

# Markham Waxers House League Rules



*Markham Waxers House League promotes  
Fun, Fitness & Friendship!*

Updated: October 2025

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# The Rules

## House League Playing Rules

Markham Waxers House League follows the rules of Hockey Canada, the Ontario Hockey Federation, and the Ontario Minor Hockey Association. Each head coach will be given a copy of the OMHA Manual of Operations and the Hockey Canada Official Playing Rules at the start of the season. Both are available electronically on our website.

In addition to these, Markham Waxers House League observes the following guidelines and rules.

- Hockey Canada's Player Pathways
  - [U7 Player Pathway](#)
  - [U9 Player Pathway](#)
  - [U11 Player Pathway](#)
- Referees are the ultimate authority during a game, and their decisions are final!
- Treat the referees with respect—it could be your child or spouse!
- Offsides and icings are called at all divisions from U11 to U21.

In the U9 and younger divisions, the referees will be asked to refrain from calling offsides and icings for the first few weeks of games to give the coaches time to review these rules with their players. During this time, the convener will ask the referees to coach the players back on side and explain the icing rule whenever these situations arise.

- Players line up and greet the opposing team before the game begins.
- Blue pucks are used in the U7 and U8 divisions.
- House league teams shall not appoint team captains and/or assistant captains nor shall individual teams purchase C or A letters to be placed on team jerseys.

## Protective Equipment

Players are required to wear neck guards, helmet with chin straps secured, full facial protection, and mouth guards at all times. These are required before and after the game, as well as on the ice and on the bench during the game.

- If any of these items are lost during play, the player is to proceed to the bench and replace – NO PENALTY.
- If they are worn improperly while a player is not participating in play, the team will receive a warning for the first violation and a misconduct for each subsequent violation.
- If they are worn improperly while a player is participating in play, the whistle will be blown immediately and a minor penalty for will be assessed.

## Game Length

Ice time is one hour. Within that hour, 10 minutes is allotted for a flood, three minutes for warm up, and 47 minutes for game play.

| <b>Division</b> | <b>Period Length</b> | <b>Stop Time / Run Time</b> | <b>Shift Length</b> |
|-----------------|----------------------|-----------------------------|---------------------|
| U7: Stamkos     | 15 minutes           | Run Time                    | 2 minutes           |
| U7: Gaunce      | 15 minutes           | Run Time                    | 2 minutes           |
| U8              | 15 minutes           | Run Time                    | 2 minutes           |
| U9              | 14 minutes           | Run Time                    | 2 minutes           |
| U11             | 10 minutes           | Stop Time                   | On the fly          |
| U13             | 10 minutes           | Stop Time                   | On the fly          |
| U15             | 10 minutes           | Stop Time                   | On the fly          |
| U21             | 10 minutes           | Stop Time                   | On the fly          |

## Curfews

Games must be completed within the one hour scheduled ice time. This includes any time it takes to resurface the ice. If a delay occurs, the game will be curfewed so that the delay does not impact subsequent games.

If you know that a delay will cause a curfew, it is recommended that you shorten the length of the third period to ensure the game ends on time. The referee should be advised that you have made this change. If you do not shorten the game, the referee has the responsibility of blowing his whistle and ending the game once the allocated ice time is over.

In the case of injuries, please be aware if you stop the clock, you run the risk of creating a curfew situation.

## U7, U8, and U9 Shifting

In the U7 through U9 divisions players will be shifted by a two-minute buzzer.

The U7, U8, and U9 divisions will group their team into four groups—A, B, C, and D—where the players in the A group are the higher skilled players and the players in the D group are the beginner and less skilled players. The A group from team 1 will play against the A group from team 2, B against B, etc. This will ensure that like-skilled players only play against other players at a similar skill level.

Depending on the number of players available on each team during any given game, the coaches should try to have an equal number of players of relatively equal ability on each line.

