

*TRI-COUNTY  
MINOR HOCKEY  
LEAGUE  
Rules of Operation  
AA-A-B/BB*

# TCMHL RULES OF OPERATION

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## **TCMHL RULES OF OPERATION**

### **RULE 1: AMENDMENTS TO RULES**

- a) *Any changes, additions or deletions to the rules may be brought up at any monthly meeting. Proposed changes will be documented in the minutes and Associations will be allowed to present the proposed changes back to their respective boards to discuss. Rule votes will follow in the next League meeting, and a simple majority of the voting members (1 vote per Association plus 1 vote per executive. President does not vote unless to break a tie) present will pass the changes, additions or deletions.*

### **RULE 2: GENERAL PROVISIONS**

- a) *The TCMHL League specifically adopts the rules governing the OMHA and all disputes will be resolved by reference to those rules unless by these Rules of Operation of TCMHL has specifically dealt with that issue, in which case the TCMHL Rules govern.*

### **RULE 3: ENTRY REQUIREMENTS**

- a) *Associations must provide their list of teams to the designated League Scheduler, with a copy to the League President by August 1st. Where an Association has not provided this list on time, the Scheduler will assign an arbitrary day/time for their teams, and then the Association will be responsible for rescheduling as necessary.*
- b) *Acceptance by the TCMHL of any entry automatically binds the participating team, its officials and players to comply with the TCMHL Constitution and Rules of Operations, and to accept decisions of the TCMHL Executive or Committee members either elected or appointed.*

### **RULE 4: MEMBERSHIP FEES AND ATTENDANCE**

- a) *Fees will be set at the June Annual Meeting based upon the approved budget. Team Fee Document will be found on the website. Payments are payable to TCMHL and are due on or before October 15th.*
- b) *Member Associations have an obligation to send a representative who will represent the Member Association and can vote on behalf of the Member*

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*Association. Member Associations must attend and/or participate in all TCMHL meetings and sanctioned events. Fines will run on an annual basis from August to June of the subsequent year.*

- c) Unless otherwise determined by the Board, member Associations shall be levied a \$50 fine for a delegate missing a regularly scheduled meeting, the Annual Meeting or other TCMHL event as determined by the League. Each Association will be permitted to miss one meeting per year without a fine being assessed. Absences due to extreme weather conditions will be considered by the Board.*
- d) A subsequent absence will result in a \$100 fine, and each meeting missed after that will result in an additional \$100 fine added, to a maximum of a \$500 fine per meeting.*
- e) Any Association missing 3 consecutive meetings will be deemed "not in Good standing" and may be suspended from further play until all fines are paid in full.*
- f) Member Association players, coaching staff or executive/volunteers not participating in sanctioned events such as Showcases, TCMHL All Star games, or other TCMHL events as determined by the Board may be levied a fine of up to \$300 and/or a suspension, to be determined by the Board.*

### *RULE 5: SCHEDULES & RESCHEDULING OF GAMES*

#### *5.1 Reclassification of Teams Prior to Season*

*As of the 2024 2025 Hockey Season the Tri-County Hockey League switched to only running 1 Season as opposed to 2 Seasons. Therefore, there will only be ONE time for Associations to request for reclassifying their Teams. Teams that had Spring Tryouts have till July 12 to request and Teams that will try-out in the Fall will need to request reclassification by September 16.*

*The Regular Season will start typically late September. (For Season Dates please refer to the TCMHL Website, under tab - "Season Dates and League Info XXXX XXXX Season) Teams that asked to move down (Form B) and are granted reclassification will be reassessed at the end of the Regular Season.*

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*Should their Winning Percentage be .600 or above they will be moved back to their original Category for the entire Playoffs. Their points earned in the Regular Season will not follow them. They will be placed in last place. Teams that request to move up (Form C) and were granted reclassification will not be eligible to move back down during the Regular Season or for the playoffs.*

*For additional information and the Forms please refer to the TCMHL website (<https://tcmhl.ca>) under tab - "Season Dates and League Info XXXX XXXX Season)*

