

PLAYING REGULATION 9.0 - VARSITY BOYS HOCKEY

1. **SAFETY GUIDELINES:** Each HSSAA Member School shall ensure that the current Physical Education Safety Guidelines - Secondary Inter School Module, outlined according to the following critical components: EQUIPMENT, CLOTHING / FOOTWEAR, FACILITIES, SPECIAL RULES / INSTRUCTION and SUPERVISION, be adhered to at all times. Specific details on the Critical Components will be provided at the Pre-Season Coaches Meeting.

2. **AGES:** As governed by HSSAA Constitution [Article VI, Section III](#)

3. **EVENTS:** Each HSSAA Member School may enter one team per age category. There will be competition for one HSSAA Tier-I Team Champion and for one HSSAA Tier-II Team Champion at the conclusion of league play. Pending the final number of teams, the Athletic Convenor may determine with consultation with the Hockey Sports Advisory Committee to only run 1 Championship.

4. **ELIGIBILITY:** As governed by HSSAA Constitution [Article VI](#). Effective midnight on the Sunday immediately preceding the first scheduled game of the current year's league schedule shall be the deadline for eligibility. Any student playing or whose name appears on a Body Checking Rep Team or Junior A, B, C, or D or Major Junior game sheet or report from the deadline date forward, shall be deemed ineligible for his school team for the balance of the school season. House league select players are eligible for high school hockey if they are bona fide house league players in their respective municipalities. To be bona fide they have signed a house league registration form and not a Rep registration form.

5. **ENTRIES:** Each HSSAA Member School may enter one team.

6. **RULE BOOK:** C.H.A. Rules for the current year shall apply.

7. **QUALIFIED OFFICIALS:**

REFEREES: Officials will be of the highest caliber. All games will have 3 Officials.

FIRST AID: The Athletic Convenor will provide a qualified First Aid person for all HSSAA scheduled games

8. **AWARDS:**

For each division, there will be:

- A) A Trophy - for the winning team.
- B) Medallions - for each member of the winning team. (25 Max)
- C) Medallions - for each member of the finalist team. (25 Max)

9. **GHAC REPRESENTATION:** As governed by HSSAA Constitution [Article XVI, Section XI](#)

10. **GENERAL REGULATIONS:**

A) TIE BREAKING FORMULA - LEAGUE STANDINGS Refer to [Article XVI, Section III](#) - Application of Sport Specific Tiebreakers.

B) SUPERVISION Each team using a non-teacher as a coach must have a teacher supervisor in attendance at all games and practices.

C) RULES REVISIONS - HSSAA Hockey shall use the current Official Hockey Rules as set out by the Canadian Hockey Association, with the following revisions:

D) PLAYERS IN UNIFORM - The maximum number of players permitted to dress for a game is twenty (20), eighteen (18) plus two (2) goaltenders.

E) Suspension for Major Penalties other than fighting, assessed to any player, including a goaltender, will be assessed as per the current OHF Minimum Suspension List.

F) Goal Judges shall not be used for HSSAA games.

G) OFFICIAL SCORER - will be provided by the home team on the schedule. At the completion of each game, the official scorer shall:

1. Sign the Official Game Sheet.
2. Have the Referees sign the Game Sheet.
3. Provide the Pink Copy to the Visiting Team.
4. Provide the White and Yellow Copies to the Home Team, who shall forward the White Copy to the Athletic Convenor upon request.

H) Any player, including a goaltender, incurring a Major Penalty for fighting, shall be ejected from the game and suspended for his/her team's next three scheduled league games. Should a suspension carry over into playoff competition or occurs during playoff competition, the Convenor shall assess a one, two or three game suspension, upon review of the case. The Referee shall report the offence and full details of the violation to the Convenor. If a player is assessed a second fighting major penalty in the same season, that player will be suspended from his/her team for the remainder of the current season. If a fighting major penalty is assessed in a league or playoff game where one team or player may be eliminated by the result of the game, (A PLAYER LEAVING SCHOOL AT THE END OF SEMESTER I) the team progressing in the playoffs may appeal the suspension of their player if the official has assessed an instigator penalty to the offending player from the eliminated team. Such an appeal shall be dealt with by the HSSAA Athletic Convenor.

I) For HSSAA league play, if at the end of regulation periods, the score is tied, the game will proceed with a five (5) minute, 3 on 3 sudden death overtime period. If still tied, a three player shootout format will be employed to determine a winner. If still tied, teams will continue with new players until 10 shooters have gone and if the game still remains tied, the coach can select any shooter but must again go through 10 shooters before repeating a shooter for a third time.

For HSSAA Playoffs games, during the round robin portion of the tournament overtime will consist of a ten (10) minute, 3 on 3 sudden death overtime period. If still tied, a three player shootout format will be employed to determine a winner. If still tied, teams will continue with new players until 10 shooters have gone and if the game still remains tied, the coach can select any shooter but must again go through 10 shooters before repeating a shooter for a third time.

For all HSSAA playoff elimination games (Quarter final, semi-final and Championships and challenge games) will be followed by consecutive ten-minute stop time sudden-death periods, 5 on 5 until ten minutes to curfew. If still tied, a five-player shootout format will be employed to determine a winner. If still tied teams will continue with new players until 10 shooters have gone and if the game still remains tied, the coach can select any shooter but must again go through 10 shooters before repeating a shooter for a third time.

J) One twelve minute period and two fifteen minute periods of actual playing time with a ten minute intermission between the second and third periods, will be the time allowed for each scheduled league game. Three fifteen minute periods of actual playing time with a ten minute intermission between each period will be the time allowed for each Championship Final.

K) a) 3 points to the winning team at the conclusion of regulation time.

- b) 1 point to both teams at the conclusion of regulation time if the game is tied.
- c) An additional point earned for the team winning the game in a 5-minute overtime period, or the Penalty-Shot Shootout if the teams are still tied following the conclusion of the overtime period.
- d) 0 points for the team losing the game in regulation time.