



# Thames Valley Regional Athletics

## 1.0 Organization of Competition

In reference to Schedule 5 - Organization of Competitive Groupings, Seasons and Practice Restrictions, team sport league competition will be organized into the following Conferences:

### London District

Holy Cross  
St. Andre Bessette  
Gabriel Dumont  
LDCSS  
Mgr. Bruyere  
St. Joseph's  
St. Mary's  
Catholic Central  
Regina Mundi  
St. Thomas Aquinas  
John Paul II  
Mother Teresa

### TVDSB Central

North Middlesex  
Montcalm  
Westminster  
South  
Clarke Road  
Central  
Medway  
Oakridge  
Laurier  
Strathroy  
Lucas  
Beal  
Saunders  
Banting

### TVDSB South East

Arthur Voaden  
Glencoe  
West Elgin  
Central Elgin  
East Elgin  
Parkside  
College Ave  
Lord Dorchester  
Glendale  
Woodstock  
Huron Park  
Ingersoll

- 1.1 TVDSB Central will have two (2) tiers based on the number of teams and the strength of the participating programs.
- 1.3 TVDSB and LDA teams will play a maximum of 16 league games.
- 1.4 TVDSB South East league play will take place in South and East divisions and will play a home and home schedule up to a maximum of 12 games.

## 2.0 Eligibility

- 2.1 Refer to the TVRA Agreement Schedule 6 as well as the following:
- 2.2 All players and teams must meet the eligibility requirements in Section 8 of the OFSAA playing regulations.
- 2.3 A player shall be ineligible for that season if he practices with or plays any game with a team of Junior "D" caliber or above, or with a post-secondary institution on or after December 1, or the first scheduled TVRA League game for any team (whichever comes first) of that season.
- 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-two (22), twenty (20) plus two (2) goalies.
- 2.5 No team may add players to their eligibility list after their final regular scheduled league game.
- 2.6 Any coach ejected from a contest shall automatically be suspended until, and including the next TVRA league contest. Coach ejections should be reported by the official on the game sheet and reported to the Convenor, who will in turn report to the



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Coordinator as per Schedule 8 – Coaching Issues of the Secondary Schools Participation in Sports Agreement.

## **3.0 Competition**

- 3.1 Hockey Canada and OHF rules for the current year shall be in effect.
- 3.2 Each game shall consist of three periods, with 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
- 3.3 No overtime will be played during the regular season schedule.
- 3.4 There will be no intermission between the first and second periods. The teams will change ends and play will continue.
- 3.5 All games and periods will be timed in stop time.
- 3.6 A team causing a delay in starting times will be subject to a minor penalty.
- 3.7 Rink curfews must be accepted without question.
- 3.8 No time outs will be allowed in any regular season game.
- 3.9 A player who receives a penalty for fighting during any game shall be removed from the remaining portion of that game.
- 3.10 On any fighting penalty, the referee must report it in writing on the official game sheet with the initial aggressor duly noted whenever possible.
- 3.11 On any fighting penalty, the coach of the offending players must notify the convenor immediately after the game and send the official game sheet to the convenor within 24 hours of said game.
- 3.12 For a first offense fighting penalty a player shall be suspended for the next **FIVE games minimum**; for a second offense fighting penalty in the same season a player shall be suspended for the remainder of that season.
- 3.13 A player who enters a fight as a third man, whether as peace maker or participant, shall be assessed an automatic misconduct penalty and be removed from that game and could be subject to the five game suspension if deemed a participant in the fight.
- 3.14 Misconduct penalties, Game Misconduct Penalties, Gross Misconduct Penalties and Match Penalties will be assessed with consideration of the current OHF Minimum Suspension List (attached). These penalties will be reported to Convenor and Coordinator and may result in further action.
- 3.15 Any game suspensions must be served during TVRA league or playoff games.
- 3.16 Suspensions issued by any other hockey associations will be reviewed by the convenor and the coordinator of athletics. It is the responsibility of the player to inform the TVRA coach of any suspensions incurred. Suspensions issued by other hockey associations may warrant suspension by TVRA.
- 3.17 The coach of the player penalized must inform the convenor immediately



