**RULES OF PLAY: BOYS HOCKEY**

1. **Organization of Competition**

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

**London District TVDSB Central TVDSB South East**

Holy Cross North Middlesex Arthur Voaden

St. Andre Bessette Montcalm Glencoe

Gabriel Dumont Westminster West Elgin

LDCSS South Central Elgin

Mgr. Bruyere Clarke Road East Elgin

St. Joseph’s Central Parkside

St. Mary’s Medway College Ave

Catholic Central Oakridge Lord Dorchester

Regina Mundi Laurier Glendale

St. Thomas Aquinas Strathroy Woodstock

John Paul II Lucas Huron Park

Mother Teresa Beal Ingersoll

Saunders

Banting

1.1 Conference structure for league play will be communicated to the Athletic Directors and coaches as soon as practical, prior to the start of each season

1.2 TVDSB and LDA scheduling format will be reviewed by the SAC and approved by TVRA Advisory Council before implementation.

**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 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 the 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”.

(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

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.

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 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 and the OHF Minimum Suspension List shall govern all suspensions with exceptions noted in appendix I.

3.2 Each team must insure 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 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.

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, 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 game suspensions must be served during TVRA league or playoff games.

3.13 Major 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.

3.14 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 original game sheet must be kept on file by the home team and sent to the convenor immediately after the game (if required). The home team is also required to report the score and upload the game sheet to the TVRA web site.

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.

1. **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. Neck guards should 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.

1. **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) 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

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 TVDSB 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 TVDSB 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,

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 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.

6.2In 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.

6.3In 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.

6.4In championship games, each team, in coordination with the host school, will provide a competent minor official for scorekeeping and game sheet information.

6.5Championship 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.

6.6Teams will enter the playoff bracket based on standings from the regular season. Teams will not be re seeded after each round of the playoffs.

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.

**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.

7.2In 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**

8.1TVDSB 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 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.

**APPENDIX I**

**TVRA (with reference to OHA) Minimum Suspension List**

The following are minimum suspensions that shall be imposed for infractions, which occur in all TVRA exhibition, league, and play-off games, during the current playing season. 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.

IN/AGG = Instigator/Aggressor M = Misconduct GM = Game Misconduct GE = Game Ejection

MP = Match Penalty GRM = Gross Misconduct

 **Actual**

**Instigator and Aggressor Minor Penalities H.C. Rule TVRA Suspension**

**Game Ejection**

GE25 Game Ejection with no time penalty attached 9.6 Indefinite\* min. 1 game

**Misconducts & Game Misconducts**

M10 Failure to go directly to Penalty Bench 9.2 (d) 0 Games

M11 Failure to go to Penalty Bench Captains 2.4 (c) 0 Games

M12 Failure to go the Palyer’s Bench or neutral area 6.7 (f) 0 Games

M13 Refusing to Surrender Stick for Measurement 3.3 (f) 0 Games

M14 Throwing stick over boards 9.8 (d) 0 Games

M16 Equipment/Facemask Worn Incorrectly 3.6 (d,f) 0 Games

M17 Throat protector rule 3.6 (f) 0 Games

M18 Mouth guard 3.6 (g) 0 Games

M20 Disputing call with 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

M69 Player Interference/Distraction During Penalty Shot 4.9 (f) 0 Games

GM20 Disputing Call with Official 9.2 (a) 1 Game

GM21 Disputing Call with Official: Verbal Abuse of a

 Game Official 9.2 (b) 3 Games

GM30 Fighting

 1st Offense 6.7 5 Games

 2nd Offense 6.7 Season

 3rd Offense 6.7 n/a

 4th Offense 6.7 n/a

GM31 2nd Fight, Same stoppage of play (3rd, 4th, etc) 6.7 (h) Season

GM32 Player(s) 3rd, 4th, 5th Player into Fight 6.7 (h) 5 Games

GM34 Leaving the Players bench or Penalty Box 9.5 (a,b,c) 9 Games

GM35 Leaving Penalty box and incurring a minor

 Major or misconduct 9.5 (c) 5 Games

GM36 Coach whose player is penalized under

 GM34 or GM35 9.5 (a,b,c) 4 Games

GM37 Goaltender who leaves crease to join fight 4.11 (d) 5 Games

 **Actual**

**Misconducts & Game Misconducts H.C. Rule TVRA Suspension**

GM38 Instigator of a fight (Minor+Game Misconduct) 6.7 (b)

 1st Offense 6.7 (b) 6 Games

 2nd Offense 6.7 (b) Season

 3rd Offense 6.7 (b) n/a

GM39 Aggressor of a fight (Minor+Game Miscon) 6.7 (b)

