

## PLAYERS CODE

1. Play for fun, not just to please your parents or coach.
2. Play by the rules.
3. Never argue with the officials. Let your coach ask questions.
4. Control your temper. Don't mouth off, slam sticks or throw equipment.
5. Work equally hard for yourself and your team. You'll all benefit.
6. Cheer all good plays, whether by your team or your opponent.
7. Treat others as you wish to be treated.
8. Remember - you play for fun and to improve your skills. Don't be a showoff or always try to get the most points or penalties.
9. Congratulate your coach, your team and your opponents. Without them, you don't have a game.

## PARENT AND SPECTATOR CODE

1. Remember - children play sports for their enjoyment, not yours. They are not professional athletes.
2. Encourage your child to play by the rules.
3. Teach that honest effort is as important as victory so that the game result is accepted without undue disappointment.
4. Help your child work towards skill development and good sportsmanship.
5. Never ridicule or yell at any child for making a mistake or losing a game, including your own.
6. Children learn best by example. Don't embarrass your child by behaving improperly in the arena.
7. Applaud all good plays by both teams.
8. Do not yell at the officials or question their judgment or honesty.
9. Support all efforts to remove verbal and physical abuse from the game.
10. Recognize the value and importance of all volunteers. They give their time and resources to provide hockey for your child.

## GENERAL:

The House League will be governed by the following association rules:

1. Hockey Canada
2. Greater Toronto Hockey League (GTHL)
3. For Select: North York Hockey League (NYHL)
4. Willowdale Sports Club (WSC)

### **EQUIPMENT:**

Players will not be allowed to play unless dressed in all of the properly fitted, approved hockey equipment as follows:

- hockey skates
- shin guards
- hockey pants
- athletic cup
- hockey gloves
- elbow pads
- shoulder pads
- neck protector (BNQ)
- helmet with full face protection (CSA)
- mouth guard is strongly recommended

Goaltenders are required to wear the equivalent goaltender equipment.

Any player who attempts to play without proper and full equipment will be required to leave the ice surface immediately. The player may return to the game only when properly equipped.

Returning to the game without being properly equipped will result in a game ejection and a two minute delay of game penalty to be served by another player.

Properly fitted and secured helmets are critical to the well-being of players. Parents and coaches are required to ensure that each player's helmet is correctly fitted and secured. Any player with an improperly secured (ie loose chin strap) helmet will be removed from play by the referee, and will not be permitted to rejoin the game until the problem is corrected. No penalty will be assessed.

### **LENGTH OF GAMES:**

ALL GAME TIMES AND LENGTHS ARE SUBJECT TO CHANGE AT THE DISCRETION OF THE CONVENOR OR REFEREE IN CHIEF.

Tyke (where relevant) and Novice:

- Normally consists of three twelve minute running time periods.
- Three minute buzzer for line changes
- Teams do not switch ends after each period
- No overtime for regular season games

Atom and Peewee Age Divisions

- Normally consists of two ten minute and one twelve minute stop time periods
- No buzzer for line changes
- Teams switch ends after each period
- No overtime for regular season games

Bantam and Midget Age Divisions

- Normally consists of three twelve minute stop time periods
- No buzzer for line changes
- Teams switch ends after each period
- No overtime for regular season games

### **TEAM BALANCING:**

To the extent possible, teams in each division will be equal in overall ability, which may require player changes between teams from time to time. The decision to "trade" players between teams rests with the Convenor whose decision is final. The Convenor will attempt to accommodate player requests to the extent possible, however the priority is to balance teams.

### **COACHES:**

Coaches are appointed at the discretion of the Convenors and Club Executive. Head Coaches must be approved by the Vice President, House League or the President. No one is permitted on the ice or on the bench without the approval of the Vice President, House League or the President.

All coaches must have completed the GTHL's Speak-out, Abuse and Harassment program prior to participating in any activities and must have provided a Police Check no more than 6 months old.

One coach per team is permitted on the ice for Novice until the Christmas break unless otherwise directed by the referees. Coaches on the ice during games must wear helmets at all times.

Coaches are responsible for the conduct of their players on the ice and in the dressing rooms.

A maximum of three (3) coaching staff are allowed on each bench.

### **PRE-GAME**

1. All players should be in their dressing rooms 20 minutes before game time, and must be there fully dressed 10 minutes before game. Players not present or dressed in time may, at the discretion of the coach or convenor, be benched for the first period.
2. Parents and visitors should be out of the dressing room 5 minutes prior to game time
3. Players arriving after the start of the game are to wait until play stops and must skate immediately to their team bench. Late arriving players entering the ice surface at any other time will be assessed a 10 minute misconduct and a 2 minute delay of game penalty.
4. Teams waiting to go on the ice must remain in the dressing room or the hallway leading to the ice surface until the prior game is over and players have cleared both the ice and the bench area.
5. Players are not to step onto the ice surface during clearing or flooding until the Zamboni has left the ice and the end doors are completely closed.
6. Coaches are not to walk across the ice to get to the benches, or to return to the dressing room following the game.

