

Alliance House League Championship Tournament Rules

1. All CHA and Alliance Hockey rules will apply. The Tournament Commissioner has final responsibility for all tournament rules, regulations and protests.
2. Any player receiving a major penalty resulting in a game misconduct, any match, and gross misconduct penalty will be suspended for the remainder of the tournament. Any player given a game misconduct penalty in the 3rd period will miss the team's next game.
3. A team official must escort any player ejected from the game to their dressing room.
4. Any team official ejected from the game must leave the bench area and will be suspended for the next tournament game.
5. Teams are required to show rosters before the first game of the tournament. No player may participate on more than one team in the tournament or play in more than 3 games in one day. All players must be listed on the game sheet. If a player is absent cross him off the game sheet.
6. The tournament committee will designate home teams. Home teams will wear light colored sweaters if they have 2 sets available. The home team changing sweaters will resolve any conflicts arising in jersey colors.
7. All players and team officials will sign in prior to their first game. Teams are asked to be in the arena one hour before their first scheduled game. Teams must be prepared to begin 15 minutes early as per the scheduled times.
8. At the start of the game a 2 minute warm-up will be allowed.
9. Dressing rooms are to be vacated promptly after the game. Any damage to dressing rooms will result in expulsion from the tournament.
10. Division formats are indicated on the schedule.
11. There are no time outs allowed in the preliminaries. One 30 second timeout is allowed in the semis and finals.
12. All preliminary, semi final and championship games will be 10-10-10 stop time. In case of overtime in the semis and finals 10 minute sudden death periods will be played until a goal is scored.
13. Ties will not be broken in preliminary games.
14. Mercy Rule; During round robin play the clock will run if a team is ahead by 5 goals for the last 5 minutes of play in the game.
15. Division results will be decided by point totals. A win is worth 2 points and a tie worth 1 point. Tie breakers if needed will be:
 - A) If 2 teams are tied.
 1. Head to head play
 2. The team with the most wins in the preliminaries.
 3. Total goals for divided by total goals for plus total goals against.
 4. Team with the least penalty minutes in the prelims.
 5. Coin toss
 - B) If 3 teams are tied
 1. The team with the most wins against all opponents gains the higher position.
 2. If the teams are still tied use rule 12A-3.
 3. If the team with the highest position has been determined revert back to the 2-team tie breaking formula to determine the next highest finisher.

There are no appeals, all decisions of the tournament committee and refs are final.