If sufficient players are not available for one line, coaches should move the weakest player on one line down, or move the strongest player from one line up, to achieve balance in the number of players on the ice in each shift while maintaining the

integrity of the A/B/C lines. When moving a player down to a weaker line, that player should be encouraged to play defence as it is not in the interests of fair shifting to have one stronger player dominate for the entire shift.

*At no time should an A player be allowed to play on the C line!*

Cases of repeated abuse of the fair shifting guidelines will be brought to the attention of the Markham Waxers House League Board if warnings to coaches do not resolve the issue.

## Shifting in U11 through U21

Beginning in the U11 division, players will be shifted on the fly. While there are no time limits on shifting in these divisions, coaches are required to ensure each player gets equal ice time during each game.

## Fair Shifting

Markham Waxers House League has an *equal ice time* policy for all house league teams. ***This means that no player should intentionally get more or less ice time than another or be put on or kept off the ice in certain situations such as a power play or a key moment late in the game.*** Markham Waxers House League believes that all players deserve an equal opportunity to contribute at all times of the game and for equal lengths of time, and that while “shortening the bench” may help a team have a better chance to win, the harm to a child’s confidence lasts much longer than the temporary satisfaction of winning the game.

To comply with Markham Waxers House League’s fair shifting rules, coaches are required to use the following lines.

| Number of Skaters<br>(excluding goalie) | Forwards                     | Defensemen |
|-----------------------------------------|------------------------------|------------|
| 15                                      | 3 Lines                      | 3 Pairs    |
| 14                                      | 3 Lines                      | 5 Rotating |
| OR                                      | 3 Lines (2 rotating centers) | 3 Pairs    |
| 13                                      | 3 Lines                      | 2 Pairs    |
| 12                                      | 3 Lines (2 rotating centers) | 2 Pairs    |
| OR                                      | 2 Lines                      | 3 Pairs    |
| 11                                      | 2 Lines                      | 5 Rotating |
| OR                                      | 2 Lines (3 rotating centers) | 2 Pairs    |
| 10                                      | 2 Lines                      | 2 Pairs    |
| 9                                       | 2 Lines                      | 3 Rotating |
| 8                                       | 5 Rotating                   | 3 Rotating |
| 7                                       | 4 Rotating                   | 3 Rotating |
| 6                                       | Game is forfeited            |            |

Double or consecutive shifts are **NEVER** permitted unless a team has so few players that it is unavoidable due to the rotation system noted above.

A table to track fair shifting is attached in Appendix 1. It has been set up for 2-minute shifts but may be modified for use in all game situations by both conveners and coaches.

## **Game Sheets**

Game sheets will be used to record all games in the U11 through U21 divisions.

The coach of the home team is required to complete the game sheet and provide it to the coach of the visiting team who will complete it and submit it to the convener/timekeeper no later than 15 minutes prior to scheduled game time. The second team listed on the schedule is designated as the home team, i.e., Team 1 vs. Team 2: Team 2 is the home team.

The exact score and a record of goals and assists must be recorded on the Game Sheet. It must be signed by the coaches, timekeeper, and referees.

Coaches are responsible for submitting the completed game sheet to the Markham Waxers House League office at Mt. Joy no later than the Wednesday following a game.

## **Minimum Team/Forfeit**

In all divisions, a game shall be forfeited if a team is unable to ice seven players. The seven players shall consist of six skaters and one goaltender. If a team forfeits a game, the non-forfeiting team shall be awarded a 1-0 win. No player will be credited with the goal, nor will the goalie on the winning team be credited with a shutout for the purposes of individual statistics.

## **Goaltender**

In U11 and above, if a team does not have a goaltender available, the head coach may recruit a goaltender from another team in the same or lower division. A goaltender from a higher division may not be recruited.

Alternatively, in U11 and U13, another player may play in net, or the opposing goalie can play half the game for each team.

When a division is short goaltenders (not every team has an assigned goalie), the association will set up a goalie rotation with the division's goalies for the season.

The Waxers will pay goalies to fill in for goalies who are away or sick in U15 and U21.