### **GAMESHEETS**

A supply of game sheets will be available from the timekeeper before the start of any game.

Game sheets are to be completed first by the visiting team, then the home team. The home team is responsible for delivering the game sheet to the timekeeper prior to the start of the game.

Any player's name that appears on the game sheet but is not present at the start of the game must be stricken from the game sheet. A player arriving late should be added to the gamesheet by the coach, or by the timekeeper at the request of the coach.

Timekeepers will perform a headcount of each bench during the 1st intermission. Any discrepancies will be reported to the referees. The offending coach will then be required to correct the game sheet. Reasons and explanations of player absence must be recorded on the back of the game sheet.

Timekeepers will ensure that each team receives a copy of the game sheet, and that the master copy is provided to the club. Each team will select one player to collect the game sheet from the timekeeper immediately following the game.

### ON-ICE

1. Body checking has been banned at all age levels in the House League. Any player intentionally using their body to check an opponent, shall be assessed a minimum of a two minute minor penalty.
2. Body contact (hitting) from behind or checking a player into the boards in such a way that he cannot protect himself will result in a major penalty. If the player sustains an injury, the penalty will be a game misconduct. No minor penalty will be called under this rule.
3. If an attacking player makes contact with the goaltender after the goalie has frozen the puck, the resulting face-off shall take place at either face-off spot immediately outside the defending team's blue line.
4. Hitting an opponent with the stick above his/her shoulders will result in an automatic 5 minute major. If there is a resulting injury, the penalty is a game misconduct.
5. A five-minute major penalty plus a MATCH PENALTY will be assessed for fighting, spearing, butt-ending or spitting.
6. Slashing is a minor or major penalty at the discretion of the Referee. If there is an injury, the penalty will be a major and game misconduct.
7. Contact after the whistle has blown stopping play will result in a minor or major penalty at the discretion of the Referee.

### SCORING

**THREE GOAL MAXIMUM:** After a player has scored three (3) goals, any subsequent goals scored by that player will not be counted towards the team score.

**FIVE GOAL MERCY RULE:** If any one team is leading a game by five goals, a further spread in the score for the leading team will not be recorded on the scoreboard. However, it will be kept track of on the official score sheet.

**PERSONAL STATS:** Players will be assessed 1 point for each goal scored and 2 points for each assist.

## EQUAL ICE-TIME RULES

- 1. EQUAL ICE TIME IS TO BE GIVEN TO EACH PLAYER REGARDLESS OF ABILITY.**
2. Every player must be on the ice at least every third shift and no more often than every second.
3. All 5 players should be changed at the same time. If done during play, it may be done gradually but all 5 should be changed.
4. All players must be used to the same extent to fill in for those absent. Constant use of strong players every second shift and weak players every third shift is not permitted.
5. Shifts should be roughly the same duration and should be limited to a maximum of 2 minutes
6. Players may not be used out of regular rotation nor may the normal length of the shifts be changed towards the end of a game.
7. When a goaltender is removed during play, the goaltender **MUST** be replaced by a player who would be on the ice for the next shift, and who has not already received extra shifts in the game.
8. If a player on the ice is injured and must come off before the normal line change, the player should be replaced by the player's alternate in that position who would follow the player in the normal line rotation. If the injured player is unable to return to the game, the two normal alternates in that position (if 2 normally) will be rotated to the end of the game.
9. Abuse of the intent of the equal ice time rule will, at the Convenor's discretion, result in a 2 minute bench penalty to be served by the player receiving the extra ice time.
10. House League play is not an opportunity for the Coach to "showcase" select players. All players must get equal ice time regardless of ability.
11. The philosophy of equal ice time applies at all times. This is most important to the Willowdale Sports Club and Coaches are required to adhere to this philosophy. There is a fairly set pattern for line shifts which Coaches should attempt to use, as follows:

### **16 Players**

1 Goalie  
3 Forward Lines  
3 Defense Lines

1 Goalie  
6 Wingers, 2 Centres  
2 Defense Lines

### **15 Players**

1 Goalie  
3 Forward Lines  
5 Defense Players Rotating  
1&2, 3&4, 5&1, 2&3, 4&5, etc.

### **12 Players**

1 Goalie  
2 Forward Lines  
5 Defense Players Rotating  
1&2, 3&4, 5&1, 2&3, 4&5, etc

### **14 Players**

1 Goalie  
3 Forward Lines  
2 Defense Lines

### **11 Players**

1 Goalie  
2 Forward Lines  
2 Defense Lines

### **13 Players**

Other rotations will be permitted in the discretion of the Convenor provided that at least ten minutes prior to the scheduled face off

- 1) such rotation has been approved by the Convenor and
- 2) the opposing coach has been advised of the different rotation.

