**HOUSE LEAGUE CHAMPIONSHIP DAY RULES**

* + No time-outs are allowed in round-robin play. One thirty (30) second time-out will be allowed in semi finals and finals.
  + Each team must be ready to start their game **15 minutes before the scheduled** **game time**, except for the first game of the day. Breaks have been scheduled and games will start early if the ice is open.
  + The two-minute warm-up will start as soon as the ice re-surfacers door has closed. Following the two-minute warm-up the referee will indicate for both teams to line-up at center ice and shake hands with the opening face-off to follow
  + All games in Novice, Atom and Peewee will be 3, 10 minute run time periods with a flood between 2nd and 3rd with **no** flood at the end of the game. Bantam, will be 10, 10, 15 minute periods with a flood between 2nd and 3rd with **no** flood at the end of the game. Midget is 10-15-15 with flood between 2nd and 3rd period with **No** flood at the end of the game.

1. Tie Breaker Rules:

Two points will be awarded for a win and one point for a tie. In the case of two teams tied in points after round-robin play, the tie breaker system shall be as follows in the order shown:

* + Head to head winner in the round-robin will advance
  + Team with most wins
  + Best goal percentage based on, total goals for divided by total goals for plus total goals against.
  + Least penalty minutes
  + Flip of coin
  + In the case of three teams tied in points after round-robin play the team with the best goal percentage will advance

A tie existing at the end of regulation time in a semi-final or championship game will be decided by sudden victory and the following shall apply:

* Both teams will start with four skaters and a goaltenders for three minutes
* If no goal is scored each team will play with three skaters until a goal is scored
* Penalties will carry over from regulation time
* No time-outs are allowed in overtime

.