

Inter-Community Hockey League

Policies

1. Player and Team Regulations

1.1. Player/Team Registration

- 1.1.1. All associations must declare their teams playing in the ICHL a minimum of two weeks prior to the start of the hockey season.
- 1.1.2. All players must be on an OMHA approved roster. Rosters are to be approved by the deadline set out in the OMHA Manual of Operations.

1.2. Players Regulations – Affiliations

- 1.2.1. All OMHA regulations shall apply to affiliation. Proper adherence to affiliation rules will be the responsibility of the members' association.

1.3. Player/Team Regulations – Discipline/Suspension/Appeals

- 1.3.1. Discipline, suspensions and appeal issues will be the responsibility of the member association. The ICHL Committee expects that members' associations will apply OMHA rules and regulations as required and warranted.
- 1.3.2. Coaches/team officials are required to report all suspensions to their respective association contact immediately following the game that the infraction occurred. The association contact must report the incident to the OMHA ICHL Convenor within 24 hours.

2. Game Regulations

2.1. Time and Length of Match

- 2.1.1. Games U11 and above shall be fifty (50) minutes. There shall be three (3) periods per game with the following durations: 1st – 10 min, 2nd – 10 min, 3rd – 10 min. The last period shall end in a curfew if the game exceeds 50 minutes in length. The end of the game will be signalled by a buzzer at the fifty (50) minute mark. U5-U9 play games according to the Hockey Canada program.

2.2. Game Postponements

- 2.2.1. All games will be played as scheduled, weather permitting.
- 2.2.2. Scheduled games take precedent over any tournaments. Any team that misses a scheduled game due to a non-ICHL conflict will forfeit

the game if the opposing team is unable or unwilling to accommodate any change to the scheduled game. Games to be rescheduled due to ICHL conflicts, must be arranged prior to the original games date.

- 2.2.3. Member associations should use a three (3) hour guideline before the game start time before cancelling a game due to weather.
- 2.2.4. Game cancellations are done centre contact to centre contact and then advise League Convenor. Must receive a response from other centre before considered cancelled.

2.3. General Game Regulations

- 2.3.1. All OMHA rules and regulations apply to all ICHL games
- 2.3.2. Home teams will be responsible for conflicting sweater colours
- 2.3.3. Team handshakes in all ICHL games will occur at the beginning of the game
- 2.3.4. Gamesheets are to be uploaded to the Gamesheet Inc dashboard immediately following the game.

3. Season Structure

3.1. General Regulations

- 3.1.1. All associations must declare their teams playing in the ICHL a minimum of two weeks prior to the start of the hockey season.

3.2. Schedule Structure

- 3.2.1. Each team in the ICHL will be scheduled a minimum of 20 games during a season
- 3.2.2. The start date of each season will be the Tuesday after Thanksgiving or October 15th whichever comes first
- 3.2.3. League scheduling meetings will involve representation from each team from each division. A schedule for home and away games will be created based on the number of teams registered in each division for the season to ensure a balanced home/away schedule for each team.

3.3. Order of Finish

- 3.3.1. All teams advance to round robin. Based on points during season play, two pools or more, if necessary, will be set up depending on the number of teams in the division.
- 3.3.2. In the event of a tie between teams in a division the tie will be broken by:

1. Total points
2. Wins
3. Winning percentage
4. GF %
5. Coin flip

NOTE: if all teams did not play the same number of games in the season then the ties will be based on winning percentage and then coin flip

3.4. Playoff Structure

- 3.4.1. Each pool will play a scheduled round robin series.
- 3.4.2. Game time and length shall follow the rules delineated in previously
- 3.4.3. In the event of a tie between teams in the round robin the tie will be broken by:
 1. Total points
 2. Wins
 3. Winning percentage
 4. GF %
 5. Coin flip

NOTE: if all teams did not play the same number of games in the playoffs then the ties will be based on winning percentage and then coin flip

- 3.5. Each team will play a final championship game, winner-take-all, based on their final playoff standing. If there is an odd number of games in a pool, the bottom two teams will play a one game "play in" game with the winner playing the next lowest seed. In the event of a tie in the final game the following the tie breaker rules will apply:
 1. 5 min overtime sudden victory
 2. No floods or changes of ends before overtime
 3. 3 man shootout total goals (5 determined before the game – the 4th and 5th will only be used in case of injury/game expulsions)
 4. Sudden victory shootout using all remaining eligible players on roster
 5. Repeat top of roster if necessary

- 3.6. A committee member or representative of the host Centre to be on hand for final games