



# Little Native Hockey League (“LNHL”) Tournament Rules

December 2023

# Little Native Hockey League (“LNHL”) Tournament Rules

These rules will be used for governance of the Little Native Hockey League Tournament and apply to all participants. All decisions of the LNHL Executive are made in accordance with these rules and all decisions of the LNHL Executive are final and binding.

## 1. Team Eligibility:

The LNHL tournament is an inter-Reserve recreational minor hockey tournament. All teams must represent an Ontario First Nation to enter the tournament. For the purposes of these Rules, a hockey season refers to the period September to March in any year.

## 2. Player Eligibility

To be eligible to play in the LNHL,

- a) a player must have a valid Certificate of Indian Status identifying their Ontario First Nation; or
- b) a player without a Certificate of Indian Status from Ontario, must have at least one biological parent who has a Certificate of Indian Status from an Ontario First Nation. A player using their parent’s Certificate of Indian Status, must provide a Statement of Live Birth (long form) or a Band Council Resolution from their Parents’ First Nation. The Band Council Resolution must verify that the parent is a member of that Ontario First Nation.

## 3. Registration Deadline

All teams must be registered by the 15<sup>th</sup> of January in the year in which the tournament is held (i.e., LNHL 2024’s registration deadline would be January 15, 2024).

After January 15<sup>th</sup>, there will be no additions to the roster (this is for both players and bench staff). This deadline is not negotiable, and no exceptions will be made. This is a hard deadline commencing December 2023 and for the 2024 Little NHL onward.

Any player not registered with Hockey Canada in the hockey season in which the LNHL tournament is being held, shall pay an additional fee to purchase insurance for the player from Hockey Canada. The cost of insurance is prescribed by Hockey Canada and communicated to the LNHL annually. The rate for any given year will be posted on the LNHL website.

The LNHL Executive together with the LNHL Registrar will review and approve each team registration. The LNHL Registrar will communicate with the team manager if there are any issues with player registration or team registration.

#### **4. Registration Process**

All teams must register for the LNHL through Event Connect/Room Roster. In addition, all hotel rooms for team are booked through Event Connect/Room Roster. The following are the steps for registration:

Step 1: complete registration process through Room Roster/Event Connect

Step 2: send registration fee by certified cheque or money order to LNHL at 1928 Lakeshore Blvd. West, Unit 2511, Toronto ON M6S0B1 or make payment online by electronic money transfer (EMT) to [lnhlregistration@lnhl.ca](mailto:lnhlregistration@lnhl.ca). No password is required as the account is set up for auto deposit. All payments will be recorded into the event connect system and the team manager will automatically receive an email receipt confirming payment was received and entered.

Step 3: collect all release forms for all players (as applicable) as these may be reviewed at the LNHL registration on the Sunday prior to the tournament week. All releases must be kept at the arena by the Team Manager and available for spot checks.

Step 4: Every player is expected to play for their First Nation community as indicated on their Certificate of Indian Status card except for those players who have been released from their First Nation (see Rule 5).

For players using their parent's Certificate of Indian Status, a Statement of Live Birth (long form with parents and child's name) or First Nation B.C.R. stating parent name and Band Number is required. This may be checked at the LNHL registration and/or prior to the team's first game. The team manager is responsible for keeping all team documentation and may be asked to produce it to LNHL Executive members or their delegates at any during the tournament.

Step 5: please refer to rule 6 on what is required to prove residency.

#### **5. Home First Nation**

Every player is expected to play for his/her First Nation community except for players who have used the residency option or have been released from his/her First Nation.

#### **6. Residency Option: For On-Reserve Residents only**

Players that meet the eligibility requirements under rule 2 (a) or (b) and who live on a different Ontario First Nation may play for that First Nation without being considered as a

pick-up player and without requiring a player release from any other Ontario First Nation after proving residency as follows:

To prove residency, the team Manager must submit the following documents with the team registration prior to the final deadline:

- a) A BCR stating that the player is a resident of the First Nation as of the beginning of September in the hockey season in which the tournament is held; or
- b) A letter from the school principal stating that the player was registered with the school as a student as of the beginning of the school year, in the hockey season in which the tournament is held. (For example, a player who registers as a student in November will not be eligible to use this option to play in the LNHL tournament held in March of that hockey season).

## **7. Player Release Requirements**

A player who is not playing for their home First Nation must obtain a signed player release from their First Nation using the Official LNHL Player Release Form (found on LNHL website). This release form may only be approved/authorized by the following individuals of the First Nation providing the release and only one signature is required. Please request a signature in the following order:

- 1) President of the Minor Hockey Committee/Association
- 2) In the absence of the above, the Manager of the LNHL team that has rights to the player and is willing to release the player; or
- 3) In the absence of the above, the Chief of the First Nation.

