

Humber Valley Shark Attack – Tournament Rules

Registration

- A representative from each team must register (check-in) at the tournament office at least 1 hour prior to their first game with tournament staff.
- Players are required to have government-issued ID showing the player's name and date of birth available at all times upon request during the tournament. A team challenging another player's age must provide proof of birth for every player on their own team first.
- Alternately, the Team Coach or Manager can submit photocopies of all their players' IDs ahead of time.

Rosters

- The coaching staff is responsible for ensuring that every player that participates is eligible.
- A player can only play for one team per age group
- Players cannot play in a younger birth year than they are born.
- Any coach who plays a suspended player will automatically have the team disqualified from the tournament.
- A coaching staff that plays a player who is not eligible can have their team immediately disqualified from the tournament under the discretion of tournament staff (including current suspensions, carry over suspensions from prior events, age, false identity, etc.).

Payment

- The team's registration fee must be paid in full prior to the start of the first game. For more information, please review registration policy – thank you. Your team can be locked out of your dressing room due to delinquent payment.

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Game

- All games will be 3 x 12 minute stop time periods with the exception of Minor Novice and Major Novice divisions which will be the following: 2 x 15 minute stop time periods, in addition to a shootout ***if time permits***. The purpose of the shootout is to incorporate a fun and friendly environment.
- All divisions are full ice except for the following: Minor Novice and Major Novice which will play modified ice. Boards will be placed at the far blue line to incorporate both benches for active play and line changes.

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Age Group 2011 and 2012

- Handshake at beginning of game
- All games 2 X 15 minute stop time periods, run time after 8 point spread in 2nd period
- Ice surface will be reduced to approximately 2/3
- 2 minute water/rest break between periods
- Scoreboards to show a spread of 5 goals only
- Off sides at the judgement of referees
- Line changes on the fly (no fixed time buzzer)
- End of game FUN shoot-out (time permitting)
 - 3 players for each team selected in advance (players may not repeat until all players have shot)
 - Alternating shots on same goal end (goalies alternate in same net)
 - Players kneel along boards and cheer each other on
 - Shooters can display their best stuff
 - No scores recorded

Awards

- MVP awarded to a player on each team in the game. Coaches select the player on their team.
- Championship Game: awarded on ice after game
 - Consolation Medal in each division
 - Championship Medal in each division
 - Tournament MVP
 - Selected from the championship team in each division
 - Chosen by the coach with consultation with tournament organizer
 - Presented on ice by tournament official
- Championship Banner

Warm-up

- Pre-game warm-ups will be two minutes. Teams must be prepared to start games 15 minutes early.

Time-Outs

- Each team is permitted one 30 second time-out per game, including overtime.

Body Checking

- Body checking **will not be permitted in this event. Players deemed negligent will be removed from the tournament at the hands of the Referee in Chief.**

Equipment

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- All players must wear a full face-mask and a neck guard in order to play. USA-based teams are not required to wear a neck guard; however, it is highly recommended. Mouth guards are strongly recommended as well.

Tournament Points

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

Standings – After Preliminary Round Play

If 2 Teams are tied in the standings, 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 For plus Goals Against). The higher percentage will advance.
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, 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
 5. Coin toss between tied teams
- In the case of a tie between three or more teams, seeding will be determined for all teams using the 3 or more teams tiebreaker steps (it will not revert to the 2 team tiebreaker steps).
 - The maximum goal differential that will be recorded in a game and used for tiebreaker calculations is 5.

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- In the interest of safety, fair play and the tournaments competitiveness: Tournament staff have final say on playoff seeding.

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Overtime – Available for Playoffs (Quarter Finals, Semi Finals or Championships)

- There will be a 5 minute, stop-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 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.

Goal Spread

If a difference of five goals or more exists at any time during the third period, running time will commence. The time will not stop again until the difference is reduced to 4 goals or less.

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

Participation in Games

- A team that does not present itself for a game will forfeit that game and will be subject to expulsion from the tournament (at the discretion of the tournament staff). No refunds will be given.

Forfeits

- All forfeit games (for any reason) will be recorded as 5-0 scores.

Sweater Conflicts

- If a jersey colour conflict arises, the visiting team will be asked to wear their alternate jerseys. If they do not have alternates, the home team will be asked to wear their alternates.
- If neither team has an alternate set, the tournament team will provide a set of pinnies / jerseys to the visiting team.

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Tournament Penalties - Follow the current Canadian Hockey Association rulebook (exceptions are the following):

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Penalties

- All penalties and suspension will follow the guidelines laid out as per Hockey Canada

Referees

- The tournament organizers will not overrule a referee or Referee in Chief's call.

Protests

- No protests will be accepted – Including video footage.

Spectators

- Any spectator deemed by either the referee or the Tournament Coordinator to be acting in a manner detrimental to the maintaining a fun and safe environment will be subject to ejection from the rink area and/or premises. This includes, but is not limited to: swearing and profane language, verbal attacks directed towards players, game officials, tournament staff, or other fans, and fighting or threatening to fight. Failure to comply with an ejection may result in a delay of game penalty being assessed to the spectator's team at the referee's discretion.
- Please note that in extreme circumstances games can be stopped and/or forfeited by tournament staff

Coaching Staffs

- It is our objective to host a fair and competitive tournament for all teams. Therefore, it is extremely important that everyone play by the same rules. It is the coaching staff's responsibility to make their players and their parents fully aware of the tournament rules.