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- following the game.
- 3.18 Failure to observe the above penalty rules and suspensions will result in the forfeiture of any game and/or additional suspensions.
  - 3.19 A player assessed a two minute checking from behind penalty shall be removed from the remainder of that game and receive a one game suspension. A second offense in the same season, the player shall receive a two game suspension. For the third offense player shall be suspended indefinitely.
  - 3.20 The second team listed on the schedule is Home Team.
  - 3.21 The Home Team will get choice of bench and end closest to that bench.
  - 3.22 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.
  - 3.23 The original game sheet must be sent to the convenor immediately after the game (if required) and a copy must be retained by each team.
  - 3.24 Each Home Team must supply a trained, reliable timekeeping person and one stop watch to supplement the time clock when necessary.
  - 3.25 Each Home Team must supply a trained reliable score keeper.
  - 3.26 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
  - 3.27 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:  $(W + T/2)$  divided by total games played.
  - 3.28 All forfeits will be recorded with a score of 1 – 0.

## **4.0 Uniforms and Equipment**

- 4.1 As per the OHF Rules for the current year.
- 4.2 Coaches must advise every player to wear interior mouth guards during games and practices.
- 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 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
  - b) Most games won
  - c) Least games lost



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- 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.
- g) Least goals against in games involving all games during the regular schedule.
- 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.

5.2 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 3.27)
- 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.

## 5.3 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, then the league is to be considered one “division” for the purpose of the rule, regardless of the number of



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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 each of the three conferences and lead to WOSSAA representation for each school classification within that region.

- 6.1 Playoff dates, locations and times should be announced no later than the pre-season meeting for that sport season.
- 6.2 In TVDSB Central and LDA, 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 divisional league play standings. The top 6 teams in each of the South and East divisions will enter the playoffs.
- 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.
- 6.6 After each round of the playoffs, teams will be re-seeded based on their order of finish during the regular season. (The highest remaining seed will play the lowest remaining seed).
- 6.7 **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 (as long as ice time is available).
  - b) If the game has a curfew time, then 10 minutes before this curfew time, the overtime will end and a shoot-out will commence. Each team will have three shooters, with one from each team shooting at the same time. If the score remains tied after the three shooters, one shooter from each team will shoot at the same time, until the tie has been broken. No shooter can shoot twice until the entire roster has been exhausted. Penalized players may not participate in the shoot-out. The home team will have the choice to shoot first or second.



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## **7.0 Advancement to WOSSAA, OFSAA**

Playoffs shall be conducted in order to determine qualification to WOSSAA and OFSAA, which will be determined by the SAC and approved by TVRA Advisory Council and presented at the Pre-Season Meetings.

- 7.1 In TVDSB Central and LDA, the team that makes it furthest in the playoff draw in each OFSAA classification will advance to WOSSAA.
- 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.
  - a) Conference crossover matches will only take place at the Semi-Finals and Finals.

## **8.0 Awards**

- 8.1 TVDSB Central A/AA Champions (9 x 12 plaque)  
LDA A/AA Champions (9 x 12 plaque)  
TVDSB Central AAA Champions (9 x 12 plaque)  
LDA AAA Champions (9 x 12 plaque)  
TVDSB South East Champions (9 x 12 plaque)

## **9.0 Convenor Responsibilities**

- a) As outlined in the TVRA Sports Agreement section 5.6 and schedules 3 through 8.
  - b) Inform the OMHA and /or its affiliates of all match penalties which occur during TVRA play, and receive similar information from said organization about the TVRA players in their leagues.
- 9.1 Convenor Coverage
    - a) There are two (2) days of supply coverage available for convening ice allocation and planning in TVDSB Central.
    - b) There is one (1) day of supply coverage available for convening and planning in TVDSB South.
    - c) There is one (1) day of supply coverage available for convening and planning in TVDSB East.
    - d) There is one (1) day of supply coverage available for convening and planning in LDA.