## **PENALTIES**

### **Types of Penalties:**

**MINOR PENALTIES:** Two minutes running time from the drop of the puck. Offending player will return to the ice should his team be scored on while his team is short-handed because of the penalty. In the divisions that utilize the two-minute buzzer system for line changes (Tyke and Novice) a minor penalty ends on the earlier of the expiry of the two-minute penalty and the next buzzer.

**MAJOR PENALTIES:** Any player assessed a major penalty for any infraction will serve the entire 5 minutes in the penalty box regardless of the number of goals scored by the opposition. Any player assessed a second major penalty for any infraction during the course of the same game shall be assessed an automatic game misconduct penalty and have his case reviewed by the Convenor.

Should players from both teams receive major penalties at the same time the coincidental penalty rule shall take effect.

**MISCONDUCT PENALTIES:** Any player assessed a ten minute misconduct penalty will serve his penalty in the box. The player will return after the first whistle after the expiration of his penalty. This penalty is assessed to any player who continues to argue with an official.

**GAME MISCONDUCT:** The player is required to leave the game and remain away from the ice surface for the duration of the game. This penalty is assessed to any player guilty of obscene or profane language to a game official. Suspension from the next game with a review by the Vice President, House League and the Convenor with the possibility of an extended suspension at the Vice President, House League and the Convenor 's discretion.

**GROSS MISCONDUCT:** The player is required to leave the game and remain away from the ice surface for the duration of the game. This penalty is assessed for obscene or profane gestures to anybody or for making a travesty or farce of the game. Suspension from the next two games with a mandatory hearing with the Vice President, House League and the Convenor and possible further extended suspension.

**MATCH PENALTY:** The player is required to leave the game and remain away from the ice surface for the duration of the game. This penalty is assessed for kicking, spearing, butt-ending, hair pulling, spitting at an opponent, molesting or threatening an official. A minimum suspension from the next three games plus a mandatory hearing with the Vice President, House League and the Convenor and possible further suspension. Team will play short-handed for the next five minutes and a teammate will serve the full five minutes regardless of any goals scored.

**TOO MANY PENALTIES:** Three stick penalties (high sticking, cross-checking, slashing, spearing and butt-ending) or any combination of 4 minor, major or misconduct penalties assessed to one player during the course of a game will cause that player to be sent to the dressing room for the remainder of that game. No automatic game misconduct penalty would be assessed. The Referees have the final decision in all disputes. Any challenges or complaints about the Referees' decisions are to be brought only to the Convenor and only after the game has been completed. Non-compliance with this rule may result in a bench penalty. The Convenor has no authority to overrule a referee's decision.

**CONCURRENCE WITH SELECT:** Any player receiving a game misconduct, gross misconduct, match penalty, or suspension in House League will also immediately serve an equivalent penalty in Select. A penalty incurred in Select play, does not transfer into House League.

A player absent from house league games without a valid explanation is subject to suspension. All absence must be reported to the team coach and division convenor. Select players absent for two consecutive house league games without a valid explanation will serve a one game suspension on their Select team.

Select players absent for three or more house league games without a valid explanation will be suspended indefinitely, subject to a review by the House League and Select Vice Presidents.

## REFEREES

**The decisions of the referees are final.**

1. All of our Referees are under the training and development of our Referee in Chief. Most have played at Willowdale and many are still playing. The Referees deserve our confidence and support. Any disrespect could result in expulsion from the Arena.
2. The decisions of the referees are final. Any challenges or complaints are to be brought to the attention of the Convenor at the conclusion of the game. The Convener will discuss any complaints with the Referee in Chief at a later time. Coaches and Conveners are not permitted to dispute or challenge a Referee's authority during or following a game.
3. The Referees are instructed to keep the game in play and to allow no more than a reasonable time for each team to line up before dropping the puck.
4. Referees are responsible for calling time outs for injuries and there will be no stop time except as provided by these rules.

## PLAYOFFS

1. All teams will participate in the playoffs regardless of their regular season standing. Special playoff rules and regulations are published.

2. Tie breaker for positioning in the regular season standings:

In the event of a tie in the final league standings, the higher position for playoff will be awarded to the team with:

- Most wins,
- if still tied, most wins in games between the two teams
- if still tied, the best goals for minus goals against
- if still tied, the most goals for
- if still tied, the least goals against
- if still tied, FLIP A COIN!

3. Tie Breaker for Playoffs

There is no overtime or shootout in the playoffs with the exception of the championship final. In the event of a tie in the round robin standings, the team with the higher regular season ranking advances. In the event of a tie in the consolation final, the winner is also determined by the regular season ranking.

The championship has no overtime and in the event of a tie, the outcome is determined by a 5 player shoot out ; if still tied there will be a three player shootout. If still tied, the shootout continues one player/round at a time until a winner is determined. All players must shoot before a player is allowed a second turn in the shootout.