### 5.2 ADVANCE SCHEDULING OF GAMES

- a) The TCMHL League schedule (number of games), playoff shall be decided no later than the June meeting each year. Each member Association shall ensure sufficient and proper ice to complete their scheduled games before the end dates designated by the Executive Committee, in each age group and no regular league game shall remain unscheduled after December 31 in any year unless cancelled after that date, due to weather or other unforeseeable circumstances.*
- b) Each Association agrees to do their best to comply with the minimum ice time allocations for games set out in ([Appendix A](#)) to these Rules.*
- c) The TCMHL will hold League Scheduling meetings as it deems necessary and every Association is required to send sufficient delegates to those meetings to permit the scheduling to proceed in a business-like manner.*

### 5.3 REGULAR SEASON

- a) All League games must be completed for teams to enter Playoffs. The regular season will consist of 26 games. Any team failing to complete the official group schedule, unless because of unforeseen circumstances, may be eliminated from the group playoffs and/or post-season at the discretion of the league.*
- b) The regular season will begin on the day declared by the OMHA for games to begin. If teams wish to start their regular season before this date(s), it must be mutually agreed upon by both teams and approved by the OMHA.*

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- c) *All teams are allowed 3 tournaments during regular season play. Tournaments must be entered into the TCMHL website by the Member Associations ice scheduler no later than August 1st Early Bird, Christmas tournaments (Dec 24-Jan 02) and Finals in a Silver Stick do not count towards the 3 allowed tournaments. See TCMHL website under tab AA-A-B/BB League – TCMHL Season Dates and League Info XXXX XXXX Season Important Season Dates XXXX XXXX Season (<https://tcmhl.ca>)*
- d) *Games shall not be scheduled earlier than 6:30 p.m. on weekdays and 10:30 a.m. on weekends, unless otherwise mutually agreed, and in any event no game shall be scheduled to start after 9:30 p.m.*

### 5.4 RESCHEDULING OF GAMES

- a) *When an Association/Zone wishes to change the date of a game for any reason other than an emergency, the change must be made a minimum of fourteen (14) days in advance of the scheduled date to a mutually agreeable date prior to that originally scheduled. The Home Team Ice Scheduler is responsible for posting the game change online within twenty-four (24) hours of the initial change.*
- b) *The decision to cancel or reschedule a game to another date will be made as soon as possible, by contacting the Ice Scheduler in each Association.*
- c) *If a mutually agreed upon cancellation or reschedule date cannot be decided by the two Ice Schedulers, the President should be contacted immediately. The President may appoint a Chair to assess the situation and determine the outcome.*
- d) *End of Regular Season means all games MUST BE PLAYED. ONLY EXCEPTION – Games that needed to be cancelled due to weather during the last 7 days of the Regular Season.*

### 5.5 CANCELLATIONS DUE TO WEATHER AND MINIMUM NO. OF PLAYERS

- a) *Games may be postponed or re-scheduled due to bad weather. It is the travelling team's decision to cancel or postpone a game. The League*

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*convener and the home ice scheduler must be notified by the travelling teams Ice scheduler. It is the Home Ice schedulers responsibility to notify the home team officials of a decision to cancel a game due to weather.*

- b) Games cannot be cancelled more than 2 hours prior to the expected departure of the visiting team to the Host Association.*
- c) If a game is cancelled due to weather conditions during League Playoffs and cannot be rescheduled in sequence, the playoffs will continue with the next game on the schedule. The weather lost game, if needed, will be inserted by the Ice Schedulers in the first available time. If this is not possible, the game will be played at the end of the playoffs.*
- d) If a team may not provide a minimum of 6 players and one goalie, they may cancel and reschedule the game.*
- e) If the above situations occur the President of TCMHL, League convenor and the OMHA RD must be notified in writing (email).*

### 5.6 FORFEITS

- a) There shall be no forfeiting or defaulting of games in the League. No-Show for a game is \$ 500.00 payable to the League. In addition, there will be a \$100.00 plus costs payable to the non-offending team's Association. Fines are payable within 7 days from the date of the invoice sent by the League.*
- b) For games where a team fails to show through no fault of either one of the teams, a new game will be rescheduled.*

### 5.7 COSTS OF CANCELLING GAMES

- a) In the event a game is unable to be played due to the Home Association not having referees or ice conflicts and the Visiting Association has travelled to the game, the Home Association will be required to cover travel expenses up to a maximum of \$500.00 at the discretion of the Executive Committee. Events outside of the Home Association's control are not covered by this provision.*
- b) A team that fails to show intentionally or without cause may lose two (2) points associated with the default. Decision for this default process will be at the discretion of the Executive Committee.*



