

LONDON HOUSE LEAGUE HOCKEY TOURNAMENT

Note: The term registered team representative refers to the coach, assistant coaches, trainer and manager listed on the registration form.

PLAYING RULES AND REGULATIONS

- All games will be played under C.H.A. rules unless indicated within the L.H.L.T. rules.
- The London House League Tournament committee will not be responsible for accidents or injuries to players, team officials or spectators before, during or after a game.
- **There will be no body checking.**
- There will be a maximum of twenty (20) players per team.
- There will be a maximum of four (4) coaching staff allowed on the bench during game.
- There will be a maximum of twenty (20) awards per team.
- Protests will only be accepted within thirty 1 hour of the completion of the game with a \$50.00 cash only deposit, refundable if the protest is upheld, and attached to the written protest.
- Registered team representatives must make all protest.
- **There will be no protesting a referee's decision.**
- The center red line shall be eliminated for two line passes but will apply to icing calls. This is an automatic icing call.
- All teams **must** have a Captain and two (2) Assistant Captains.
- Only the captain or the assistant captain have the right to ask the referee his interpretation of a call and must be on the ice to ask the question. They must ask politely and be courteous. If further interpretation is needed, the coach may ask the referee for clarification.
- Only tournament officials, registered team representatives will be allowed in the tournament office.
- All decisions of the tournament committee and/or tournament convener are final.

ZERO TOLERANCE

- There will be absolutely zero tolerance from parents, players and coaches toward the referees, timekeepers and other tournament officials.
- Zero Tolerance Forms **must** be signed and returned to the tournament office prior to first game or will not be allowed on the ice.

PROOF OF AGE

- Team lists will be checked by tournament officials for proof of age prior to your first game.
- Each team is required to submit dates of birth for each player.
- Each team must be able to show proof of birth date if asked by the tournament convener.

EQUIPMENT

- All equipment must be CSA approved.
- All helmets must have a valid HECC certification date.
- All teams are responsible for storage of their own equipment.
- Mouth guards are not mandatory but are recommended by tournament officials.

SWEATERS

- Each team should have two (2) sets of sweaters.
- The first team listed on the schedule is the **visitors** team and **HOME TEAM** shall be responsible for sweater changes if colours should conflict.

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GAME TIMES

- Time is of the essence in this tournament.
- Players, coaches and managers must be in the dressing rooms forty five (45) minutes before game time.
- **Game sheets must be completed and signed in the tournament office thirty (30) minutes prior game time.**
- Late signing may result in disqualification from the tournament. Teams must be prepared to start each game early.

LENGTH OF GAMES

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- **All games will consist of two 10 minute stop time periods and a 12-minute stop time third period. If the game is not over at the curfew time, the buzzer will sound and the game will be over. ALL GAMES WILL HAVE 50 MINUTES TO BE PLAYED.**
- The game clock will start five (5) minutes after the scheduled start time with no exceptions.
- Each team has one thirty (30) second time out to use during regulation time

GOALIES

- Any player registering as a goalie cannot participate as a player at any time.
- **Goalies can be pulled anytime.**
- If a goaltender is injured, no warm up is allowed for the incoming goaltender. The team will use their alternate goalie or a sixth skater. The sixth skater will use a regular stick and have no goalie privileges.

PENALTIES

- **Minor penalties will be 2 minutes in length. Major penalties will be 5 minutes.**
- Any match penalty will carry an automatic ejection and suspension from the balance of the tournament.
- Any fighting major penalty will carry an automatic ejection and suspension from the balance of the tournament.
- Any team official receiving any type of misconduct penalty will carry an automatic ejection and suspension for the next scheduled game and/or remainder of the tournament upon review from tournament committee
- Any player receiving a game misconduct penalty will carry an automatic ejection and suspension for the next scheduled game.
- Any player receiving a gross misconduct penalty will carry an automatic ejection and suspension for the remainder of the tournament.
- Any player receiving a thirteen (13) minute misconduct penalty in the third period will carry an automatic ejection and suspension for the next scheduled game.
- Any player or team official receiving a suspension will not be permitted on the bench during their suspension.

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POINT SYSTEM

WIN is worth 3 points

TIE is worth 1 point

LOSS is worth 0 points

Additional Points

1 point for each period won

0 for a period tie or lose

1 point for a penalty free game

TOTAL of 7 points can be earned per game

TIE BREAKER RULES

The following criteria will determine which team will advance to the championship games in lieu of a tie

1. Points
2. Most wins
3. Least goals against
4. Most goals for
5. Least penalty minutes
6. Coin toss

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THIS FOLLOWING RULE APPLIES TO CHAMPIONSHIP GAMES ONLY

- **Goalies cannot be pulled during overtime periods**
- **The goalie finishing the regulation time must play the all overtime periods and shootout.**

FIRST OVERTIME PERIOD

- The first (1st) overtime period will consist of one (1) – five (5) minute straight time sudden death period.
- The last one (1) minute of this period will be stop time.

SECOND OVERTIME PERIOD

- The second (2nd) overtime period will consist of one (1) – five (5) minute sudden death overtime period with the following exceptions.
 - The first (1st) minute will be four (4) on four (4)
 - The second (2nd) minute will be three (3) on three (3)
 - The third (3rd) minute will be two (2) on two (2)
 - The last two (2) minutes will be one (1) on one (1)
- There will be a buzzer at each minute for the purpose of removing players from the ice.
- The clock will be stopped during this stoppage of play.
- A face-off will occur at nearest face off circle to commence play.
- Players cannot be substituted during this overtime period.
- All penalties will result in the penalized team playing short-handed for thirty (30) seconds. If a team cannot ice a team due to a penalty, a penalty shot will be awarded. (i.e. if a penalty is called in the one (1) on one (1) portion of the overtime or extends into the one (1) on one (1) portion of the overtime)

THIRD OVERTIME PERIOD

- The third (3rd) overtime period will be a sudden death alternate shot shootout.
- Any player (except the goalie) that participated in the second (2nd) overtime is not eligible for the shootout unless the entire rotation has been used first.

**Please remember
IT'S A GAME
LET THE PLAYERS HAVE FUN!!!**

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