



ORHL Rules & Regulations – 2019-2020

The Ontario Rep Hockey League (ORHL) is sanctioned by the Amateur Athletic Union (AAU). We are not in any way affiliated with any other hockey program.

RULEBOOK HIGHLIGHTS

- Game Times: 3-minute warm-up. 3 x 12-minute periods
- Body checking – Referee’s discretion on 2/4/5-minute penalties for body checking
- Stick infractions – Referee’s discretion on 2/4/5-minute penalties for stick infractions
- Blue Line Icing
- Automatic stoppage of play resulting from puck hitting goalie mask (i.e. no goal if puck goes directly off the mask and into the net)
- There is no penalty if a player shoots the puck over the glass in their defensive zone
- Teams are permitted to change players on an icing call
- Four-minute penalties – Player remains in box even after powerplay goal
- Player with 6 minutes in penalties is removed from the game
 - If a player receives a 4-minute penalty in the last 5 minutes of game – this results in an automatic additional one-game suspension
 - If a major/match or gross penalty occurs at any point during a game, this will at a minimum be a 1 game suspension and will be under review by the Commissioner.
- Mercy Rule

SHOWCASE RULES

- No time-outs in any Showcase game
- Ties are not broken – games will end in a tie



TOURNAMENT RULES

- One 30-second time-out is permitted during **Playoff Games** only

- **Tiebreak Format:**
 - 1) Head-to-Head
 - 2) Most Wins
 - 3) Highest Goal Differential (up to a maximum 5-goal spread per game)
 - 4) Fewest Penalty Minutes
 - 5) Flip of Coin

- **Overtime Format:**
 - 5-minute (running time) sudden death 3-on-3 (players required to change on-the-fly)
 - Penalties
 - Non-coincidental penalties will result in 3 minute-run time.
 - All coincidental penalties will result in 2 minutes run-time.

- **Shootout Format:**
 - 1) Each team uses 3 different players and will shoot simultaneously.
 - 2) If still tied, the format goes to sudden death (alternate shooters) until a goal is scored.
The same player can not shoot a second time until everyone has had an opportunity.

RUN THE CLOCK MERCY RULE

If the goal differential is 5 goals or greater at the start or any time during the third period, the clock will run (no stop time). The clock will go back to stop time if the goal differential is within 3 goals.

TIMEOUTS

- Showcases – no timeouts
- Tournaments - 1 (30 sec) timeout during playoffs only



BLUE LINE ICING

- Blue Line Icing.
- Teams are allowed to make line changes after an icing.

SHOT HITTING GOALIE MASK

- Shots hitting a goalie directly in the mask and/or plastic shield protector will result in the play being immediately blown dead
- **Should the shot to the mask and/or plastic shield protector result in a goal - NO GOAL**

HIGH STICKING THE PUCK

- High sticking the puck will result in the play being blown dead automatically (no penalty called) **ONLY** when the same team touches the puck first. **IF the other team touches the puck first the play continues.**
- If a DEFENSIVE player high sticks a puck in the defensive zone, the faceoff goes to the closest spot in the defensive zone.
- If an OFFENSIVE player high sticks a puck in the offensive zone, the faceoff will go to the faceoff dot in the neutral zone.

BODY CHECKING RULE

- Body checking penalties will be left to the discretion of the referees. Checking penalties can range from 2 minutes, 4 minutes, or 5 minutes.

MINOR PENALTIES

- Any player who receives a combination of 6 minutes or more in penalties in a game will be ejected for the remainder of that game.
- If a player receives a 4-minute penalty in the last 5 minutes of game – this results in an automatic additional one-game suspension



MAJOR PENALTIES

- Any player receiving a 5-minute major penalty, at any time in a game, will be automatically ejected for the balance of that game. A minimum 1 game suspension will follow.
- The League Commissioner will review all major penalties for additional game suspensions as warranted.

MATCH PENALTIES

A MATCH PENALTY requires the immediate removal of the player or team official for the balance of the game and a five-minute penalty shall be assessed.

- The League Commissioner will review all match penalties for additional game suspensions as warranted.

All players, coaches, and/or team officials receiving a MATCH PENALTY are immediately suspended from all team activities (including event play, league play and exhibition games) until the incident is reviewed by the Commissioner.

GROSS MISCONDUCT

- A GROSS MISCONDUCT requires the immediate removal of the player or team official for the balance of the game and a five-minute penalty shall be assessed.
- The League Commissioner will review all gross misconduct penalties for additional game suspensions as warranted.

All players, coaches, and/or team officials receiving a GROSS MISCONDUCT are immediately suspended from all team activities (including event play, league play and exhibition games) until the incident is reviewed by the Commissioner.

SUSPENSIONS

Any suspensions received must be served at the next ORHL Event Games. This includes Showcases, Tournaments and League Play. During this time, players are **not** eligible to participate in exhibition games that may occur between ORHL Event Games.



FIGHTING MAJORS

Fighting of any kind will not be tolerated on or off the ice by players or team officials. Any fighting majors will **automatically** receive a minimum 3-game suspension to be served in accordance with the ORHL Suspension Rules noted above.

PLAYER AND/OR TEAM OFFICIAL SUSPENSIONS

If a player or team official is under suspension, they are not permitted in the dressing room, the dressing room area, or on the players' bench before, during or after a game. A player and/or team official can practice with their team while under suspension.

AP RULES

The AP rule is in place to fill roster spots when a team is short benched due to players being injured, sick, holidays etc. Suspended players can **NOT** be filled in with AP's.

AP players can only make up the difference for the number of rostered players a team carries.

AP players must come from the division below. The only exception is if there is no team in the division below, then a team can AP across a division from **only** within their organization. Organization is defined as the group name (i.e. London Cobras or Halton Rage)

FORFEITING GAME

If a team forfeits a game, the following will apply:

- 1) \$275.00 reimbursement fee payable to the League within 30 days. The League will forward this fee, once collected, to the other team. If not paid within 30 days this reimbursement fee will be added to the team's accounts receivable for the next event and if that event fee is not paid in full, that team will not participate.
- 2) If a coaching staff and/or manager consciously decides for the team to disregard the scheduled game and choose not to attend, the head coach will be suspended for 4 games and a meeting/hearing with the Commissioner will be held before being allowed back on the bench.



- 3) This ruling applies to forfeited games. Should a game be cancelled due to extenuating circumstances (i.e. weather), this ruling does not apply.