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- c) *A TCMHL team defaulting any game, without cause, may also be barred from further play.*
- d) *The defaulting team may also be assessed costs associated with the default.*

5.8 EXHIBITION GAME – DURING SEASON: PLEASE REFER TO [APPENDIX C](#)

5.9 EXHIBITION GAME – DURING TRYOUTS: PLEASE REFER TO [APPENDIX D](#)

### RULE 6: GAME STRUCTURE

#### 6.1 TEAM COLOURS

- a) *All teams will conform to two (2) set of sweaters and will wear LIGHT colours for home games and DARK colours for away games. Both sets of sweaters should be taken to all games. Should a conflict arise, the Home Team will change.*

#### 6.2 CURFEWS

- a) *A game may not be curfewed, that is play stopped, unless the minimum playing time allotted has in fact elapsed as per [Appendix A](#). If a team believes it has been improperly curfewed, a protest may be filed per Protest Rule # 10.*
- b) *When a curfew is to be imposed, it must be noted on the game report prior to the official signing of the report, and the referee shall ensure that an official from each team initials acknowledgement of the curfew.*

#### 6.3 LENGTH OF GAMES

- a) *The League has recommended a minimum length for games to be played at all age divisions. (August 2025 It is the Leagues intention that these recommended period lengths will become the minimum period lengths as of the 2026 2027 Hockey Season) Associations may add an additional five (5) minutes to the game length maximum should they want to play longer games. Please refer to [\(Appendix A\)](#)*

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- b) In the event of a double header on the same day, the Home Association may reduce the min game length by no more than five (5) minutes per game.*
- c) In all games played the OMHA mandatory rest periods / flood rules apply. All games should begin with fresh flooded ice. No extra floods are allowed unless the teams mutually agree.*
- d) All Associations must follow the minimum League referee quantity ([Appendix A](#)). Associations do have the option of one (1) additional referee to the League minimum*

### 6.4 TIME OUTS AND GAME COMPLETION

- a) All teams will be allowed one thirty (30) second timeout per team, per game during the regular season.*
- b) At the completion of the game, the home team go to their bench area, while the visiting team leaves the ice surface. When the visiting team has vacated the ice surface and the referee signals, the home team may leave the ice surface.*

### 6.5 TIMEKEEPERS

- a) The home Association is responsible for supplying trained Timekeepers for all its games. Volunteers must have a knowledge of the Electronic Game Sheets and time clock operation.*

### 6.6 Air Horns

- a) Be advised the use of AIR HORNS AT ANY TRI-COUNTY MINOR HOCKEY LEAGUE (TCMHL) GAME IS NOT PERMITTED. Please ensure your Teams and Team officials are aware of this and that this is communicated to its players and families.*

## RULE 7: GAME REPORTS

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- a) *TCMHL will be using Electronic Game Sheets. Games need to be submitted once the iPad is connected to Wi-Fi. This is the home team's responsibility. League would like to see all games uploaded by the timekeeper or the Home team manager once it is locked by the officials and before leaving the arena.*
- b) *Failure of the Home team to provide an iPad for the home game will result in a \$50 fine by the league to the Association. Fines will increase by \$50 per instance for repeat offending teams.*
- c) *Game sheets must be checked promptly after each game. If there are any errors on the sheet, immediately have the manager discuss with the referee. If the referee is unavailable, then contact your Associations GameSheet representative and they may contact the Convenor to investigate. Teams should not contact the Convenor directly.*

### RULE 8: STANDINGS

#### 8.1 LEAGUE PLAY

*Tie breaker rules for League play are found in [Appendix B](#)*

#### 8.2 PLAYOFFS

*For a complete overview on the Playoffs and how they will be run please go to the TCMHL website under Tab Playoff Info – AA-A-B/BB XXXX XXXX Season. (<https://tcmhl.ca>)*

### RULE 9: PROTESTS & COMPLAINTS

#### 9.1 LEAGUE PLAY

#### PROTEST RULE

- a) *Protests filed at the league level can only involve a direct misapplication of league rules. All other protests should follow the OMHA protest regulations. Video review protests will not be heard at the league level and must follow OMHA protocols.*

