



**15<sup>th</sup> Annual Capital House League Championships**  
**January 11-13, 2019**  
**Presented by the West End Hockey League**  
**TOURNAMENT RULES AND REGULATIONS**

**Playing Rules**

Playing rules will be those recognized by the HEO Minor (Hockey Eastern Ontario) except as noted.

1. Neckguards & Mouthguards: Players are required to wear neckguards & mouthguards at all times during play if their own district requires that they do in league play.
2. Body Contact (for clarification only): Is **NOT** permitted at any level.
3. Game Length:
  - A) Games will consist of 3 x 10 minute stop-time periods The curfew clock applies to regulation time only in round robin play (clock will be fully visible – located beside the main score clock in Sensplex facilities arenas).
  - B) A curfew clock will apply to regulation time only in round robin play at the discretion of the tournament coordinator. The tournament committee reserves the right to impose a curfew clock on Playoff games as well, in the case of an extended injury or other prolonged delay.
    - If, at the beginning of the third period or at any time during the third period, a team is ahead by five or more goals, straight running time shall commence on the game clock. If the goal differential is seven goals at any time during the first or second period, running time shall also commence. If at any point the margin is reduced to two goals or less, stop-time play shall resume. This rule is in effect for all games including round robin, playoffs, and championship games.
4. Time-Outs: One (1) thirty (30) second time out will be permitted **ONLY** in playoff round games.
5. Overtime: Overtime will only be played in playoff and championship games if regulation time produces a tie. Overtime shall consist of:
  - a. One sudden-death 5-Minute stop time period with teams playing three (3) skaters plus a goaltender.
  - b. If still tied a shootout with 3 skaters from each team. The coach of each team will provide the game officials with the list of these three players immediately following the final overtime period. The team that scores the most goals with these three skaters will be declared the winner. The HOME team will have the option of shooting first or last. Once the order is determined, it will remain the same for all future rounds of shootout. A player from one team will go, followed by a player from the other team, and so on until all 3 designated players have gone.
  - c. If still tied a sudden-death shootout with one player from each team. Each shooter must not have participated in any prior round of the shootout. Whichever team shot first in the previous round, will once again shoot first.
  - d. Repeat step above until no skater remains that has not yet participated from either team. At this point the shootout will continue in reverse order starting with the player who has most recently shot. This will continue until a winner is decided.

6. Round Robin Standings: Standings will be based on points: two (2) points for a win, one (1) point for a tie, no points for a loss.
7. Tie-Breaker, Round Robin: If tied in points, standings (seedings) will be determined based on the following order:
  - a. The head to head result involving the teams tied (two-way ties only or if one team has beaten all others they are tied with).
  - b. The team with the most wins in round robin play.
  - c. The highest ratio of goals for divided by goals for plus goals against  $[GF/(GF + GA)]$
  - d. The team with the lowest number of penalty minutes accumulated in round robin play.
  - e. The team with the lowest number of goals against
  - f. The team with the most number of goals for
  - g. Coin toss by the tournament coordinator or a designated representative.

*Note: in the event that three or more teams are tied, there will be no reverting back to a previous tie-breaking step as each seed is determined.*
8. Stick Measurements: Teams are NOT allowed to request the measurement of any stick during tournament games. If teams have a concern with an opposing player's stick, they must request the measurement prior to the game.
9. Game Misconduct Penalties: Any player or team official receiving a game misconduct penalty will be penalized at a MINIMUM according to the HEO code of discipline, but may be penalized further by the tournament committee or a higher governing body. This will involve at least a ONE-GAME suspension for all Game Misconducts (other than a minor+GM for CFB that does NOT occur in last ten minutes). (it is recommended that all out of district teams consult their own code of disciplines to determine their suspensions if they are in excess of what is assessed by the tournament committee – failure to do so could result in further sanctions by home branches)
10. A player of the game or hardest worker award may be awarded at the conclusion of each game. No player may win the player of the game more than once during the round-robin portion of the tournament.
11. For playoff and championship games, the home team will be the team with the highest seeding after the round robin portion in the tournament.

