

 **2022-2023 GPMHA HOUSE LEAGUE TOURNAMENT RULES**

1. Hockey Canada rules, and HEO Regulations shall apply to all teams, except as noted.
2. The team manager or coach must check in at the tournament office one hour before first game with their Official Team Roster (signed by their District Registrar). Teams may change their roster at this time, provided they have acceptable documentation. Teams with less than 19 carded players may register affiliate players, but affiliates cannot bring the roster above 19.
3. Teams must have original signed documentation for all affiliates. Teams must provide a copy of their roster and all affiliate paperwork to the Tournament Director. Associations using the Club System for Affiliates MUST provide a copy of authorization from HEO or their governing body and a copy of the roster for the affiliate player. Failure to do so will result in that player being ineligible to play until documents are provided. There is no access to a copier at tournaments for teams that do not have a copy available. Players will not have access to a dressing room until a Team Official has registered before each game.
4. Teams are guaranteed four games in all divisions. Games in all divisions will consist of three 10-minute stop time periods. No time-outs are allowed in any tournament games. Overtime will be played only in quarter-final, semi-final and championship games.
5. All players will be required to sign the HEO sign-in sheet before each game in their dressing room. This will be the responsibility of the manager or coach of the team.
6. Only Coaching Staff and Players are allowed into the Dressing Rooms and the hallway leading to the Dressing Rooms.
7. Standings will be based on points: 2 points for a win, 1 point for a tie, 0 points for a loss.
8. TIE-BREAKING in round robin standings will be based (in order) on:
	1. The head-to-head record involving the teams tied;
	2. The best ratio of (Goals For) divided by (Goals Against) in all round robin games;
	3. The team with the lowest goals against;
	4. The team with the lowest number of penalty minutes (misconducts count as 10 minutes); or
	5. A toss of a coin by the tournament director or designated GPMHAI Executive member.
9. For all final round games, the placement of teams and designation of home and visiting teams will be made by the tournament chairman on the basis of the team records as determined by rules 3 and 4. (if applicable, wild-card teams always place after division winners).
10. OVERTIME in quarter-final, semi-final and final games shall be conducted in consecutive 5-minute sudden death overtime periods. In overtime, teams will play with 3 skaters plus a goalkeeper. Substitutions are allowed. When a penalty would result in one team having less than 3 skaters, the penalized team shall play with 3 skaters and the other team shall add one (or two) player(s) for the duration of the penalty, returning to the proper number of players at the first stoppage in play following the expiration of the penalty. Teams will switch ends for each overtime period.
11. Games may start, and teams must be ready to go on the ice, 15 minutes before the scheduled game time. All warm-ups, pep-talks and team rituals shall take place before the team goes on the ice. Teams will be allowed only a 2-minute warm-up on the ice prior to the game. Undue delay could result in a delay-of-game penalty against the offending team. Teams are not allowed on the ice surface without the Referees/Game Officials present.
12. If the goal spread between two teams reaches 5 goals or more, running time will be used instead of stop time, as long as the goal spread remains at 5 or more goals. The game returns to stop time if the goal spread reduces to 4 or fewer goals.
13. There is no body checking permitted at any GPMHA tournament.
14. Game Ejection – After 3 personal penalties, a player or team official will automatically be ejected from the game. In the case of a double minor penalty (spearing, kneeing, head contact etc), the double minor will count as one penalty per Hockey Canada Rule Book. The double Minor must be the same infraction. This is not confused with for example; a minor for tripping and interference during the same stoppage of play to the same player, as this is two separate penalties.
15. Any 5-minute major for fighting will disqualify the player from any further play in the tournament. All other suspensions will follow the HEO Code of Discipline Chart except for Point 16.
16. Abuse of on or off ice Officials will not be tolerated by any Team Officials, Players, Parents and Supporters. If a game misconduct is issued to a Team Official for violation of Rule 11 (Unsportsmanlike Conduct/Abuse/Discrimination) where they have targeted a Green Armband Official, that Team Official will be disqualified from the remainder of the tournament.
17. For U11 House League only – Minor penalties will be 1 minute in duration, Double Minor penalties will be 2 minutes in duration, and Major Penalties will be 3 minutes in duration. Misconduct, Game Misconduct and Gross Misconduct will not change.
18. Teams are asked to leave their dressing room in a neat and clean condition within 20 minutes of the conclusion of their game.
19. Tournament Director or designated GPMHAI Executive Member will make a final decision on any conflicting issues resulting throughout the tournament(s).
20. No pets are allowed into the Arena at any time.
21. There is absolutely no picture/video/audio taking/recording allowed in any change room in the Silver Dart Arena to include the Officials Change room.