## **Timekeeper**

The Timekeeper Scheduler assigns a timekeeper for each house league game in the U13 and older divisions. In the U11 division and younger, the coach of the home team is asked to find a parent or sibling volunteer to run the time clock.

See Appendix 2 for full instructions on running a time clock.

## **Entering and Exiting the Ice Surface**

Teams will not enter the ice surface until the Zamboni door has been closed and latched.

During practices, players will not take the ice until the coaches are on the ice.  
During games, players will not take the ice until the referees are on the ice.

Teams will enter the ice through separate doors—each entering through the door closes to their change room. After the game is over players exit the ice through separate doors.

## **Timeouts**

Timeouts are not allowed during regulation play. During playoffs, one 30-second timeout is allowed per team per game.

## **Mercy Rule**

No more than a five-goal differential in a playoff game will be shown on the scoreboard. The timekeeper will record all goals on the game sheet and these will be included in the final official score.

## **Penalties**

1. Penalty times are 2 minutes, 5 minutes and 10 minutes.
2. A penalized player shall serve the full period of his or her penalty, except in the case of a 2-minute penalty which shall be cancelled by a goal scored against the penalized team.
3. Penalties assessed during regulation play but not fully served carry over into any overtime period.
4. In the U7, U8 and U9 divisions, where a buzzer signifies line changes, the player receiving a penalty will serve the full penalty time, except in the case of a 2-minute penalty where either a goal is scored against the penalized team during the shift in which the penalty was called, or a line change occurs while the player is serving the penalty. Any player who receives a 2-minute penalty will remain in the penalty box until the earlier of (a) the scoring of a goal by the opposing team, (b) the expiration of the 2-minute penalty or (3) the sounding of the buzzer signifying the end of the shift in which the player received the penalty. This may result in the penalized player actually serving less than the full 2 minutes of the penalty. For the shift immediately following the shift in which the penalty was incurred, the penalized team returns to full strength.
6. In the U8 to U21 divisions, any player accumulating a total of three minor penalties in one game shall be suspended for the remainder of the game. Double-minors are considered to be one minor penalty.
7. Referees are asked to immediately eject from a game any player who engages in fighting or utters racist/homophobic/etc. comments. Conveners may ask referees to eject a player from the game to prevent the game from getting out

of hand.

8. Unless inconsistent with the above, all other rules applicable to games, set out in this Manual, apply to playoff games as well.

## **Suspensions**

If a player is suspended while playing in a Waxers rep or Rostered Select (RS) game, that player must serve the suspension with his or her Waxers rep or RS team. The player is still eligible to practice with his or her Waxers rep or RS team, as well as practice with his or her house league team and play games with his or her house league team while the suspension is being served.

If a player is suspended while playing in a house league game, the player must serve the suspension with his or her house league team. In addition, the player is also NOT eligible to play in any games with his or her Waxers rep or RS team for the duration of the suspension. The player may practice with his or her house league team and Waxers rep or RS team while the suspension is being served.

The Markham Waxers House League reserves the right to review each such suspension and to impose such further sanctions as are deemed appropriate.

## **Protests**

Protests are not allowed. Please put your comments and concerns in writing and address them to Markham Minor Hockey Association Board of Directors.

## **Championship Weekend**

### **Seeding**

Ties are allowed during round robin play. Points are awarded based on round robin play results: two points for a win, one point for a tie, zero points for a loss. Seeding will be determined after round robin games have been completed. In the event that teams are tied at the end of round robin play, the following steps will be used to break the tie.

1. Team with the most wins
2. Head to head play during the round robin
3. Team with the fewest goals against
4. Team with the fewest goals for
5. Coin toss

The coin toss will be held by the division convener in the presence of both head coaches. The coach of the team with the lowest assigned team number will make the call while the coin is in the air.

## **Championship Rules**

### **1. Game Sheet and Roster**

Coaches of the home and visiting teams will complete and sign a game sheet and submit it to the convener at least 15 minutes prior to the start of the game.

