



# APMHA House League Tournaments

Presented by the Almonte Pakenham  
Minor Hockey Association

## Playing Rules:

1. Playing rules will be those recognized by the LCMHL (Lanark Carleton Minor Hockey League), except as noted.
2. Neck guards: Players are required to wear neck guards for all tournament games.
3. Body Contact (for clarification only): Is not permitted at any level.
4. Game Misconduct Penalties: Any player or team official receiving a game misconduct penalty will be penalized at a MINIMUM according to the LCMHL code of discipline but may be penalized further by the tournament committee or a higher governing body. This will involve at least a ONE-GAME suspension for all Game Misconducts (other than a minor+GM for CFB that does **NOT** occur in the last ten minutes).
5. Fighting Penalties: Any player receiving a penalty for fighting will automatically be suspended for the remainder of the tournament.

## Game Rules:

1. Teams will be guaranteed a minimum of three (3) games.
2. Home team will wear their light coloured jerseys.
3. Games will commence Friday morning. All teams must be ready and willing to play, should they be scheduled to do so.
4. Game Length:
  - a. Games will consist of 3 x 10-minute stop-time periods during the round robin. The finals will consist of period 1 and 2 being 10 minute stop time and the third period will be 12 minutes in length.
  - b. If, at the beginning of the third period or at any time during the third period, a team is ahead by five (5) or more goals, straight running time shall commence on the game clock. If, at any point the margin is reduced to two (2) goals or less, stop-time play shall resume. This rule is in effect for all games including round robin and championship games.
5. Time-Outs: One (1) thirty (30) second time out will be permitted in championship games **ONLY**.

6. Overtime: Overtime will only be played in playoff round games if regulation time produces a tie.
7. One Player of the game from each team will be selected by the opposing teams coaching staff for each game played.
8. A curfew of 50 minutes may be applied to round-robin games if ice time becomes limited.

**Overtime shall consist of:**

1. One (1) sudden-death 5-minute stop time-period with teams playing three (3) skaters plus a goaltender.
2. One (1) shootout with three (3) skaters from each team. The coach of each team will provide the tournament officials with the list of these three (3) players prior to the start of the playoff game. If a player listed to shoot is serving a penalty, they are **not** permitted to participate in the shoot-out and the coach will be asked to select a new player. The team that scores the most goals with these three (3) skaters will be declared the winner. The **HOME** team will have the option of shooting first or last. Once the order is determined, it will remain the same for all future rounds of shootout. A player from one team will go, followed by a player from the other team, and so on until all three (3) designated players have gone.
3. Sudden-death shootout with one (1) player from each team. Each shooter must **not** have participated in the prior round of the shootout. This will continue until a winner is decided.

**Standings/Seedings:**

Round Robin Standings:

Standings will be based on points:

1. One (1) point per tie
2. Two (2) points for a win
3. Zero (0) points for a loss

**Tiebreaker, Round Robin:**

If tied in points, standings (seedings) will be determined based on the following order:

1. The head-to-head result involving the teams tied
2. The team with the most wins in round robin play
3. The highest plus/minus (+/-) (ratio of goals for minus goals against)
4. The team with the lowest number of penalty minutes accumulated in round robin play
5. The team with the lowest number of goals against
6. The team with the most goals for
7. Coin toss by the tournament coordinator

There will be a final game for the 1st and 2nd place team and a consolation game for 3rd and 4th place.

### **General and Facility Rules:**

1. **ZERO Tolerance:** Taunting or berating of any players, officials, staff, or tournament volunteers will NOT be tolerated under any circumstances by parents, players, team officials or other spectators. The APMHA Tournament Committee and officials reserves the right to eject any person whom it deems in its sole discretion to be acting in an improper manner and we accept no liability in connection with such ejections.
2. **Referee's Decisions:** All referee's decisions are final and may not be appealed.
3. Eligible players must be registered members of the team, or affiliated players.
4. Team officials are responsible for the conduct and supervision of all of their team's participants at all times. No shooting, stickhandling, or passing of any objects is permitted anywhere in the facility other than the ice surfaces.
5. Teams may be **ejected from tournament play with no refund or compensation of any kind** if they are found to be responsible for damage to tournament facilities or unacceptable dressing room conditions.
6. No pets are allowed in the arena facilities. Certified service animals are welcome.
7. No running or mini stick play permitted in the arena facilities.
8. Alcohol is not permitted in the arena facilities. This rule applies to players and spectators, Players may not participate while under the influence of alcohol.

### **Administrative Rules:**

1. Teams must bring with them their game sheet labels, official branch issued team roster, proof of affiliation and proof of age and identity for all players (in case of any questions of age).
2. Scheduled Game times are approximate. **TEAMS MUST BE PREPARED TO START THEIR GAMES NO LESS THAN 15 MINUTES BEFORE THEIR SCHEDULED START TIME.** Teams not prepared to start at least 15 minutes ahead of their scheduled time, may receive a delay of game penalty or forfeit their game at the discretion of the tournament committee.
3. **Check In:** One (1) team representative must check-in to the registration desk, no less than one hour before the team's first scheduled game.