.
6. Rules governing Time Outs are listed in each round (see below).
7. Games may be called if continuing play is deemed to be detrimental to the best interests of the players, participants, spectators, officials, etc.

**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 point for winning a period.
* One half point for tying a period.
* Two points for winning the game.
* One point for tying the game.

1. Forfeited games will be recorded as 3-0 score and the five points awarded to the winner.
2. 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
* **Goal Differential** – The team with the greater goal differential (goals for minus goals against) places higher. Note: The maximum goal differential attainable per game is +/- 5 to discourage running the score.
* **Least Goals Against** – places higher.
* **Lowest Total Penalty Minutes** – places higher
* **Coin Toss –** Winner places higher

1. A two-person referee system will be used in all divisions during the Preliminary Round, other than Peewee, where a three-person referee system will be used.
2. 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 other than Peewee, where a three-person referee system will be used.
5. **Overtime:** In the event of a playoff game tie, the following sequence will determine the winner;

* 5 on 5 for 1 minute stop time.
* 4 on 4 for 1 minute stop time.
* 3 on 3 for 1 minute stop time.
* 2 on 2 for 1 minute stop time.

\*All players must have at least one shift before any player has a second shift.

\*Roster sheets must be filled out in advance.

* 5 player shootout
* Sudden Victory shootout

\*Roster sheets must be filled out in advance

1. Goalies cannot be pulled for an extra attacker during overtime.
2. Blank Overtime roster sheets will be provided before each playoff game. Teams ***must*** have their completed overtime roster sheets handed to the opposing coach prior to the start of each playoff game!
3. ***All Penalties*** that have not expired on the clock in regulation time will carry over into overtime. One of the players scheduled to be on the ice in the first overtime shall serve the remainder of any penalty. Should the penalty carry over into the second overtime, it will be served by a player scheduled to be on the ice during the second overtime.
4. ***All penalties*** received in Overtime will result in an immediate ***Penalty Shot****!*