Any team manager that feels they may have territorial rights to a neighbouring First Nation's player must notify the LNHL Registrar in writing no later than January 20th of the year in which the tournament is held. All Player disputes will be settled before January 30<sup>th</sup> of the year in which the tournament is held, and team managers will be notified of the decision of the LNHL Executive.

## **8. Player Pick-up Limits**

The Little NHL Executive Committee will use the latest available Indian Registry Results provided by INAC (to be posted on the LNHL website), to determine Total On-Reserve Populations of the Ontario First Nations.

The on-reserve population list from INAC (to be posted on the LNHL website) will be used to determine the maximum number of Pick up players per team that a First Nation is permitted as part of their roster.

First Nation Total On-Reserve Population	The maximum number of pick up players a First Nation is allowed per team is as follows:		
	Tyke, Peewee,	Novice, Bantam,	Atom, Midget, Girls Only
1- 999	7		9
1000 - 1999	4		6
2000 - 4999	2		4
5000 or more	0		2

### 9. Teams Eligible to Pick-Up Players Only: Exception to Maximum Pick up

A team may pick up one goalie without using a pick-up spot. All goalies are expected to play for their respective First Nation unless he/she is released.

### 10. Team minimums and maximums

- a) Each team may have a maximum of 17 skaters and 2 goalies registered to play in accordance with all eligibility rules.
- b) Each team must have at least 11 players registered to play prior to the tournament. Every player must be given an opportunity to play and the LNHL Fair play rule (rule 21(a)) applies to all games.
- c) All teams must have 6 players ready to play at the start of the game and must always have 3 players on the ice plus a goalie; otherwise, the game will be forfeited. At any time when a team has less than 6 players the game will be forfeited immediately, except for the Tyke division.

### 11. Team Files & Managers' Duties

The LNHL Executive does not require copies of Certificates of Indian Status or Birth Certificates to be provided when registering the team online. These documents however should be kept by the team manager for production at the LNHL Registration on the Sunday prior to the tournament start and throughout the tournament in the event of a spot check.

Team managers must also keep copies of all qualifications/credentials of the team coaching staff.

Copies of any consent letters permitting a player to play up a division under rule 18 which must be signed by a parent/guardian of a player must also be kept by the team manager and available for production at any time during the tournament.

**Note:** it is the responsibility of the team manager to ensure that all the player and coaching staff paperwork is in order and that the team is properly registered for the tournament and that all rules of the LNHL have been complied with.

**Note:** is the ultimate responsibility of the head coach of any team to ensure that all rules of the LNHL have been complied with. Failure of ensure compliance with the LNHL rules could result in the head coach being subject to sanctions including but not limited to suspensions that could carry over into the following year(s) of the LNHL.

## 12. Certification – Managers, Coaches and Trainers

To enhance the quality of the tournament experience for all participants (players, spectators, tournament organizers, officials) the following certification is mandatory, unless otherwise approved by Hockey Canada through LNHL Executive:

	Speak Out Certificate (Respect in Sports)	Coaching Certification Minimum NCCP Requirement – Intro. To Comp Part A, Level One	Hockey Trainers Certificate Level 1 Trainer Certification	Transgender Training
Managers	X			X
Coaches and Assistants	X	X		X
Trainers	X		X	X
Tyke (aka Initiation Program) *	X		X	X

\*Tyke and Novice Coaches and Assistants may have Initiation certification instead of Level One Hockey Coach Certification NCCP – National Coaches Certification Program.

## 13. Recategorizing Teams from Recreation to Competitive Divisions

The LNHL Executive reserves the right to recategorize a team from recreation to competitive divisions and vice versa. The rationale for this rule is to ensure that teams are playing at the level that they should be based on team composition and levels of players. This rule is intended to ensure that all teams have a good experience competing with teams of the same or similar calibre. This rule is also in keeping with the Little NHL four pillars of citizenship, education, respect, and sportsmanship. All rosters are reviewed and if a decision to recategorize is made, the manager of the said team will be contacted.

Any team that has, either,

- (a) two (2) AAA players; or
- (b) four (4) A or AA level players,

must register their team in the competitive division or risk being recategorized by the LNHL Executive.

