

InterTown Local League

2025-2026 Game Rules

Taken from the 2025-2026 InterTown Local League Manual of Operations

5. GAME SCHEDULES

a) U11 through to U18:

- i. The start of the season will begin after Thanksgiving Weekend (October 14, 2025).
- ii. The 1st Half of the regular season will be completed no later than the 1st Sunday of Christmas Break (December 21, 2025).
- iii. The 2nd Half of the regular season will be completed between January 2, 2026 – March 3, 2026.
- iv. The Semi Final games will be completed between March 4 – 10, 2026.
- v. The Finals will be completed Mar 11-15 (Blackout March 16 -22) Mar 23 – until home centre ice removal (no later than March 31st)
- vi. There will be no games scheduled between December 22 - January 1, and between March 16-22, 2026.
- vii. # of regular season games per division: U11 – U18: 28 games
- viii. InterTown scheduling meeting for the 1st Half will take place September 29, 2025.
- ix. InterTown scheduling meeting for the 2nd Half will take place December 23, 2025.

b) U9 & Below:

- i. The start of the U8 & U9 season will be approximately Nov 1st. U9 Full ice games after Jan 9th.
- ii. The start of the U6 & U7 season will be approximately Dec 1st. (November 29, 2025)
- iii. The number of games and game formats will adhere to the OMHA U9 and Under Pathways
- iv. There will be no games during the Christmas Breaks (December 22 – January 1). Games during March Break can be played if both associations and teams agree.
- v. Season Dates
 - No Exhibition games played prior to season start
 - U9 Half Ice Nov 1 – Jan 14 = 12 games (6 home & 6 away)
 - U9 Full Ice Jan 10 - Mar 31 = 12 Games (6 home & 6 away)
 - U8 Half Ice Nov 1 – Mar 31 = 20 games (10 home & 10 away)
 - U6/U7 – Cross Ice Dec 1 – Mar 31 = 16 games (8 home & 8 away)

6. RESCHEDULED GAMES

a) InterTown games can be rescheduled to accommodate teams in tournaments.

b) In cases of inclement weather, it is up to the visiting association to contact the home association, minimum 2 hours prior to game start. The two associations must reschedule the game at their earliest convenience.

c) Emergencies: In the event of any emergency, other than inclement weather, it is up to the associations to reschedule the game. While this document could never anticipate every type of emergency, some examples might include: - power failure at host arena, refrigeration problems forcing the closing of the ice surface, ice resurfacing machine breakdown.

d) What is important is that InterTown Associations understand that having players ill or suspended (even a goalie) is NOT an emergency. Teams should have contingency plans in place for using affiliated players (AP's) or be prepared to play with a shortened bench if necessary.

7. GAMES NOT PLAYED

Any team failing to show for a scheduled/rescheduled game shall be subject to the following (except in the case of adverse weather conditions.).

- a) If the Home Team fails to show they are responsible to compensate the Visiting Team for travelling expenses a flat fee of \$200 to be paid to InterTown, which will be dispersed to the Visiting Team.
- b) If the Visiting Team fails to show they are responsible to compensate the Home Team for the cost of the Referees, Timekeepers and the hourly ice rental rate.
- c) It is the responsibility of the NON offending team to report the incident to the InterTown President within 24 hrs of the missed game. Any costs regarding officials and ice time must be included so that InterTown President can address the issue with the offending association.
- d) InterTown teams can NOT unilaterally forfeit a game. InterTown reserves the right to insist the game be rescheduled.

e) InterTown Executive reserves the right to deny an association the right to compete in Semi-Finals and Finals if said association fails to complete the 28-game schedule in all divisions (U11-U18).

8. GAME ITEMS

All games will be played in accordance with HC, OHF, and OMHA rules. Some highlights are:

- a) Game Lengths and Times:
 - i. All games are to be played using STOP TIME.
 - ii. Each game will start with a minimum two-minute warm up.
 - iii. The length of each period will be:
 - U9 & Below: **2 – 22-minute halves**
 - U9: Full Ice Format: **10-10-10**
 - U11 & U13: **10-10-10**
 - U15, U18 & U21: **10-10-15**
 - iv. Associations must allocate the correct amount of time per the OMHA manual to play the games per point
 - v. Every effort to avoid a curfew must be made. It is understood that in the event of a serious injury or unforeseen event that the game may have to be curfewed. The home team Association Representative must report to InterTown President within 24hrs of any curfewed game and the reason for the curfew. If a regulation 10-10-10 game is not completed, the game may be replayed in its entirety, scheduled at a mutually agreed date between the centers.
 - vi. No U13 & Below game is to be scheduled to start no later than 8 p.m. for all games.
- b) Home teams must supply competent time/score keepers.
- c) **No timeouts will be used in any regular season games during the 1st and 2nd Half.**
- d) The Home association is responsible for uploading the game in the E-Game Sheet APP within 24hrs of the completion of the game. There will be a fine to the home association of \$10.00 per game sheet for any uploaded after 4 days.
- e) All E-Game Sheets must properly reflect the players and coaches who participated. Additional details that must be recorded include:
 - i. Game number/Date/Location/Division
 - ii. Curfew
 - iii. Suspensions Served
 - iv. Final score

- v. Official Scorer contact information
- vi. Referees' information
- f) All teams will be dressed and ready ten (10) minutes prior to scheduled game time. At the request of the game officials, both teams shall proceed to the ice.
- g) If a player obtains 3 minor penalties (for example - 4 min. head check + 1 penalty) in a game, they are automatically ejected from the game. This rule applies for U9 & above. The player must leave the game immediately and a player on the ice will serve the penalty.**
- h) Under no circumstances will any team suspend play and/or retire from the ice surface before the end of the game unless instructed to do so by the game official.
 - i. It is the responsibility of the Association Representative of the host team to report these occurrences to the InterTown President, and the OMHA InterTown Convener within twenty- four [24] hours of the incident.
 - ii. In all arenas, participants may not go on the ice until the ice resurfacing machine has left the ice and closed the doors. Referees must also be present on the ice.
- i) There will be no body checking in any division.
- j) If there is a conflict in team jersey colours, the home team will change. The referee's decision in this matter is final.**

10. LEAGUE 2nd HALF STRUCTURE

InterTown seeding for the 2nd Half shall be determined by the InterTown President. The teams will be separated into divisions to form pools. Usually the pools will be an 'A', 'B' and 'C' pool depending on number of teams. The following guidelines will be used for determining the number of teams in each pool.

Divisions with:

- a) 8 or less teams will stay as 1 pool.
- b) 9 to 16 teams will be divided into 2 pools.
- c) 17 plus teams will be divided into 3 pools.

11. AFFILIATED PLAYERS

a) In the event of a team having absent or suspended players it may add association local league players from teams in a LOWER division (affiliated players) to a MAXIMUM of:

- i. U11-U21 Divisions - thirteen (13) skaters and two (2) goalies.**
- b) U11 can only AP from U9 teams after U9 transitions to full ice games.
- c) Players are not permitted to play on same division local league teams, other than their rostered team.
- d) InterTown reserves the right to approve goalie use from the same division in emergency situations. Associations must contact both the InterTown President and OMHA League Convenor to make any requests.
- e) Players rostered on U9 and below teams, playing cross & half ice games, cannot AP to higher divisions.

In the event that a team is using players in contradiction to the rules above, InterTown reserves the right to overturn the game score and suspend the team's Head Coach for 1 to 3 games.