



Thames Valley Regional Athletics

RULES OF PLAY: BOYS HOCKEY

1.0 Organization of Competition

League play, playoff schedules, and advancement to WOSSAA procedures will be communicated to the Athletic Directors and coaches as soon as practical, prior to the start of each season.

- 1.1 In reference to Schedule 5, **Organization of Competitive Groupings, Seasons and Practice Restrictions**, league competition will be organized into the following regions when schools have teams competing: TVRA Central and TVRA South East.
- 1.2 League schedules and structure will be developed by the games.

2.0 Eligibility

Refer to the TVRA Agreement Schedule 6 as well as the following:

- 2.1 Coaches must upload their eligibility list to the TVRA website before any contest is played.
- 2.2 All players and teams must meet the eligibility requirements in Section 5 of the OFSAA playing regulations. To be eligible for the playoffs, players must have played in at least one regular season game. All players must be "OFSAA eligible" before competing in any kind of competition. This includes all exhibition and tournament games.
- 2.3 (i) No competitor is eligible for TVRA whose name has appeared on a game sheet, after his first game of the TVRA boys hockey regular season, for a team in "A", "B", "C", Major Junior, Junior, Intermediate, Senior or GMHL divisions in any National and/or International Association, or any league deemed equivalent to "A", "B", "C". This includes any on-ice All-Star or Showcase game organized by leagues/associations named in this clause.
(ii) A Junior "B" or "C" team is allowed to AP a high school goalie to be called up in an emergency situation and appear on a game sheet and/or play up to a maximum of two exhibition/league and /or playoff games in total during the season after the first game of the TVRA boys hockey regular season. This includes any on-ice All-Star or Showcase game organized by leagues/associations named in this clause.
- 2.4 There are no restrictions to the maximum number of players on the eligibility list. The maximum number of players permitted to dress for a game is twenty (20), eighteen (18) plus two (2) goalies. A team must have a minimum of 9 players (goalie plus 8 skaters) to start a game, otherwise the game is forfeited.
- 2.5 No team may add players to their eligibility list after their final regular scheduled league game.



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- 2.6 Any coach ejected from a contest shall automatically be suspended until, and including the next TVRA league contest. Coach ejections must be reported by the official on the game sheet and reported to the Convenor, who will in turn report to the Coordinator as per Schedule 8 – Coaching Issues of the Secondary Schools Participation in Sports Agreement.

3.0 Competition

- 3.1 Hockey Canada rules for the current year shall be in effect and the OHF Minimum Suspension List shall govern all suspensions with exceptions noted in appendix A.
- 3.2 Each team must ensure that OPHEA safety standards have been met before beginning the game or practice. The individual responsible for first aid must be present and on the bench or on the ice.
- 3.3 Each game shall consist of three periods, with a total game time of 45 minutes. The Convenor shall have the power to determine length of periods when necessary.
- a) Period 1 - 15 minutes stop time
 - b) Period 2 - 15 minutes stop time
 - c) Intermission and flood of ice surface
 - d) Period 3 - 15 minutes stop time
- 3.4 No overtime will be played during the regular season schedule.
- 3.5 There will be no intermission between the first and second periods. The teams will change ends and play will continue.
- 3.6 All games and periods will be timed in stop time.
- 3.7 A team causing a delay in starting times will be subject to a minor penalty.
- 3.8 Rink curfews must be accepted without question.
- a) 2 full periods constitutes a game. If the game is interrupted for any reason, then the game must be rescheduled.
- 3.9 No time outs will be allowed in any regular season game.
- 3.10 On any penalty where the player is ejected from the game, the referee must report it in writing on the official game sheet.
- 3.11 On any penalty where the player is ejected from the game (be it league, tournament or Exhibition play), the coach of the offending player must notify the convenor immediately after the game and send a copy of the official game sheet to the convenor within 24 hours of said game.
- 3.12 Any tournament convened by a TVRA school must, at minimum, adhere to TVRA suspension requirements (Appendix A). Any suspension not fulfilled by remaining tournament games will carry over to league play.
- 3.13 Any suspension resulting from League/Exhibition play may be served in subsequent Exhibition, Tournament, and League contests so long as Exhibition and Tournament games as part of the suspension period are scheduled previous to the infraction.



