

PLAYER 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 & OHF
2. Greater Toronto Hockey League (GTHL)
3. For Select: North York Hockey League (NYHL)
4. Willowdale Hockey Club (WHC) as represented by the HL Committee.

HL Attendance is not optional for Select or HL players. You have committed to be part of a team and the teams have been balanced based on everyone's skills. Select players suspended in HL for non attendance may not play Select until the suspension is served. A HL player who consistently misses games may expect to be asked to come to extra practices to keep up their skills, and may expect to be benched for the first period of their next game.

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) – the referees will check**
- helmet with full face protection (CSA)
- mouth guard strongly recommended, if worn it must be worn correctly inside the mouth

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

Any coach/Instructor, internal or external to Willowdale, on the ice during games or practice must wear a CSA approved helmet at all times. Non compliance subject to a \$500 fine to the team.

LENGTH OF GAMES:

ALL GAME TIMES & LENGTHS ARE SUBJECT TO CHANGE AT THE DISCRETION OF THE HL VP, CONVENOR OR REF IN CHIEF. HL HAS FIXED ICE TIME.

- U9: · Half ice to Jan15, then full ice
- Three minute buzzer for line changes
 - 2 halves with water break
 - No scoring or recording of goals or minor penalties

- U11 and U13 Divisions · Normally consists of three twelve minute running time periods
- No buzzer for line changes
 - Teams switch ends after each period
 - No overtime for regular season games

- U14-U16 Division · Normally consists of three fifteen minute running 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.

Mar14/2025: Low attendance addendum to clarify previously understood common practice. Every member of the team has a responsibility to participate and to encourage others on the team to show up. House League is intended to be fun for all.

When necessary the 2 coaches may agree either to share players or to allow others to join the game. This is acceptable during the regular season in the event BOTH coaches concur, the Convenor or Timekeeper are informed and it is marked on the gamesheet. It is incumbent on the coaches to attempt to replace like with like calibre players.

All teams make the playoffs and HL hockey becomes more competitive at the end of the season. The sharing or addition of players is discouraged for the Playoff Round Robin or the Finals games unless BOTH coaches initial the gamesheet to indicate concurrence. Non-concurrence will result in a default for the team that played extra/replacement players without the agreement of the other coach. Any complaint of ineligible players must be made to the referees before the final whistle. The referees will mark this on the gamesheet and report it to the RIC and/or Convenor.

COACHES:

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

All coaches must have completed the Respect in Sport – Activity Leader and Gender Inclusiveness programs prior to participating in any activities and must have lodged a VSC Police Check no more than 6 mths old with the OHF.p

Coaches are responsible for the conduct of their players on the ice and in the dressing rooms. Hockey Canada dressing room supervision policies apply.

A maximum of three (3) coaching staff are allowed on each bench. Non-Coach Parents may not watch games from the 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 or from the benches, ever.

GAMESHEETS

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

Game sheets are to be completed before game time. 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 coach will then be required to correct the game sheet. Reasons and explanations of player absence must be recorded on the back.

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 House League/Select. 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 they cannot protect themselves 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. Play will be stopped for safety if the puck hits the goalie mask.
4. Hitting an opponent with the stick above their 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, kicking or spitting.

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6. The use of vulgar or discriminatory language towards other players, on-ice officials or team officials is a GROSS MISCONDUCT and will result in immediate expulsion from the game and a suspension review with the GM or VP HL.

7. 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.

8. 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 recorded on the official score sheet.

2 GOAL DIFFERENCE: Games with a 2 goal difference will run stop time for the last 2 minutes.

PERSONAL STATS: Players will be assessed 1 point for each goal scored and 2 points for each assist. A link to the statistics will be maintained on the club website **if there is a volunteer to keep statistics for the division**. Teams are welcome to keep stats using TeamSnap.

SELECT TEAM TRAVEL

Select teams may request an exemption from House League games for up to 2 tournaments each season on HL weekends. Other opportunities are in the season breaks.

Exemptions will be granted:

- with the approval of the HL Division Convenor.
- with the agreement of any other select team in the HL division..
- the exemption is not for any part of the Playoff Round Robin or Finals series
- the exemption is for a registered tournament approved through NYHL.

For local tournaments Select teams are asked to request that the tournament accommodate HL games. After Family Day weekend out of town tournaments will not be approved until the end of HL except for a nonHL weekend eg March break. Teams playing in-town tournaments are asked to ensure that the tournament games not conflict with HL.

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 than every 2nd.
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 2m.
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 normal alternates in that position 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 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

15 Players

1 Goalie
3 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

13 Players

1 Goalie
6 Wingers, 2 Centres
2 Defense Lines

12 Players

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

11 Players

1 Goalie
2 Forward Lines
2 Defense Lines

Other rotations will be permitted in the discretion of the Convenor provided that at least ten minutes prior to the scheduled face off **such rotation has been approved by the Convenor and 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/bench should their team be scored on while the team is short-handed because of the penalty. In the divisions that utilize the buzzer system for line changes (U9) 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 their 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 their penalty in the box. The player will return after the first whistle after the expiration of their 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 absences must be reported to the team coach. 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. There is ZERO tolerance of abuse of our officials.

1. All of our Referees are under the training and development of our Referee in Chief and VP HL. Most have played at Willowdale and many are still playing. The Referees deserve our confidence & support. Any disrespect may 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 Convenor will discuss any complaints with the Referee in Chief at a later time. Coaches and Convenors 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 – U11 U13 U16 only

1. All teams will participate in the playoffs regardless of their regular season standing. Special playoff rules and regulations may be published by the VP House League and Convenors.
2. The playoff is a full division round robin, followed by a 2-game Final.
3. Unless time allows for O/T agreed by both coaches, a tie in the playoff round robin will be broken by the score of the game between the two teams. If still tied, best goals for minus goals against in the round robin; then most goals for; then fewest goals against. Finally, if still tied FLIP A COIN.
4. The 2-game final will be 1st vs 2nd place, & 3rd vs 4th place in the Playoff Round Robin.
5. The cumulative scoring for the 2-game Final is 2 points for a win, 1 for a tie, 0 for a loss. In the event the 2 teams have a tied score and time does not allow for agreed O/T, the tie will be broken from the finals as goals for less goals against; the most goals for; then fewest goals against; and finally the playoff round robin standing. See below for the Championship game tie break.
6. There is no overtime or shootout in the playoffs with the exception of the Championship final unless time allows since it is understood that HL ice-time is fixed, but overtime/shoot out is more exciting. Both coaches must agree.

In the event of a tie in the Championship Series over the 2 games, the outcome is determined by a 5 minute running time 3 on 3 OT, followed by a 5 player shoot out if still no winner; if still tied there will be a three player shootout then 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.

HOUSE LEAGUE IS FUN HOCKEY! ENJOY!