#### 14. Ineligible Player Protest for Players from the Players Pool

Only the Team Manager can protest an ineligible player. The protest must be player(s) specific and submitted in writing within one hour of the completion of the game, to LNHL Executive or an Arena Captain. A non-refundable protest fee of \$1000 is required. Only cash or an email money transfer will be accepted for the fee. In the event of a favorable decision, the protest fee will be returned to the applicant; otherwise, the protest fee is non-fundable. The decision of the LNHL Executive to any protests, is final and binding and there are no rights of appeal.

#### 15. Division Rules

- a) No Body Contact – body contact is not permitted in the LNHL. This is to ensure the safety of all participants.
- b) Competitive/Recreation Division

Teams may register for either the “Competitive Division” or the “Recreation Division”. Divisions will have an A, B, C, and more finals depending on the number of teams in each division.

- c) Player Rules
  - i. Players are not permitted to play on more than one team during the tournament.
  - ii. A player’s division is determined by age, as of December 31<sup>st</sup> of the hockey season in which the tournament takes place.

Division	Age
Tyke	5 and 6
Novice / U9	7 and 8
Atom / U11	9 and 10
Peewee / U13	11 and 12
Bantam / U15	13 and 14
Midget / U18	15, 16, and 17

#### 16. Girls Division

- a) Girls are permitted to play in all divisions.
- b) Boys are not permitted to play in any girls' divisions.

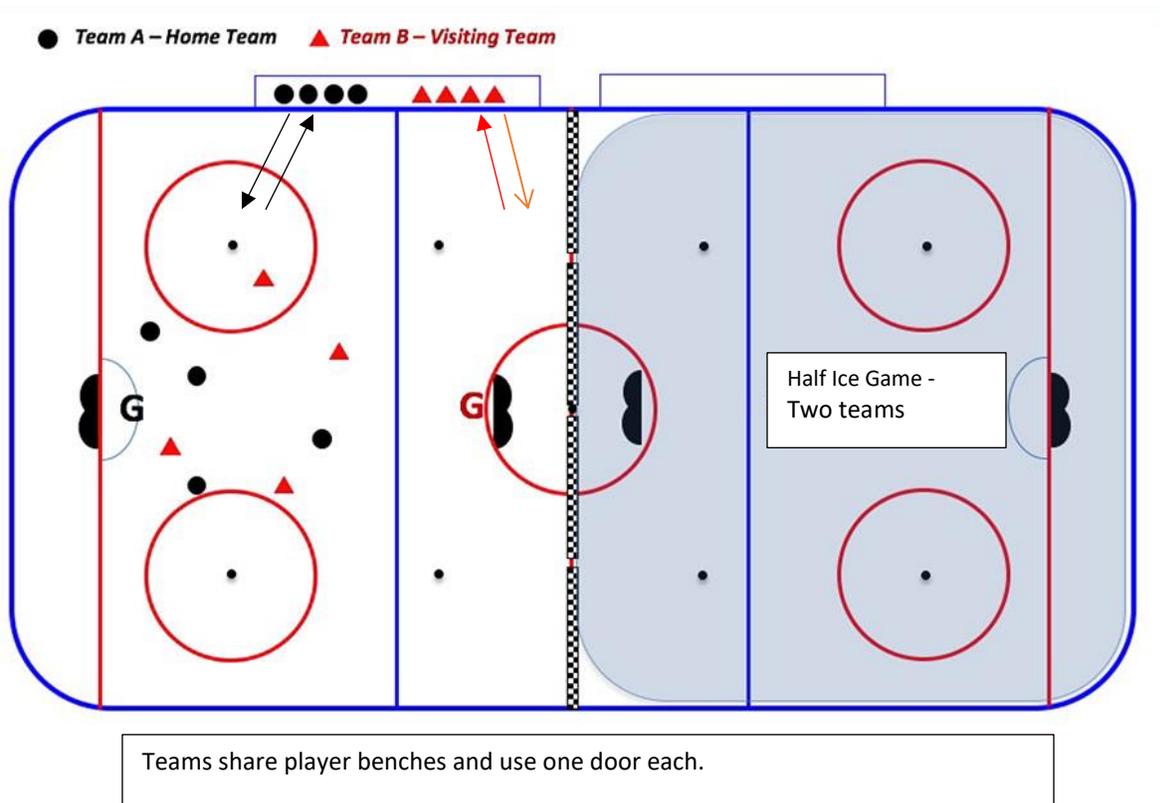
### **17. Moving up a Division**

For safety reasons, players are expected to play within their designated age group. If a player wishes to play up a division, the player must provide written consent from their parent/guardian to the team manager and the team manager must retain a copy of this consent for production at the LNHL registration on the Sunday prior to the tournament start. A player will only be permitted to play up one division (i.e., Novice to Atom or Pee wee to Bantam). This rule also applies to any 3 and 4-year-old players who wish to play in the Tyke Division.