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- 3.14 Failure to observe the above penalty rules and suspensions will result in the forfeiture of any game and/or additional suspensions.
- 3.15 The second team listed on the schedule is Home Team.
- 3.16 The Home Team will get choice of bench and end closest to that bench.
- 3.17 The Home Team will supply an Official Game Sheet on which an official line-up must be recorded by each team before the game begins.
- 3.18 The home team is also required to report the score and upload the game sheet to the TVRA website the same day as the game.
- 3.19 Each Home Team must supply a trained, reliable timekeeping person and one stop watch to supplement the time clock when necessary.
- 3.20 Each Home Team must supply a trained reliable score keeper.
- 3.21 All forfeits will be recorded with a score of 5 – 0. Scores will be recorded with a maximum goal differential of 5. By example, a score of 8 – 1 will be recorded as 6 – 1 and will be used when determining league standings.
- 3.22 In the event that buses are cancelled because of inclement weather, games of schools affected by said cancellations will be rescheduled at the earliest convenience of both teams with consideration to scheduling.

4.0 Uniforms and Equipment

- 4.1 As per the Hockey Canada Rules for the current year.
- 4.2 Coaches must advise every player to wear interior mouth guards during games and practices. Neck guards must be worn at all times when on the ice.
- 4.3 In case two teams have sweater colours nearly the same, the home team shall be responsible for wearing an acceptable, contrasting colour for that game. Teams with two sets of sweaters are expected to wear white sweaters when they are scheduled as the home team.

5.0 Ties in League Standings

- 5.1 Final standings will be determined by total points each team accumulates (if all teams have played the same number of games). Points will be awarded for a:
 - Win = 2 points
 - Ties = 1 point
 - Loss = 0 points
- 5.2 In the event that teams play an unequal number of games in a season, final standings will be determined by winning percentage using the following formula: $(W + T/2) \text{ divided by total games played}$.
- 5.3 In the event of a tie in the standings, and teams have played an equal number of games in the same division, the following tie breakers shall be used in descending order, until the tie is broken.
 - a) Record in head-to-head competition among the tied teams



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- b) Most games won
 - c) Least games lost
 - d) Greater goal differential (goals for minus goals against) among the tied teams, in games involving the tied teams only.
 - e) Least goals against among the tied teams, in games involving the tied teams only.
 - f) Greater goal differential (goals for minus goals against) involving all games during the regular schedule. In TVRA Central, only games played in the tied team's tiers will be used.
 - g) Least goals against in games involving all games during the regular schedule. In TVRA Central, only games played in the tied team's tiers will be used.
 - h) Coin toss (if two teams are tied) or drawing of lots (if more than two teams are tied)
- NOTE:** When using the above system, if one team is separated from the others, they will be given the higher placing. The remaining tied teams will have their rankings determined by reverting to Step a) above.

5.4 In the event of a tie in the standings, and teams have played an unequal number of games, or have played in different divisions, the following tie breakers shall be used in descending order until the tie is broken.

- a) Comparing Win/Loss Records (see definitions – section 5.2).
- b) Record in head-to-head competition (if all teams involved in the tie have played each other the same number of times).
- c) Point difference in head-to-head competition among the tied teams. (if all teams involved in the tie have played each other the same number of times).
- d) Record in games within the division.
- e) Record in games against common opponents.
- f) Record in games against each of the other teams in the division, starting at the top of the standing and continuing in descending order
- g) Point difference in games within the division
- h) Point difference in games against common opponents
- i) Point difference in games against the highest divisional opponent not involved in the tie
- j) Point difference in games against the second-highest divisional opponent involved in the tie
- k) If the tie persists, repeat (j) above using the other teams in the division in descending order until the tie is broken
- l) Total point difference
- m) Coin toss (if two teams are tied) or drawing of lots (if more than two teams are tied)

NOTE: When using the above system, if one team is separated from the others, they will be given the higher placing. The remaining tied teams will have their rankings determined by reverting to Step a) above.

5.5 Definitions

- a) For the purpose of this rule, “division” is defined as the basis on which playoff positions are determined. If playoff positions are determined on a league-wide basis,



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then the league is to be considered one “division” for the purpose of the rule, regardless of the number of divisions that may exist, for scheduling or other purposes
b) Point difference is calculated by taking the number of goals by a team, and subtracting the number of goals allowed by a team. When point difference is to break a tie between teams who have played an unequal number of games against each other, the difference is NOT weighted to compensate for the number of games played. Any weighting would magnify the differences apparent in the number of games played.

