



## CANLAN SPORTS - HIGH SCHOOL TOURNAMENT RULES (Revised 2021-01-25)

### GAME LENGTH AND PROCEDURES

1. Game Play, Periods and Times are set per tournament, within the specific tournament features.
2. The ice is resurfaced after each game (unless otherwise noted in tournament features).
3. Mercy rule: if a lead of 5 or more goals, last period moves straight time unless lead reduced to 3.
4. In 2 period games, the last 10 minutes counts as the last period.
5. Teams must be dressed and ready to play 5 minutes before allotted game times if preceding game finishes early.
  - a. A 3-minute warm-up will begin when the ice resurfacer doors close.
  - b. Officials will buzz or whistle at 30 seconds
  - c. The clock will only stop at the full length of the first period if the teams are at center ice waiting for puck drop, or the referees are not ready.
  - d. If a team is not ready to play at a 2-minute penalty may be assessed (exceptions include delay due to weather, bus problems, etc.)
6. Team representatives must submit each games roster to the scorekeeper before the start of each game.
7. Time outs (one per team) allowed only in playoff games. Stick measurements are not allowed.
8. Please check with opposing coach re sweater colours. Home team must wear alternative or pinnies if required.

### RULES

9. OFSAA and Hockey Canada rules apply.
10. Goalies:
  - i. Must wear properly fitted CSA approved helmet with full face mask.
  - ii. Must wear throat protector (guard).
  - iii. It is recommended that they wear plastic throat bib attached to the mask. The
  - iv. Plastic throat bib does not replace the throat protector (guard).
  - v. Strongly recommended that goalies wear a mouth guard.
11. Other skaters:
  - i. Must wear properly fitted CSA approved helmet with full face mask.
  - ii. Must wear throat protector (guard).
  - iii. Strongly recommended that all other skaters wear a mouth guard.
  - b. Failure to comply with the above, will result in a two-minute penalty each time the infracting player(s) steps on the ice from the bench.
12. No red line for offsides.
13. Teams must Fist-Bump with gloves on, before each game (nothing after) Referees and coaches will use elbow bumps, if gloves are not worn.
14. OFSAA ZERO TOLERANCE TO ROUGH PLAY rule applies.

- a. Match or fighting major penalties: player disqualified for the balance of the tournament and a copy of the game sheet and referees' report will be forwarded to the principal of the player's school.
  - b. At the referees' request, any other penalties may be reviewed by the tournament convenor.
15. A balance of game ejection will be assigned to any player receiving 4 minor penalties or 3 stick penalties. A player from the ice serves the last penalty.
16. In the event of persistent misconduct/lack of control or foul language exhibited by a team and/or its coaches, the referees, in consultation with any one of the tournament convenors may declare a forfeit or eject individual players or staff.
- a. If the non-offending team is leading, the score stands; if not, forfeit score is 1-0. Tournaments are school field trips – if there is swearing on the ice, on the bench or in the penalty box, it will be dealt with severely if it is heard by referees or convenors. All timekeepers are also convenors.
17. Any game misconduct in the final period of a game (the last 10 minutes in a game with 2 x 16-minute periods) for reason other than a match or fighting major (see #12 above) is an AUTOMATIC additional one game suspension; this does not apply to balance of game ejection penalties.
18. In the event a team could not play its game (snow, bus delay, etc.), the forfeit score is 1-0. Zero points are awarded for a double forfeit (if both scheduled teams are snowed out).

### **NON-CONTACT GAME PLAY CLARIFICATION**

19. **Body checking is NOT ALLOWED.** Be especially aware that the defending player may NOT hit the offensive player by going in the opposite direction from that player.
- a. A Minor Penalty will be called for any, body checking infraction.
  - b. A Major penalty will be called in all cases where the action is flagrant and excessive, and in any case if a player is injured (which also means a Game Misconduct as well).
20. **Angling a player towards the boards:** Players are entitled to the ice they occupy and to position themselves between the puck and their opponent without extending any part of the body (hip, leg or arm) or suddenly stopping to initiate contact. A defender has the right to steer or direct an opponent towards the boards, then close off the gap (by body positioning alone, NOT by a hip check) that the opposing player is going wide to obtain. The objective here is to close the gap, NOT try to drill the opponent through the boards.
21. **Battles:** Players battling for position and/or puck possession using their strength and balance will not be penalized: If any of these actions escalate into cross checking, forearm shoves, aggressive pushing or body checking, penalties shall be assessed.
22. **Interference and "Mirroring":** All players must be allowed to pursue the puck or gain position without being impeded in any manner. However, as players are entitled to the ice they occupy, they are allowed to position their bodies between the puck and their opponents without initiating body checking contact. For example, on a one-on-one rush, the defender is allowed to "mirror" the opposing player and not let the puck carrier by, until such time as the puck has been shot towards the net, passed, or chipped into the corner past the defender

### **TIES IN STANDINGS**

23. **Maximum goal differential in any game is 5. For example, a 12-3 score becomes an 8-3 score, when calculating standings.**
24. **Tie games shall stand in preliminary play, no overtime**
25. **If 2 Teams are tied in the standings the following tie-break steps will be taken in this order:**
- a. **Most Wins**
  - b. **Head-to-Head Record**

- c. **Goals for divided by (total Goals For plus Goals Against). The higher percentage will advance.**
  - d. **Least goals against**
  - e. **Most goals for**
  - f. **Least penalty minutes**
  - g. **Coin toss between tied teams**
26. **\*If 3 Teams or more are tied in the standings the following tie-break steps will be taken in this order:**
- a. **Goals for divided by (total Goals For plus Goals Against). The higher percentage will advance in order**
  - b. **Least goals against**
  - c. **Most goals for**
  - d. **Least penalty minutes**
  - e. **Coin toss between tied teams**

## **OVERTIME**

27. In all playoff games, tied games go into 1 sudden victory overtime 5-minute period.
- a. Teams play 3 on 3 with substitutions allowed any time. Late 3rd period penalties carry into overtime (penalties carried over into overtime create a 4 on 3 advantage until first whistle after penalized player has returned to the ice.) A penalty incurred in overtime results in a 4 on 3 advantage. Another penalty means a 5 on 3 advantage.
  - b. If a game is still tied after overtime, a 3 man per team simultaneous shootout will take place. If still tied after this, a 1 man per team simultaneous shootout will take place until a winner is declared. Same shooters continue to shoot in the same order. If any of these 3 shooters cannot participate due to an injury or penalty, the coach must substitute another player. A penalized player may not leave the box to participate in the shootout.
28. MINI MATCH PLAY OFF GAMES go directly to a shootout.

## **INCLEMENT WEATHER POLICY**

29. Tournaments are not cancelled due to a weather forecast. Indeed, in the past there have been several occasions when a major snowfall for a tournament day was predicted and it did not materialize. We approach every event with the full expectation that it will run as scheduled.
30. With six rinks at Canlan Sports York (all under one roof), we can generally build “buffers” into the schedules we create so that if a team’s bus experiences a minor delay in arriving here, in most cases, we can back up their start time a bit so that the team(s) do not forfeit their game.
31. If, due to inclement weather, teams cannot play at least half the guaranteed number of games, a 50% credit will be held for use within the current season. If the team is unable to attend another tournament within the current season, a refund will be provided.