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## 2015-2016 OHF Minimum Suspension List – Minor Hockey

The following are minimum suspensions that shall be imposed for infractions, which occur in all OHF exhibition, league, and play-off games, during the current playing season for Minor Hockey. Note that these suspensions are over and above any imposed by Hockey Canada rules.

### Notice re: Clarifications

These are minimum suspensions. Additional suspensions will be imposed wherever conditions and circumstance warrant. It is the responsibility of each team manager and/or coach to ensure their players sit out their appropriate suspensions. When in doubt as to the relevant suspension, contact the association/league office. If unable to contact the association/league office, sit player(s) in question out until clarification can be obtained. These suspensions are in addition to game incurred. Match Penalty reports will be forwarded to the appropriate Member Partner for further review.

M = Misconduct GM = Game Misconduct **GE = Game Ejection** MP = Match Penalty GRM = Gross Misconduct

Misconducts & Game Misconducts	H.C. Rule	OHFSuspension	Additional TVRA Suspension
M10 Throwing Stick Over Boards	9.8 (d)	0 Games	
M11 Refusing to Surrender Stick for Measurement	3.3 (f)	0 Games	
M12 Player Interference/Distracton During Penalty Shot	4.9 (f)	0 Games	
M13 Goalkeeper Violation/Infraction During Penalty Shot	4.9 (f)	0 Games	
M14 Equipment/Facemask Worn Incorrectly	3.6 (d,f)	0 Games	
M20 Disputing Call of Official	9.2 (a)	0 Games	
M21 Harassment of Official/Unsportsmanlike Conduct	9.2 (b)	0 Games	
M22 Inciting	9.2 (e)	0 Games	
M23 Entering Referee's Crease	9.2 (g)	0 Games	
M34 Failure to go to the Player's Bench or Neutral Area	6.7 (f)	0 Games	
M35 Failure to go directly to Penalty Bench	9.2 (d)	0 Games	
GM20 Disputing Call of Official	9.2 (a)	2 Games	
GM21 Disputing Call with Official: Verbal Abuse of a Game Official	9.2 (b)	2 Games	
GM26 Second Misconduct – Same Game	4.5 (c)	0 Games	1 Game
GM28 Interference from the Bench	7.3 (c,d)	0 Games	1 Game
GM30 Fighting			
1st Offense	6.7	1 Game	5 Games
2nd Offense	6.7	2 Games	Season
3rd Offense	6.7	4 Games	
4th Offense	6.7	Indefinite*	
GM31 2nd Fight, Same stoppage of play (3rd, 4th, etc)	6.7 (h)	2 Games	Season
GM32 Player(s) 3rd, 4th, 5th Player into Fight	6.7 (h)	2 Games	5 Games
GM33* Leaving the Players bench or Penalty Box	9.5 (a,b,c)	3 Games	
GM33* Coach whose player is penalized under G M33 and/or GM34	9.5 (a,b,c)	3 Games	
GM34 Leaving the Penalty Box to start a fight	9.5 (a)	4 Games	5 Games
GM35 Coach whose player is not identified as the first to leave the players' or penalty bench during an on-ice altercation	9.5 (i)	1 Game	