 1st Offense 6.7 (b) 6 Games

 2nd Offense 6.7 (b) Season

 3rd Offense 6.7 (b) n/a

GM42 Hair Pulling, Grab Face Mask/Helmet/Chinstrap

 (Major + Game Misconduct) 6.1 (d) 1 Game

GM43 Roughing (Major + Game Misconduct) 6.7 (k) 1 Game

GM44 Roughing Deliberate contact after whistle

 (Major + Game Misconduct) 6.7 (l) 1 Game

GM45 Holding (Major + Game Misconduct) 7.1 (a) 1 Game

GM46 Holding Injury (Major + Game Misconduct) 7.1 (b) 1 Game

GM47 Hooking (Major + Game Misconduct) 7.2 (a) 1 Game

GM48 Hooking Injury (Major + Game Misconduct) 7.2 (b) 1 Game

GM49 Interference (Major + Game Misconduct) 7.3 (a) 1 Game

GM50 Interference of a goaltender

 (Major + Game Misconduct) 7.3 (b) 1 Game

GM51 Interference from the bench 7.3 (d) 1 Game

GM52 Interference Injury (Major+Game Misconduct) 7.3 (e) 1 Game

GM53 High Sticking (Major + Game Misconduct) 8.3 (a,b) 1 Game

GM54 Slewfoot standing still (double minor + Game

 Misconduct) 7.4 (b) 2 Games

GM55 Checking from Behind (Minor+Game Misconduct) 6.4 (a) 1 Game

GM55 Checking from Behind (Major+Game Misconduct) 6.4 (a) 2 Games

GM57 Goaltender Drop Kick Puck (with injury – Major

 + Game Misconduct) 4.11 (f) 1 Game

GM58 Kick Shot (with injury – Major+Game Misconduct) 9.4 1 Game

GM62 Leaving the Bench without Clearance from the

GM63 Referee (Assessed to coach if altercation results in

 penalties at end of game) 9.5 (i) 2 Game

GM64 Team Official Interference/Distraction during

 Penalty Shot 4.9 (f) Indefinite\*

GM65 Bench official on ice without permission of

 Official 9.5 (f) 1 Game

GM70 Refusing to Start Play (Coach – Major

 + Game Misconduct) 10.14 (a) Indefinite\*

GM72 Refusing to leave player’s bench (Major

 + Game Misconduct) 10.14 (e) 1 Game

GM76 Second Misconduct same game 4.5 (c) 1 Game

GE 101 Game Ejections 4.6 0 Games

\*GM36 – 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 GM34 or GM35, coach not to be ejected as a result of this penalty being assessed.

**Gross Misconducts Actual**

 **H.C. Rule TVRA Suspension**

GRM13 Goaltender Refusing to remove mask for

 Identification 3.5 (d) Indefinite\*\*

GRM21 Discriminatory Slur 9.2 (f) Indefinite\*\*

GRM23 Travesty of the Game 4.7 Indefinite\*\*

GRM24 Obscene Gesture 4.7 Indefinite\*\*

GRM30 Fighting with team official 6.7 (i) Indefinite\*\*

GRM31 Removing Helmet and/or Chinstrap 3.6 (c) Indefinite\*\*

GRM82 Head Butt – Team Official (Double Minor

 + Gross Misconduct) 6.1 (b) Indefinite\*\*

GRM83 Butt End – Team Official (Double Minor

 + Gross Misconduct) 8.1 Indefinite\*\*

GRM84 Spearing – Team Official (Double Minor

 + Gross Misconduct) 8.5 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**

MP20 Threatening an Official 9.6 (a) Indefinite±

MP21 Physical Abuse of an Official – Intentional contact 9.6 (b) Indefinite±

MP22 Physical Abuse of an Official – Deliberate striking 9.6 (c) Indefinite±

MP40 Attempt to Injure 6.1 Indefinite±

MP41 Deliberate Injury 6.1 (a) Indefinite±

MP42 Butt Ending 8.1 Indefinite±

MP43 Grabbing Face Mask / Helmet / Chinstrap 6.1 (d) Indefinite±

MP44 Hair Pulling 6.1 (d) Indefinite±

MP45 Kicking 6.1 (c) Indefinite±

MP46 Spearing 6.1 Indefinite±

MP47 Head Butting 6.1 (b) Indefinite±

MP48 Boarding 6.2 Indefinite±

MP49 Spitting 6.1 Indefinite±

MP50 Elbowing 6.1 Indefinite±

MP51 Kneeing 6.1 Indefinite±

MP52 Checking from Behind 6.4 Indefinite±

MP 53 Charging 6.3 Indefinite±

MP54 High Sticking 6.1 Indefinite±

MP 55 Cross Checking 6.1 Indefinite±

MP66 Slewfooting 7.4 (b) Indefinite±

MP71 Head Contact 6.5 (d) Indefinite±

MP72 Head Contact with attempt to injure 6.5 (e) Indefinite±

**±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.**

 **Actual**

 **TVRA Suspension**

**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 Indefinite\*

AS 87 Any player accumulating 2 Match Penalties under 6.4, 6.5, 6.3 in the Indefinite\*

 same season

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 2nd 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 3rd 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