### **19. Tyke Division – Half Ice/Cross Ice**

- a) the maximum number of players are 17 skaters and 2 goalies however for the Tyke division, the LNHL recommends 10 skaters and a goalie.
- b) Teams will play 5 on 5 with one goalie who will be in full gear.
- c) Each team will be guaranteed 3 ice time slots for games.
- d) 2 half ice sessions will be played during the designated ice session with a sound buzzer to identify the start of the game (24 minutes = 1 game); team will then rotate and play another team.
- e) A buzzer or whistle will sound every 3 minutes for line changes. No off-sides and no penalties will be called however, coaching staff are to ensure players are following the code of conduct and abiding by the 4 pillars of the LNHL. No score sheets will be required for games.
- f) Blue picks are mandatory for all tyke sessions.
- g) Teams will share benches and be assigned a designated door. Teams must respect the other players on the bench and on the other half of the ice and not interfere.
- h) One designated coach or certified helper per team will be required to be on the ice (mandatory).
- i) All on ice coaches/helpers must wear proper helmets.
- j) All coaches must have respect in sport and gender identity training.
- k) At the end of 1 game, all players will shake hands before switching to their next game.

**2 games – two half ice games run simultaneously.**



## 20. Game Times

- a) All divisions from Novice to Midget and Girls divisions will have three 10-minute stop time periods including championship games.
- b) If any game has a goal differential of five or more goals, then the game will switch to straight time.

## 21. No Games end in a Tie: Sudden Victory Overtime

All games in all divisions, except for Tyke, that are tied at the end of three periods must go into sudden victory overtime as follows:

- a) 3 on 3 for five minutes with stop time.
- b) If after (a) it is still tied, teams will have a 3-player shootout.
- c) If after above, it is still tied, teams will have sudden victory shoot out.
- d) no player can shoot twice unless one team has gone through their full roster and the other team is allowed to repeat players.
- e) the goalie is not permitted to go beyond the centre ice line and can only be pulled for a delayed penalty.

- f) If a penalty is called, the opposing team will add one player. Once the penalty expires, the penalized player may join the play until the next whistle. At that stoppage in play, both teams must remove their additional players and resume play according to the number of players eligible at that point during the overtime.

## 22. Rules of Play

The LNHL will apply Hockey Canada Official Rules in all games and in addition to these rules, the following rules also apply to all games:

- a) Fair play is mandatory in all LNHL games. Coaches will teach and encourage players to play fairly and respect the rules, officials, and opponents. Coaches shall ensure that all players on the roster have equal instruction, equal support, and equal playing time.
- b) If any player incurs a major penalty for fighting or another major infraction which carries an automatic match penalty, the player will be disqualified from the tournament and shall not play any additional games. In this instance, the LNHL Executive will review the penalty and circumstances to determine if additional disciplinary action is required.
- c) All teams must be ready to play 30 minutes before their scheduled game otherwise the game may be forfeited.
- d) If two teams have the same color jersey, the home team will be responsible for changing their jerseys or request the LNHL arena captain to provide the team with a set of pinnies.
- e) A time out of 30 seconds is only permitted in the Championship game. Otherwise, no time outs may be called in any other game during the tournament.

## 23. Tie Breaker Rule

Every game in the LNHL tournament is played to a winner. Standings after the round robin will be calculated based on points awarded; namely 2 points for a win and 0 points for a loss. In the event of a tie following the round robin, the following criteria will be used to break the tie:

1. Winner between the tied teams when they played head to head.
2. Percentage as calculated by dividing team's total "Goals For" by the SUM of the team's "Goals for and Goals Against".  $TGF / (GF+GA) = \%$  (See Chart below)
3. Fewest Goals Against.
4. Most Goals For.
5. Fewest Penalty Minutes.
6. Coin Toss.

7. Follow Tie breaking rules in Order. Once a Tie Breaking Rule has been used or is not applicable it cannot be used again.