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- b) All protests shall be filed with the League Secretary and the Association President or VP of Rep of the opposing team within 24 hours of the game being protested, accompanied by a fee of \$50.00. The fee is partially refundable if the protest is won (\$40.00, due to a \$10.00 administration fee). If the protest is not upheld the entire fee is non-refundable. The protest shall be in writing and shall set out the rules and regulations, supported by evidence, and shall be signed by the coach, manager and Association President or VP of Rep of the protesting team.*
- c) A defense, if necessary, shall be in writing and filed with the Secretary of the League within 24 hours of the receipt of the protest. a hearing shall be at the call of the President, and the Secretary shall notify the Protest Committee and the teams involved of the time and place of the meeting. The defense fee is \$25.00 returnable if the defense is successful.*
- d) The protest committee is to consist of three (3) League Executives or alternates at President's discretion in the event of a conflict*
- e) The decision of the Protest Committee shall be communicated forthwith to the Association representatives within 48 hours of the hearing, and a record shall be kept of the protest.*
- f) A protest on a game officials' discretion and judgement of rules will not be considered, unless it is a clear misapplication of a rule.*
- g) The decision of the Protest Committee shall be final on all matters that affect the TCMHL League activities.*
- h) Matters that may be protested are found in the OMHA manual Policies & Procedures including a) A game officials rule application which in the opinion of the aggrieved team may be incorrect and may have given the opposition team a distinct advantage and b) A violation of any OMHA, OHF or Hockey Canada rule, regulation or policy deemed to have had a significant and legitimate effect on the outcome of the game.*

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### 9.2 ROUND ROBIN AND PLAYOFFS

*All protests for Round Robin play will follow the OMHA manual*

### 9.3 COMPLAINTS

- a) Should an issue/complaint arise between Members of the League, the parties are encouraged to discuss the situation to seek understanding and/or resolution prior to contacting the league. If a timely resolution is not obtained, then the Complainant can be filed*
- b) Upon receipt of a full written complaint, the President or appointed Official will investigate of the issue/complaint including interviews with the parties involved; a review of policy/past practice; and consultation with the Executive Committee.*
- c) Upon completion of Step #b, the President will provide a written response to the parties involved, including the determination of the Complaint Committee.*
- d) In the event the issue/complaint is not satisfactorily resolved in Step #c, either party may appeal the matter to the Board, and the parties will be provided an opportunity to present to the Board. The resolution of the Board will be provided in writing.*
- e) In the event the issue/complaint is not satisfactorily resolved in Step #7, either party may appeal the matter to the OMHA, conditional upon the issue/complaint being within the scope of the OMHA Rules & Regulations.*

### RULE 10: DISCIPLINARY ACTION

- a) Any team or person, subject to disciplinary action by the TCMHL, shall have the right to appeal the decision to the OMHA executive. The final decision of the OMHA shall be binding on all concerned.*
- b) Appeals must be made in writing to the OMHA Regional Director with copies to the TCMHL Secretary.*

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## APPENDIX A: GAME INFORMATION

<i>DIVISION</i>	<i>REGULAR SEASON GAMES</i>	<i>LEAGUE PLAYOFF GAMES</i>	<i>OMHA CHAMPIONSHIP</i>
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### *U10 – AA/A/B/BB*

<i># of Officials</i>	<i>2</i>	<i>2</i>	
<i>Warm Up</i>	<i>3-5</i>	<i>3-5</i>	
<i>Period Length</i>	<i>*10-15-15</i>	<i>*10-15-15</i>	<i>10-15-15</i>
<i>Time Outs</i>	<i>1 - 30s</i>	<i>1 - 30s</i>	
<i>Overtime</i>	<i>Nil</i>	<i>See Playoff Document</i>	

### *U11 – AA/A/B/BB*

<i># of Officials</i>	<i>2</i>	<i>2</i>	
<i>Warm Up</i>	<i>3-5</i>	<i>3-5</i>	
<i>Period Length</i>	<i>*10-15-15</i>	<i>*10-15-15</i>	<i>10-15-15</i>
<i>Time Outs</i>	<i>1 - 30s</i>	<i>1 - 30s</i>	
<i>Overtime</i>	<i>Nil</i>	<i>See Playoff Document</i>	

### *U12 – AA/A/B/BB*

<i># of Officials</i>	<i>2</i>	<i>2</i>	
<i>Warm Up</i>	<i>3-5</i>	<i>3-5</i>	
<i>Period Length</i>	<i>*10-15-15</i>	<i>*10-15-15</i>	<i>10-15-15</i>
<i>Time Outs</i>	<i>1 - 30s</i>	<i>1 - 30s</i>	
<i>Overtime</i>	<i>Nil</i>	<i>See Playoff Document</i>	