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Misconducts & Game Misconducts	H.C. Rule	Suspension	Additional TVRA Suspension
GM36 Instigator of a fight (Minor+Game Misconduct)	6.7 (b)		
1st Offense	6.7 (b)	1 Game	5 Games
2nd Offense	6.7 (b)	1 Game plus 2	Season
3rd Offense	6.7 (b)	1 Game plus 3	
GM37 Aggressor of a fight (Minor+Game Miscon)	6.7 (b)		
1st Offense	6.7 (b)	1 Game	5 Games
2nd Offense	6.7 (b)	1 Game plus 2	Season
3rd Offense	6.7 (b)	GM plus 3	
GM39 Hair Pulling, Grab Face Mask/Helmet/Chinstrap (Major + Game Misconduct)	6.1 (d)	0 Games	1 Game
GM48 Elbowing / Kneeing (Major+Game Misconduct)	6.6 1	1 Game	
GM50 Checking from Behind (Minor+Game Misconduct)	6.4 (a)	0 Games	1 Game
GM51 Checking from Behind (Major+Game Misconduct)	6.4 (a)	1 Game	2 Games
GM53 High Sticking (Major + Game Misconduct)	8.3 (a,b)	0 Games	1 Game
GM54 Cross Checking (Major + Game Misconduct)	8.2 (a,b,c,d)	1 Game	
GM55 Slashing (Major + Game Misconduct)	8.4 (a,b)	1 Game	
GE56 Game Ejections	4.6	0 Games	
GM57 Boarding (Major + Game Misconduct)	6.2 1	1 Game	
GM58 Body Checking (Major + Misconduct)	6.2 1	1 Game	
GM59 Charging (Major + Game Misconduct)	6.3 1	1 Game	
GM64 Verbal Abuse/Gestures/Taunting of or by any team official or player	9.2 (a,b)	2 Games	
GM68 Kick Shot (with injury – Major+Game Misconduct)	9.4	0 Games	1 Game
GM71 Head Contact (Major + Game Misconduct)	6.5 (b,d)	1 Game	
GM73 Slew Foot / Tripping (Major + Game Misconduct)	7.4 (a,b)	1 Game	
GM74 Interference (Major + Game Misconduct)	7.3 (a,b,e)	0 Games	1 Game
GM75 Holding (Major + Game Misconduct)	7.1 (a,b)	0 Games	1 Game
GM76 Hooking (Major + Game Misconduct)	7.2 (a,b)	0 Games	1 Game
GM77 Roughing (Major + Game Misconduct)	6.7 (k,i)	0 Games	1 Game
GM78 Goaltender Drop Kick Puck (with injury – Major + Game Misconduct)	4.11 (f)	0 Games	1 Game
GM79 Refusing to Start Play (Coach – Major + Game Misconduct)	10.14 (a)	Indefinite*	
GM80 Team Official Interference/Distraction during Penalty Shot	4.9 (f)	0 Games	Indefinite*
GM81 Leaving the Bench without Clearance from the Referee (Assessed to coach if altercation results in penalties at end of game)	9.5 (i)	1 Game	
GM99 Any other GM not listed in the last 10 minutes of regular time, any time in overtime, or at the conclusion of the game and prior to the player or team official entering their dressing room	4.6(c)	0 Games	1 Game

\*GM33 – Coaches' penalty will be noted on the front and back of the game sheet of the Officials' copy only. Penalty to coach is automatic as a result of player receiving GM33, coach not to be ejected as a result of this penalty being assessed.





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## Gross Misconducts

GRM60 Travesty of the Game	4.7	Indefinite**
GRM61 Obscene Gesture	4.7	Indefinite**
GRM62 Removing Helmet and/or Chinstrap	3.6 (c)	Indefinite**
GRM63 Discriminatory Slur	9.2 (f)	Indefinite**

## Misconducts & Game Misconducts

	H.C. Rule	Suspension
GRM66 Head Butt – Team Official (Double Minor + Gross Misconduct)	6.1 (b)	Indefinite**
GRM67 Butt End – Team Official (Double Minor + Gross Misconduct)	8.1	Indefinite**
GRM68 Spearing – Team Official (Double Minor + Gross Misconduct)	8.5	Indefinite**
GRM69 Goaltender Refusing to remove mask for Identification	3.5 (d)	Indefinite**
GRM99 Any other GRM not listed in the last 10 minutes of regular time, any time in overtime, or at the conclusion of the game and prior to the player or team official entering their dressing room	4.7 (c)	Indefinite**

**\*\*Note: All Gross Misconducts listed as “Indefinite” must be dealt with by the Member Partner President in accordance to Hockey Canada Rule 4.7. The Member Partner may establish a set number of games that may not be lower than 2 games which is in compliance with the Hockey Canada Minimum Suspension List for Gross Misconducts assessed under 9.2 (f).**

