

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.

REFUND

- There will be zero refund to any team that with draws from the tournament.

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.**
- Protests will only be accepted within 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.**
- All teams **must** have a (1) Captain and three (3) Assistant Captains, **goalies can not be chosen.**
- 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 you will not be allowed on the ice and the game will be forfeited.

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.

BENCH

- There will be a maximum of **Seventeen (17)** 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 **seventeen (17)** awards per team.
- **No persons shall be allowed on the bench for photography unless authorized by tournament committee. A Bench Minor penalty will be given to any team that has an unauthorized photographer on the bench .**

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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 **HOME** team and **VISITOR** team shall be responsible for sweater changes if colours should conflict.

GAME TIMES

- Time is of the essence in this tournament.
- **Each team must be prepared to start each game 15 minutes prior to their scheduled 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

- Hand shakes will be done **PRIOR** to the beginning of the game for **PEEWEE, BANTAM, MIDGET**
- 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 A MAXIMUM OF 50 MINUTES TO BE PLAYED. Curfew time is determined by arena staff, tournament committee has no control over this.**
- 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.
- **All round robin games ending in a tie will be counted as a tie. There will not be over time in any round robin games.**

GOALIES

- Any player registering as a goalie must participate as a goaltender only.
- 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 fighting major penalty, match penalty or gross misconduct 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 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.
- All suspension during the tournament have the right to be reviewed by home organization for further discipline.

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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. Head to Head
4. Least goals against
5. Most goals for
6. Least penalty minutes
7. Coin toss

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THIS FOLLOWING RULE APPLIES TO CHAMPIONSHIP GAMES ONLY

- **Goalies cannot be pulled during overtime periods**

FIRST OVERTIME PERIOD

- The first (1st) overtime period will be **four on four play during a 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 be a **3 shooter (consisting of three different players) alternate shot shootout.**
- **If after all three shooters for each team has gone and the game still remains a tie the a sudden death shoot out which any player (exception of goalie) may participate.**

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

For more information contact:

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