U11 through U21 coaches will designate three players who will participate in the first round of the shootout should the game end in a tie by placing an asterisk (\*) next to the player's name. Coaches will inform the convener which fair shifting option they will use during the game and will provide him/her with the team's lines.

## 2. Handshake

Teams will shake hands at the beginning of the game.

## 3. Timeout

One 30-second timeout per team is allowed during a game including overtime.

## 4. Substitution

U7 to U9: no substitutions are allowed except for injuries. In the case of an injury, a player of the same ranking may be substituted for the injured player.  
U11 to U15: unrestricted substitution is permitted in the final two minutes of each game and during overtime.

## 5. Pulling the Goalie

A coach is permitted to pull their goalie during the final shift of the third period. Any bench player may be inserted onto the ice in place of the goalie. If the goalie returns to the ice, the player substituted earlier must return to the bench.

## 6. Fair Ice Time

"Equal" shifting will be accorded each player as closely as practical. Double (consecutive) shifts are never permitted.

### U7 to U9

Coaches will follow shift sheets used during the playoffs.

### U11 to U21

Coaches will shift their players according to the following table.

| <b>Skaters*</b> | <b>Forwards</b>            | <b>Defence</b> |           | <b>Forwards</b>            | <b>Defence</b> |
|-----------------|----------------------------|----------------|-----------|----------------------------|----------------|
| 15              | 3 lines                    | 3 pairs        |           |                            |                |
| 14              | 3 lines                    | 5 rotating     | <b>OR</b> | 3 lines (rotating centres) | 3 pairs        |
| 13              | 3 lines                    | 2 pairs        |           |                            |                |
| 12              | 3 lines (rotating centres) | 2 pairs        | <b>OR</b> | 2 lines                    | 3 pairs        |
| 11              | 2 lines                    | 5 rotating     | <b>OR</b> | 2 lines (rotating centres) | 2 pairs        |
| 10              | 2 lines                    | 2 pairs        |           |                            |                |
| 9               | 2 lines                    | 3 rotating     |           |                            |                |
| 8               | 5 rotating                 | 3 rotating     |           |                            |                |
| 7               | 4 rotating                 | 3 rotating     |           |                            |                |

| <b>Skaters*</b> | <b>Forwards</b> | <b>Defence</b> |  | <b>Forwards</b> | <b>Defence</b> |
|-----------------|-----------------|----------------|--|-----------------|----------------|
| 6               | Game forfeited  |                |  |                 |                |

*\*Skaters do not include the goaltender.*

Conveners will enforce the fair shifting rule by tracking player shifts. If the convenor observes unfair shifting, she/he will ask the referee to stop the game and request the coach observes the fair shifting rules. If the condition continues, the convenor will ask the referee to remove the coach from the game. The convenor may recommend a forfeiture of the game by the offending team.

## **7. Tie Championship Game U11 through U21**

In the event of a tie game, there will be one five (5) minute running time sudden victory overtime period.

If there are no goals scored in overtime the game will go to a three-player shootout using the three players which were identified on the game sheet before the start of the game. In the event of injury to one or more of the designated shooters, substitutions will be permitted.

If the shootout is still tied after the three-player shootout, then a one-by-one sudden victory shootout will commence using the balance of each team's players. Both teams have one shot during each round of the one-by-one sudden victory shootout. A player will not shoot a second time until all players on his/her team have shot.

Should the game still be tied after all players have participated in the shootout, the one-by-one sudden victory shootout will continue and players will participate in the same order in which they participated during the first rounds.

## **9. Three Penalties – Automatic Game Ejection**

Any player receiving three (3) penalties in one game will also receive an automatic game ejection. For this rule, double minor penalties count as only one penalty. Any misconduct also counts toward the three-penalty rule.

## **10. Penalty Carry Over**

A penalty assessed during the game carries over into the overtime period.