### **Playing Rules for Half Ice Divisions**

1. Games will consist of a 2 minute warm-up, followed by 2 21-minute run-time periods. There will be a brief intermission between the two periods. Each period will start with a faceoff, which will be the only faceoffs in the game.
2. Teams will play with 4 skaters and one goaltender on the ice. A team may pull their goalie in favour of a 5<sup>th</sup> skater, should they choose.
3. A buzzer will sound every 90 seconds to indicate a mandatory line change. If a team has less than two full lines, and a player needs to play consecutive shifts, they must first completely return to the bench, prior to rejoining the game.
4. After a goal, the team who was scored on will get possession of the puck, and the team who scored must retreat to half way on the ice, and allow the team who was scored upon, free entry into the defensive half of the team who scored. After the team passes the halfway point on the ice, regular play resumes.
5. At no point will the clock stop in the game. The line change buzzer will not cause the clock to stop.
6. There will be one referee on the ice for each half-ice game. The referee will relocate the puck to a neutral position after each line change buzzer, and the game will continue without a faceoff.
7. If the referee calls a penalty, the player who the penalty was committed against, will receive a penalty shot. Regardless of the outcome (goal or no goal) of the penalty shot. The defending team will get the puck, and be granted free entrance into the other team's half, like after a goal is scored.
  - a. Should a penalty be called, and the time of that shift runs out, the penalty shot will still be taken. The referee will then relocate the puck to a neutral location, and a line change will take place.
8. There will be overtime in playoff games only. The overtime period will be 4:30 in length, consisting of 3, 90 second shifts. The first shift will be 3-on-3, the second shift will be 2-on-2, and the third shift will be 1-on-1. This period will be sudden death, with the first goal scored at any point winning the game. If there are no goals in the 4:30 overtime period, then a shootout will occur, with the same rules as outlined for shootouts in full ice divisions.

## General and Administration Rules

1. **ZERO Tolerance: Taunting or berating of any players, officials, staff, or tournament volunteers will NOT be tolerated under any circumstances by parents, players, team officials or other spectators.** The Sensplex facilities reserve the right to eject any person whom it deems in its sole discretion to be acting in an improper manner and we accept no liability in connection with such ejections.
2. Referee's Decisions: All referee's decisions are final and may not be appealed.
3. Protests: All protests must be accompanied by a \$200.00 deposit that will be returned only if your protest is successful. A protest will only be heard if it is brought to the attention of the Tournament Coordinator or their delegate within fifteen (15) minutes of completion of the game in question. A hearing and ruling will be completed prior to the team's next scheduled game. All decisions made by the Tournament Committee are final and **MUST** be respected.
4. No "select" teams are permitted to compete in any ODMHA sanctioned tournament. Eligible players must be registered members of only one team, or affiliated players.
5. In the event of a suspended game by way of forfeiture or forfeit, the score shall be recorded as zero for the loser and three (3-0), or the greater margin of victory at the time of the forfeiture, for the winner.
  - a. Should a team who previously forfeited a game during the tournament be in contention for a playoff spot, that spot will be automatically forfeited should it come down to a tiebreaker whereby the goal ratio becomes the deciding factor.
6. Teams must bring with them their official branch issued team roster or player cards, along with proof of age and identity for all players.
7. Scheduled Game times are approximate. **TEAMS MUST BE PREPARED TO START THEIR GAMES NO LESS THAN 15 MINUTES BEFORE THEIR SCHEDULED START TIME. TEAMS NOT READY TO START THEIR GAMES ON TIME OR WITHIN THE 15-MINUTE WINDOW BEFORE, MAY FORFEIT SUCH GAMES AT THE DISCRETION OF THE TOURNAMENT COORDINATOR OR A DESIGNATED REPRESENTATIVE.**
8. Check In: One (1) team representative must check-in to the registration desk, no less than one hour before the team's first scheduled game. He or she will be required to fill out a tournament check-in form. The team representative will then be required to check-in to the tournament office before each game.
9. Team officials are responsible for the conduct and supervision of all of their team's participants at all times. No shooting, stickhandling, or passing of any objects is permitted anywhere in the facility other than the ice surfaces! Any pre-existing damage or severe mess in dressing room must be reported immediately when found.
10. Teams may be **ejected from tournament play with no refund or compensation of any kind** if they are found to be responsible for damage to tournament facilities (including host hotels) or unacceptable dressing room conditions.
11. No outside Food & Beverage is permitted inside the Sensplex facilities.
12. No alcoholic beverages or "tailgating" is permitted on Sensplex facilities property.
13. **Team Warm-Ups:** Note that due to concerns with the safety of their patrons, the Sensplex facilities do not permit 'running' in public areas of their facility.
14. Teams should also read and understand the building rules and regulations that are located in the front lobby of the Sensplex facilities.
15. **The tournament coordinator reserves the right to change or alter these rules at any time without prior notice in order to act in the best interests of the tournament.**