### *U13 – AA/A/B/BB*

<i># of Officials</i>	<i>3</i>	<i>3</i>	
<i>Warm Up</i>	<i>3-5</i>	<i>3-5</i>	
<i>Period Length</i>	<i>*10-15-15</i>	<i>*10-15-15</i>	<i>10-15-15</i>
<i>Time Outs</i>	<i>1 - 30s</i>	<i>1 - 30s</i>	
<i>Overtime</i>	<i>Nil</i>	<i>See Playoff Document</i>	

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### U14 – AA/A/B/BB

# of Officials	3	3	
Warm Up	3-5	3-5	
Period Length	*15-15-F-15	*15-15-F-15	15-15-F-15
Time Outs	1 - 30s	1 - 30s	
Overtime	Nil	See Playoff Document	

### U15, U16 & U18 – AA/A/B/BB

# of Officials	4	4	
Warm Up	3-5	3-5	
Period Length	*15-15-F-15	*15-15-F-15	15-15-F-15
Time Outs	1 – 30s	1 – 30s	
Overtime	Nil	See Playoff Document	

## NOTES

1. \* - Associations are strongly recommended by TCMHL to follow these period lengths. It however is dependent on the Association's Ice Package. However, the Leagues position as of August 2025 is that all Associations will follow these period lengths as of the 2026 2027 Hockey Season
2. F – Indicates Flood. Associations must follow OMHA rules on this
3. There is NO OT in the Regular Season. A tie is a tie. For the Playoffs, please refer to the Playoff Document.
4. OMHA Championships are set by the OMHA. Please refer to their document for additional information and rules.
5. See Playoff Document – This can be found on the TCMHL Website under the Tab Playoff Info – AA-A-B/BB XXXX XXXX Season (<https://tcmhl.ca>)

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## APPENDIX B: TIE BREAKER RULES

*Tie Breaker rules will be slightly different for League Play and Round Robin. Only the games associated with each area will be used in the calculation of a tie breaker.*

### A. League Play

#### 1. Two Teams Tied

1.1 Head-to-head winner - The **winner of the games between** the two tied teams will gain the higher seeding position.

1.2 The team with the most wins in **league play** gains the higher position.

1.3 If the two teams are still tied after the first two options are considered, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:

Goal Average = Total number of goals for, divided by the total number of goals for and against.

Example: 10 GOALS FOR, 4 GOALS AGAINST

Goal Average Calculation:  $10/10+4 = .714$

NOTE: The higher percentage gains the higher position. **Only head-to-head games against the two tied opponents to be included.**

1.4 If the two teams are still tied after 1.1., 1.2 and 1.3 have been applied, then the team with the best goal differential **in all league games** gains the higher position. Goals For (GF) minus Goals Against (GA)

1.5 If the two teams are still tied after the first, second, third and fourth options, the team with the fewest goals against **throughout all league games**, gains the higher position.

1.6 If the two teams are still tied after the first, second, third, fourth and fifth options then the team with the most goals scored **throughout all league games**, gains the higher position.

1.7 If the two teams are still tied after the first, second, third, fourth, fifth and sixth options, a single coin toss will determine which team gains the higher position.

#### Three or More Teams Tied

*Note: The three-team tiebreaker is used to determine the seeding of the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> seed etc. If any step in the tiebreaker only seeds one team, that team*



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assumes that position. The three-team tiebreaker will continue to determine the seeding of the remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.

**2.1.** Only apply 2.1 if the three tied teams have played each other an equal number of times. If they have not played equal number of times each then proceed to 2.2. If the three (3) tied teams or more are tied, the point record established in the games among the tied teams only will be used as the first tie breaking formula.

**2.2.** The Team with the most wins **amongst tied teams** will be seeded higher

**2.3.** If three teams are tied, then the team with the best goal average gains the highest position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals for and against.

Note: **All games are included.**

Example: Goals for 10 - Goals against 4: Percentage:  $10 \text{ divided by } (10 + 4) = .714$

The exercise of 2.3 establishes the team or teams with the highest position(s) by percentage. These teams will advance. If there are still teams tied, they go to the next step.