## Appendix 1 Fair Shifting Worksheet

| Time        | LW | C | RW | LD | RD | Time        | LW | C | RW | LD | RD |
|-------------|----|---|----|----|----|-------------|----|---|----|----|----|
| 44 – 42 min |    |   |    |    |    | 44 – 42 min |    |   |    |    |    |
| 42 – 40 min |    |   |    |    |    | 42 – 40 min |    |   |    |    |    |
| 40 – 38 min |    |   |    |    |    | 40 – 38 min |    |   |    |    |    |
| 38 – 36 min |    |   |    |    |    | 38 – 36 min |    |   |    |    |    |
| 36 – 34 min |    |   |    |    |    | 36 – 34 min |    |   |    |    |    |
| 34 – 32 min |    |   |    |    |    | 34 – 32 min |    |   |    |    |    |
| 32 – 30 min |    |   |    |    |    | 32 – 30 min |    |   |    |    |    |
| 30 – 28 min |    |   |    |    |    | 30 – 28 min |    |   |    |    |    |
| 28 – 26 min |    |   |    |    |    | 28 – 26 min |    |   |    |    |    |
| 26 – 24 min |    |   |    |    |    | 26 – 24 min |    |   |    |    |    |
| 24 – 22 min |    |   |    |    |    | 24 – 22 min |    |   |    |    |    |
| 22 – 20 min |    |   |    |    |    | 22 – 20 min |    |   |    |    |    |
| 20 – 18 min |    |   |    |    |    | 20 – 18 min |    |   |    |    |    |
| 18 – 16 min |    |   |    |    |    | 18 – 16 min |    |   |    |    |    |
| 16 – 14 min |    |   |    |    |    | 16 – 14 min |    |   |    |    |    |
| 14 – 12 min |    |   |    |    |    | 14 – 12 min |    |   |    |    |    |
| 12 – 12 min |    |   |    |    |    | 12 – 12 min |    |   |    |    |    |
| 10 – 8 min  |    |   |    |    |    | 10 – 8 min  |    |   |    |    |    |
| 8 – 6 min   |    |   |    |    |    | 8 – 6 min   |    |   |    |    |    |
| 6 – 4 min   |    |   |    |    |    | 6 – 4 min   |    |   |    |    |    |
| 4 – 2 min   |    |   |    |    |    | 4 – 2 min   |    |   |    |    |    |
| 2 – 0 min   |    |   |    |    |    | 2 – 0 min   |    |   |    |    |    |

## Appendix 2 Clock Instructions

### Set Up a New Game

1. Press **AUTO HORN** to verify it is set to 0 sec (or 180 seconds for 3-minute buzzer).
2. Press **NEW GAME**.
3. Press **CLEAR**.
4. Timer Direction will display. Verify it is D. Press **ENTER**.
5. Period # will show. Enter period number. Press **ENTER**
6. Period minutes will show. Enter length of period, press **ENTER**.

### Start and Stop the Clock

1. Press **TIMER RUN** to start the clock
2. Press **TIMER HOLD** to stop the clock

### Set Up a Penalty

1. Press the Home or Guest penalty button. Press **ENTER**
2. Type in player number. Press **ENTER**
3. Penalty Minutes will display. Type number of minutes. Press **ENTER**
4. Type in number of seconds required. Press **ENTER**

### Clear or Correct a Penalty

1. Press **RECALL**.
2. Press Home or Visitor penalty button.
3. Press **CLEAR**.
4. Press **ENTER**

### Set Up a Score

1. Press Home or Guest score button.

### Reset or Correct a Score

1. Press **RECALL**.
2. Press Home or Guest Score button.
3. Press **CLEAR**.
4. Enter the correct score. Press **ENTER** to return to Game Mode

### Set the Timer

1. Press **SET TIMER**.
2. Using the keypad, enter number of minutes. Press **ENTER**.
3. Press **TIMER RUN** to start the timer.

### Sound the Horn

1. Press **MAN HORN** button to sound the buzzer manually.