

'21 SHANAHAN INT. TOURNAMENT RULES

GTHL #5717

Toronto, ON

November 5 – 7, 2021



'21 Shanahan Int. Tournament: RULES

This is a GTHL event. The sanctioned ID is: GTHL #5717

GTHL Rulebook - [Here](#)

GAME SHEETS

Carded officials from each team are required to visit the tournament office to complete/sign the game sheet.

ROSTERS & TOURNAMENT PERMITS

All teams must provide these documents before the tournament to be deemed eligible for participation.

- Only players appearing on this roster are eligible to participate. Affiliate players (AP) must provide appropriate documentation.

MINIMUM SUSPENSIONS

The tournament will be played under OHF rules regarding length of suspension.

Suspension length is available: www.ohf.on.ca

PROTESTING CALLS

Please Note: The Reps AAA Hockey Club, Canlan Classic Tournaments and tournament operator staff do not have authority/ability to overturn calls or assess alleged non-calls retroactively.

Protest will not be accepted. A gross misconduct – travesty of the game, can be assessed to your team if a member of your team's coaching staff, parents' or players' behavior is outside the expected code of conduct.

START TIMES

Teams must be prepared to start up to 15 minutes ahead of scheduled start time (at tournament staff's discretion)

Failure to be prepared 15 minutes early will result in a 2-min. delay of game minor penalty.



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TIMEOUTS

There are no timeouts in the preliminary round.

Each team is permitted one 30-second timeout per playoff game (quarter final, semi final, championship)

GAME LENGTH

All games shall be 'stop time' as follows:

Age	Period Length
U10	12 – 12 – 12
U11	12 – 12 – 15
U12	12 – 12 – 15
U13	10 – 15 – 15
U14	10 – 15 – 15
U15	15 – 15 – 15

Three minutes are to be posted on the clock, for a warm up.

- Teams shall be at ice level at game time. The warmup clock starts as soon as both nets are pegged and available for the teams.

In the third period, if the score differential reaches 5 goals (or more), the clock will be operated as 'run time'. It will not revert to stop time unless the differential is reduced to 3 goals.

- The officials have authority to stop the clock until the next puck drop if it is deemed that a team is intentionally delaying or if an injury timeout is warranted.

Each game is allotted 85 min slot (including warmup and flood). Tournament staff may enforce run time if the game's completion is threatened by curfew.



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OVERTIME

There is no overtime for preliminary round games.

Overtime is played in playoff games (quarter final, semi final & championship)

- There will be a 5-minute, run time, 3-on-3 sudden death overtime period to determine the winner.
- If no winner is decided at the end of overtime, a 3-player (per team) shootout will decide the game.
- If teams are still tied after the first 3 shooters, there will be a sudden death shootout.
- Each team must use every player on the bench before allowing the first shooter to go again.
- Players will shoot simultaneously at each end.
- Players serving penalties at the end of overtime are permitted to participate in the shootout.

BODY-CHECKING

Per Hockey Canada Rule 6.2: Body-checking is permitted in U14 and U15 divisions

STANDINGS

Tournament schedule, scores, stats, and standings are posted on ccthockey.com

Teams receive two points for a win, one point for a tie, zero points for a loss.

- Forfeits: Offending teams are assessed a 5-0 loss
- Both teams are assessed a 5-0 loss in the event of a "double-forfeit"

Standings – After Preliminary Round Play

If **2 Teams** are tied in the standings with the same points total, the following tiebreaker steps will be taken in this order:

1. Most Wins
2. Head to Head Record
3. Goals for divided by total Goals (GF + GA). The higher percentage will advance.



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4. Least goals against
5. Most goals for
6. Least penalty minutes
7. Coin toss between tied teams

If **3 or more teams** are tied in the standings with the same points total, the following tiebreaker steps will be taken in this order:

1. Goals for divided by (total Goals For plus Goals Against). The higher percentages will advance
 2. Least goals against
 3. Most goals for
 4. Least penalty minutes
- In the case of a tie between three or more teams, seeding will be determined for all teams using the 3+ team tiebreaker steps (it will not revert to the 2 team tiebreaker steps after the highest seed is advanced).
 - There is no maximum goal differential per game (mercy rule).
 - In the interest of safety, fair play and the tournaments competitiveness: Tournament staff have final say on playoff seeding.

ADVANCEMENTS – PLAYOFF SEEDING

The playoff format / schedule is posted on ccthockey.com

Each “**division**” contains 2-3 “**pools**”

“**Pool Winners**” are awarded the highest seeds

U10, U12, 13 & 14 have 2 pools within the division. U11 & U15 have 3 pools within the division

- For U11 & U15: After the pool winners are determined, the remaining seeds (4th – 6th) are determined as ‘at large’ wildcards across the entire division (regardless of pool).

For U11 & U15 the 3 pool winners are seeded based on:

1. Most Points
2. Most Wins



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3. Goals for divided by total Goals (GF + GA). The higher percentage wins
4. Least goals against
5. Most goals for
6. Least penalty minutes
7. Coin toss between tied teams

JERSEYS

Home team wears their white uniform.