6.0 Championship Categories and Playoff Procedures

Playoffs will be organized within TVRA Central and TVRA South East regions and lead to WOSSAA representation for each school classification within that Conference.

- 6.1 Playoff dates, locations and times should be announced no later than the pre-season meeting for that sport season.
- 6.2 In TVRA Central, teams will playoff within their school classifications. League standings will be used to rank the schools within each classification. The number of teams in each classification will influence the playoff format for each classification.
- 6.3 In TVRA South East, playoff ranking will be determined based upon standings. The number of teams in each classification will influence the playoff format.
- 6.4 In championship games, each team, in coordination with the host school, will provide a competent minor official for scorekeeping and game sheet information.
- 6.5 Championship venues will be determined prior to the start of regular season play. Convenors will attempt to schedule games at arenas where curfews will not play a factor in completing playoff games. One 30 second time out will be allowed in playoff games that will not be affected by curfew. Both coaches must agree and indicate on the game sheet before the game, if a time out will be available.
- 6.6 Teams will enter the playoff bracket based on standings from the regular season. Teams will not be reseeded after each round of the playoffs.
- 6.7 In the event that a playoff game must be rescheduled due to inclement weather, every effort will be made to complete said playoff series within the week it commences.
- 6.8 **Overtime in the playoffs**
 - a) When teams are tied at the end of regulation time in all playoff games, all games will continue until there is a winner declared, using 15 minute periods, playing 5 vs 5 (5 skaters + goalie) as long as ice time is available.
 - b) If the game has a curfew time, then **15** minutes before this curfew time, the overtime will end and a shoot-out will commence. An alternating penalty shot system will be used; five (5) player pool from each team, total goals from five (5) players will determine the winner. If the score remains tied after the five shooters, teams will take alternating shots (sudden victory) until a winner is determined. No shooter can shoot twice until the entire roster has been exhausted. Penalised players may not participate in the shoot-out.



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7.0 Advancement to WOSSAA, OFSAA

- 7.1 The winner of the TVRA Central championship in each classification will advance to WOSSAA in that classification.
- 7.2 In TVRA South East, the team that makes it furthest in the playoff draw in each OFSAA classification will advance to WOSSAA, unless the conference champion is from a different classification. In this case, a challenge game would occur between the finalist and the team the champion defeated in the semis. Conference crossover matches will only take place at the Semi-Finals and Finals.

8.0 Awards

Boys Hockey TVRA Central A/AA Champions (9X12 plaque)
Boys Hockey TVRA Central AAA Champions (9X12 plaque)
Boys Hockey TVRA South East A/AA Champions (9X12 plaque)
MVP TVRA Central Boys Hockey Finals (8X10 plaque)
MVP TVRA South East Boys Finals (8X10 plaque)

9.0 Convenor Responsibilities

As outlined in the TVRA Participation Agreement schedules 3 through 8.

- 9.1 Oversee all situations and issues which arise during the season which may or may not be covered in the Rules of Play.
- 9.2 Convenor Coverage
 - a) There are (2) days of supply coverage available for convening and planning in TVRA Central.
 - b) There is one (1) day of supply coverage available for convening and planning in the TVRA South East.



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Appendix A - TVRA Minimum Suspensions

TVRA will follow the current OHF minimum suspension guidelines, unless indicated otherwise below:

Code	Description	OHF Suspension	TVRA Suspension
GM30	Fighting 1 ST Offense	2	5
	Fighting 2 nd Offense	3	Remainder
GM31	2 nd Fight (same stoppage of play)	3	Additional 3 (on top of GM30)
GM32	3 rd /4 th /5 th Player in Fight	3	5
GM33	Leaving the players bench or penalty box.	4	5
GM34	Leaving the players bench or penalty box and incurring a minor, major or misconduct.	5	Remainder
GM38	Instigator of Fight (Minor + Game Misconduct) 1 st Offense	1	5
	Instigator of Fight (Minor + Game Misconduct) 2 nd Offense	3	Remainder
GM39	Aggressor of Fight (Minor + Game Misconduct) 1 st Offense	1	5
	Aggressor of Fight (Minor + Game Misconduct) 2 nd Offense	3	Remainder
Any 3 rd offense in any of GM penalties will result in suspension for the remainder of the season. Any gross misconduct or match penalty will result in suspension for the remainder of the season.			