



Steeltown Playdowns Rules

Hockey Canada rules apply unless otherwise stated.

The Hamilton Minor Hockey Council Recreational House League Playdown Championships are first and foremost presented for the enjoyment of all participants.

With this in mind, we expect that all coaches and team officials will conduct themselves in accordance with the rules of Fair Play and provide their participants with an exciting and rewarding experience.

Tournament Rules

- All coaches must adhere to the Fair Play Rules.
- All coaches must report to the on-site Duty Convenor 30 minutes before every scheduled game. All coaches must sign the game sheet.
- All teams require an approved travel permit that must be submitted prior to the 1st game.
- There is no body checking.
- All games are 3 x 10 minute, stop-time periods. All games are subject to being curfewed.
- The maximum goal-differential displayed on the game clock and recorded in the tournament results will be 5.
- Any player incurring 3 stick infractions and/or 3 Head Contact penalties in one game will be ejected from that game.
- Any player incurring a 10-minute misconduct in the last 10 minutes of any game will be suspended for the next tournament game.
- Any player or team official incurring a Major, Gross Misconduct or Match Penalty will be automatically suspended for the remainder of the tournament.
- A minimum of 6 players must be ready for opening face-off.
- Two goalies may be carried on a team. If a team carries one goalie, they may add a back-up of their choice that is on an RHL roster in that particular division or lower from their Association only. Back-up goalies may only be used if the regular goalie is unable to play. It will be the responsibility of the team to arrange a back-up. The back-up goalie must be noted on each game sheet or cannot play. This is the coach's responsibility for each game.

- All teams must be at the arena 15 minutes before their scheduled game. Any team that is not ready to start on-time shall forfeit the game.
- Teams will forfeit the game if illegal players are used. The head coach will be suspended for the duration of the tournament. All suspensions must be noted on the game sheet. No one under suspension is allowed on player's bench or in team dressing rooms.
- The convening committee member shall consist of the tournament Convenor or Co-Convenor and on-site Duty Convenors to a maximum of five. Conflicts of interest to be declared.
- Decisions of the committee are final.
- No protests of any kind are allowed.
- Limit of 5 team officials on the bench. All must be certified and insured.
- In the event of a jersey colour conflict, the home team will wear alternate jerseys as provided by the on-site Duty Convenor.
- No timeouts are permitted in any game except the Championship games in which one 30-second timeout per team is permitted.
- For the two preliminary games, teams will be awarded 2 points for a win and 1 point for a tie.
- After the two preliminary games, the 1st place teams from each pool will get a bye to the Semi-finals. The 2nd and 3rd place teams will play in the Quarter-final games. If needed, the Tie-Breaking Rules will be used to determine 1st, 2nd and 3rd place.
- If the event of a tie in any Quarter-final or Semi-final game, a shoot-out will take place. See Shoot-out Rules.
- In the event of a tie in the Championship game, a 10-minute, sudden-death overtime period shall be played. If the game remains tied after overtime, a shoot-out will take place.

Fair Play Rules

Depending on how many skaters a team has present for a game, the following breakdown of forwards and defence must be adhered to:

# of Skaters	Forwards	Defence
6	4	2
7	4	3
8	5	3
9	5	4
10	6	4
11	6/7	5/4
12	7	5
13	8	5
14	8/9	6/5
15	9	6

Coaches will shift their players such that the forwards get an equal number of shifts and the defence get an equal number of shifts (maximum +/- 1 shift) at all times during the course of a game.

The on-site Duty Convenor will be monitoring. If there is an issue, the coach will receive one warning. If not corrected, the offending team will forfeit the game.

Tie-Breaking Rules

The tie-breaking rules in the Alliance Manual of Operations shall be used to break any ties in the standings if needed for seeding or assignment of home/away teams.

For full details on the application of the rules for scenarios when two teams are tied or when greater than two teams are tied, see Tie-Breakers in Section 7.0 under Structure in the Alliance Manual of Operations.

https://alliancehockey.com/Manuals/2430/ALLIANCE_Manual_of_Operations/

Shoot-out Rules

- The shoot-out will be a 3-player shoot-out.
- Goalies will not change ends and will remain in net.
- Any penalized players in the penalty box at the time of the shoot-out are ineligible.
- Shooters will move toward the goalies alternating one at a time, not simultaneously.
- If a tie still exists after the initial 3-player shoot-out, then a sudden-death shoot-out will take place until a winner is determined.
- In the sudden-death shoot-out, teams shall select any skater from their bench that has not yet taken a shot. No skater shall be allowed additional attempts until all skaters have had an equal number of attempts.