## Match Penalties

MP24 Threatening an Official	9.6 (a)	Indefinite±
MP25 Physical Abuse of an Official	9.6 (b,c)	Indefinite±
MP29 Spitting	9.7 3 Games 4 Games	
MP38 Fighting – Ring or Tape on Hand(s)	6.7 (e)	Indefinite±
MP40 Attempt to Injure	6.1	3 Games
MP41 Deliberate Injury	6.1 (a)	Indefinite±
MP42 Butt Ending	8.1	3 Games
MP43 Grabbing Face Mask / Helmet / Chinstrap	6.1 (d)	3 Games
MP44 Hair Pulling	6.1 (d)	3 Games
MP45 Kicking	6.1 (c)	3 Games
MP46 Spearing	6.1	3 Games
MP47 Head Butting	6.1 (b)	Indefinite±
MP48 Kneeing	6.6	3 Games
MP52 Checking from Behind	6.4	4 Games
MP57 Boarding	6.2	3 Games
MP58 Body Checking	6.2	3 Games
MP59 Charging	6.3	3 Games
MP71 Head Contact	6.5	4 Games
MP99 Any other MP not listed in the last 10 minutes of regular time, any time in overtime, or at the conclusion of the game and prior to the player or team official entering their dressing room	4.6(c)	Indefinite±



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**±Note: All Match Penalties listed as “Indefinite” must be dealt with by the Member Partner President in accordance to Hockey Canada Rule 4.8. The Member Partner may establish a set number of games that may not be lower than 4 games which is in compliance with Hockey Canada Rule 4.8.**

## **Pre or Post Game Altercations**

PG102 Any player involved where Major and Game Misconducts are assessed	2 Games
Coach of team whose players are so penalized	Indefinite*
Any team involved in a pre or post game brawl	Indefinite*

## **Accumulation Sanctions**

AS83 Any player receiving 2 Majors in the same season for any infractions under rule 6.2, 6.3, 6.4, 6.5, 6.6, 7.4, 8.2 and/or 8.4.	2 Games
AS 84 Any player receiving 3 Majors in the same season for any infractions under rule 6.2, 6.3, 6.4, 6.5, 6.6, 7.4, 8.2 and/or 8.4.	4 Games
AS 85 Any player receiving 4 Majors in the same season for any infractions under rule 6.2, 6.3, 6.4, 6.5, 6.6, 7.4, 8.2 and/or 8.4.	Indefinite*
AS 86 Any player accumulating 2 Match Penalties under 6.1, 6.2, 6.3 in the same season	Min Sups + 2 games
AS 87 Any player accumulating 2 Match Penalties under 6.4, 6.5, 6.3 in the same season	Min Sups + 4 games
AS 88 Any player accumulating 3 Match Penalties under 6.1, 6.2, 6.3, 6.4, 6.5 and/or 9.6 in the same season	Indefinite*
AS 96 Any player who receives 2 Game or Gross Misconducts under rule 9.2 in a season	4 games
AS 97 Any player who receives 3 Game or Gross Misconducts under rule 9.2 in a season	Indefinite*

## **Coaches Accumulating Sanctions**

AS 103 Any team receiving a combination equaling 3 major penalties in the same game from a major penalty, match penalty or fighting infractions	1 game
AS 104 For a 2 <sup>nd</sup> violation of a team receiving a combination equaling 3 major penalties in the same game from a major penalty, match penalty or fighting infractions	3 games
AS 105 For a 3 <sup>rd</sup> violation of a team receiving a combination equaling 3 major penalties in the same game from a major penalty, match penalty or fighting infractions	Indefinite*
AS106 Any coach who receives 2 Game or Gross Misconducts under rule 9.2 in a season	4 games
AS 107 Any coach who receives 2 Game or Gross Misconducts under rule 9.2 in a season	Indefinite*

\* All Indefinite Suspensions are subject pending a hearing