They do not go back to the "two Team Tiebreaker"

Example A: Team A - .714 = 1<sup>st</sup> Seed  
Team B - .500 = 3<sup>rd</sup> Seed  
Team C - .650 = 2<sup>nd</sup> Seed

Example B: Team A - .714 = 1<sup>st</sup> Seed – Advances  
Team B - .500 = Still tied with Team C – go to next  
step 2.4  
Team C - .500 = Still tied with Team B – go to next  
step 2.4

Example C: Team A - .650 = Still tied with Team B – go to  
next step 2.4  
Team B - .650 = Still tied with Team A – go to next  
step 2.4  
Team C - .500 = 3<sup>rd</sup> seed

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- 2.4. If the teams are still tied; the team with the fewest goals against (*all games played*) will gain the highest position.
- 2.5. If the teams are still tied; the team with the most goals for (*all games played*) will gain the highest position.
- 2.6. If the teams are still tied; the teams seeding would be the team that received the least number of minutes in penalties *throughout all games*.
- 2.7. If the teams are still tied; a coin toss shall determine the winner. In a three-team coin toss, the odd team (three coins are tossed) gains the highest position.

### B. PLAYOFFS

For a complete overview on the Playoffs and how they will be run please go to the TCMHL website under Tab Playoff Info – AA-A-B/BB XXXX XXXX Season. (<https://tcmhl.ca>)

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### *APPENDIX C: PROCEDURE TO FOLLOW TO ARRANGE AN EXHIBITION GAME during the Hockey Season on GameSheets*

*Should your team wish to line up an Exhibition Game during the Hockey Season please follow one of these procedures. A, B or C*

*Scoring Access Keys for OMHA Exhibition Games during the Hockey Season are as follows. Separate one for Rep, Select, U9MD and HL/LL Teams*

*OMHA Exhibition Rep Scoring Access Key  
ipad-omhaexhrep-ab*

*OMHA Exhibition Select Scoring Access Key  
ipad-omhaselect-ab*

*OMHA Exhibition U9MD Scoring Access Key  
ipad-omhau9md-ab*

*OMHA Exhibition HL/LL Scoring Access Key  
ipad-omhahlll-ab*

#### **A) THE TEAM YOU WILL BE HOSTING/PLAYING USES GAMESHEET BUT NOT IN YOUR LEAGUE (IE ALLIANCE)**

*Your team should check to ensure that your team is listed in the appropriate Season and see if the other team is there. If not, please email GameSheet at the email below at least 48 to 72 hours before the game with the following information.*

[support@gamesheetinc.com](mailto:support@gamesheetinc.com)

*Your Name and Cell Number*

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*Date of Game, Your Full Team Name, Your League, (OMHA AAA, West) Your Division (U11) and the Type of Game (Exhibition)*

*The Full Name of the Team that you are playing, the League they play in, the Division they play in and their coach's name*

*GameSheet will then move that team over to your Season - (U10 AAA, U11 A etc.) within the OMHA Exhibition Season League.*

*Once the team is moved over your Team Manager/Coach will be able to create the game from scratch. Simply select the League "OMHA Exhibition Season" - Season - OMHA Exhibition Rep YEAR-YEAR Remember to select/confirm "Type of Game" Exhibition. We suggest you wait until a few hours before the game, in case the other team edits their roster via the dashboard.*

### **B) THE TEAM YOU WILL BE HOSTING/PLAYING DOES NOT USE GAMESHEET AND NEEDS AN INVITATION CODE**

*Your team should check to ensure that your team is listed in the appropriate Season. Then your Team needs to email GameSheet at the email below at least 48 to 72 hours before the game with the following information.*

*[support@gamesheetinc.com](mailto:support@gamesheetinc.com)*

*Your Name and Cell Number*

*State that the team you are playing does not use GameSheet and will require an invitation code*

*Date of Game, Your Full Team Name, Your League, (OMHA AAA, East) Your Division (U11) and the Type of Game (Exhibition)*

## TCMHL RULES OF OPERATION

*The Full Name of the Team that you are playing,  
the League they play in, the Division they play in.  
Email for the contact person, usually the manager*

*GameSheet will create this Team in the  
appropriate Season - (U10 AAA, U11 A etc.)  
within the OMHA Exhibition Season League.*

*GameSheet will have also issued an Invitation  
Code and sent it to the team. If the team has not  
set up an account and loaded their roster their  
coach / manager can quickly add in their roster  
right before the game on the Scoring app.*

*Here are some documents that can help guide the  
team that was given an invitation code*