**TIE BREAKER CHART**

		<b>TOTAL GOALS AGAINST</b>																				
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
<b>TOTAL</b>	1	0.500	0.333	0.250	0.200	0.167	0.143	0.125	0.111	0.100	0.091	0.083	0.077	0.071	0.067	0.063	0.059	0.056	0.053	0.050	0.048	0.045
	2	0.667	0.500	0.400	0.333	0.286	0.250	0.222	0.200	0.182	0.162	0.154	0.143	0.133	0.125	0.118	0.111	0.105	0.100	0.095	0.091	0.087
	3	0.750	0.600	0.500	0.429	0.375	0.333	0.300	0.275	0.250	0.231	0.214	0.200	0.188	0.176	0.167	0.158	0.150	0.143	0.136	0.130	0.125
	4	0.800	0.667	0.571	0.500	0.444	0.400	0.364	0.333	0.308	0.286	0.267	0.250	0.235	0.222	0.211	0.200	0.190	0.182	0.174	0.167	0.160
	5	0.833	0.714	0.625	0.556	0.500	0.455	0.417	0.385	0.357	0.333	0.313	0.294	0.278	0.263	0.250	0.238	0.227	0.217	0.208	0.200	0.192
	6	0.857	0.750	0.667	0.600	0.545	0.500	0.462	0.429	0.400	0.375	0.353	0.333	0.316	0.300	0.286	0.273	0.261	0.250	0.240	0.231	0.222
	7	0.875	0.778	0.700	0.636	0.583	0.538	0.500	0.467	0.438	0.412	0.389	0.368	0.350	0.333	0.318	0.304	0.292	0.280	0.269	0.259	0.250
	8	0.889	0.800	0.727	0.667	0.615	0.571	0.533	0.500	0.471	0.444	0.421	0.400	0.381	0.364	0.348	0.333	0.320	0.308	0.296	0.286	0.276
<b>GOALS</b>	9	0.900	0.818	0.750	0.692	0.643	0.600	0.563	0.529	0.500	0.474	0.450	0.429	0.409	0.391	0.375	0.360	0.346	0.333	0.321	0.310	0.300
	10	0.909	0.833	0.769	0.714	0.667	0.625	0.588	0.556	0.526	0.500	0.476	0.455	0.435	0.417	0.400	0.385	0.370	0.357	0.345	0.333	0.323
	11	0.917	0.846	0.786	0.733	0.688	0.647	0.611	0.579	0.550	0.524	0.500	0.478	0.458	0.440	0.423	0.407	0.393	0.379	0.367	0.355	0.344
	12	0.923	0.857	0.800	0.750	0.706	0.667	0.632	0.600	0.571	0.545	0.522	0.500	0.480	0.462	0.444	0.429	0.414	0.400	0.387	0.375	0.364
	13	0.929	0.867	0.813	0.764	0.722	0.684	0.650	0.619	0.591	0.565	0.542	0.520	0.500	0.481	0.464	0.448	0.433	0.419	0.406	0.394	0.382
	14	0.933	0.875	0.823	0.778	0.737	0.700	0.667	0.636	0.609	0.583	0.560	0.538	0.519	0.500	0.483	0.467	0.452	0.438	0.424	0.412	0.400
	15	0.938	0.882	0.833	0.789	0.750	0.714	0.681	0.652	0.625	0.600	0.577	0.556	0.536	0.517	0.500	0.484	0.469	0.455	0.441	0.429	0.417
	16	0.941	0.889	0.842	0.800	0.762	0.727	0.696	0.667	0.640	0.615	0.593	0.571	0.552	0.533	0.516	0.500	0.485	0.471	0.457	0.444	0.432
<b>FOR</b>	17	0.944	0.895	0.850	0.810	0.773	0.739	0.708	0.680	0.654	0.630	0.607	0.586	0.567	0.548	0.531	0.515	0.500	0.486	0.472	0.459	0.447
	18	0.947	0.900	0.857	0.818	0.783	0.750	0.720	0.692	0.667	0.643	0.621	0.600	0.581	0.563	0.545	0.529	0.514	0.500	0.486	0.474	0.462
	19	0.950	0.905	0.864	0.826	0.792	0.760	0.730	0.704	0.679	0.656	0.633	0.613	0.594	0.576	0.559	0.543	0.528	0.514	0.500	0.487	0.475
	20	0.952	0.909	0.870	0.833	0.800	0.769	0.741	0.714	0.690	0.667	0.645	0.625	0.606	0.588	0.571	0.556	0.541	0.526	0.513	0.500	0.488
	21	0.955	0.913	0.875	0.840	0.808	0.778	0.750	0.724	0.700	0.677	0.656	0.636	0.618	0.600	0.583	0.567	0.552	0.538	0.525	0.512	0.500

**GOALS FOR DIVIDED BY / ( GOALS FOR + GOALS AGAINST )  
HIGHER % TEAM ADVANCES**