[https://help.gamesheet.app/article/47-creating-a-  
new-account](https://help.gamesheet.app/article/47-creating-a-new-account)

[https://help.gamesheet.app/article/30-roster-  
management](https://help.gamesheet.app/article/30-roster-management)

*Once the team has been created in the OMHA  
Exhibition Rep Season your Team  
Manager/Coach will be able to create the game  
from scratch. Simply select the "OMHA Exhibition  
Season" Remember to select/confirm "Type of  
Game" Exhibition. We suggest you wait until a  
few hours before the game, in case the other  
team edits their roster via the dashboard.*

### **C) THE TEAM YOU WILL BE HOSTING/PLAYING USES GAMESHEET AND IS IN YOUR LEAGUE**

*Since both teams are already in the league, you  
can simply create the game from Scratch at the  
rink. The League you will use is "OMHA Exhibition  
Season" Ensure "Game Type" is Exhibition*

## TCMHL RULES OF OPERATION

### *Additional Information on Exhibition Games*

[Viewing & Managing Game Sheets](#)

## TCMHL RULES OF OPERATION

### APPENDIX D:

*Also, reminder there are no travel permits required for tryout exhibition games.*

#### *Setting up an Exhibition Game on GameSheets During the Tryouts for your 2025 2026 Team*

*Should a Tri-County team set up an Exhibition Game during Tryouts for your 2025 2026 Team the following is the procedure to follow.*

##### *1 New Coach to Minor Hockey and to the Association*

*Should you be a new Coach to the team you will need to send Angela Beer an email (abeer@gamesheetinc.com) providing her your name, email, Name of the Team you will be coaching, the Age Group and Division they will play in for the 2025-2026 Season*

##### *2 Did Coach in the 2024 2025 Season but at a Different Association*

*Should you be a new Coach to the Association but you did coach in the 2024 2025 Season and used GameSheet you will need to send Angela Beer an email (abeer@gamesheetinc.com) providing her your name, email, Name of the Team you will be coaching, the Age Group and Division they will play in for the 2025-2026 Season. Also please provide her with the Name of the Association, the league you played in, age group and name of team that you coached last year.*

##### *3 The Team hosting is responsible to create the Game Sheet on the iPad.*

##### *4 Which League You select Tri-County Hockey League*

##### *5 Select the Season to use as follows:*

## TCMHL RULES OF OPERATION

*Which Level will you play in next year (2025 2026) (AA - A - BB - MD) Your Team for next year is the **Oakville Rangers Red U13 AA - SELECT TRYOUTS AA 2025***

- 6                    *Select the Division to use as follows:  
Select Season Divisions - Select View Divisions  
Which Division will you play in SELECT U13*

- 7                    *Select your Team from the list  
Should your Team not be listed please email Angela Beer  
(abeer@gamesheetinc.com) and ask her to add your Team.  
Provide her with Name of Team, Age (U11, U12 etc.) Level AA  
etc.*

- 8                    *Select the Team from the List that is coming in to play you.  
Should the Team used GameSheet but did not play in Tri-  
County this past 2024-2025 Season please send an email to  
Angela Beer (abeer@gamesheetinc.com) and she will add  
them to the list of Teams. She will need the name of the Team,  
League they played in for the 2024-2025 Season and the  
coaches name for that Team PLEASE PROVIDE THREE  
DAYS BEFORE THE GAME*

- 9                    *If the Team did not use GameSheet for the 2024-2025 Season  
please provide Angela Beer (abeer@gamesheetinc.com) with  
the Team's Name, the League they played in, the coaches'  
name and email. PLEASE PROVIDE THREE DAYS BEFORE  
THE GAME.*

- 10                  *The League iPad Key is the same as it was this Season -  
ipad-tcmhl89d4*

- 11                  *Once you arrive at the Arena you will need to add your Roster  
and Coaches for your Team manually on the iPad.*

***When asked about saving the Roster please "Save Roster for  
this Game Only"***

- 12                  *Once completed have the other Team add their Roster and  
Coaches for the Game*



## TCMHL RULES OF OPERATION

*Please let the other team know when they are asked about saving the Roster please let them know to "Save Roster for this Game Only"*

## TCMHL RULES OF OPERATION

### *APPENDIX F: RECENT MODIFICATIONS TO RULES*

<i>DATE</i>	<i>RULE #</i>	<i>MODIFICATION</i>
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