

Scarborough Young Bruins

Early Bird Classic Tournament Rules

October 3 – 5, 2025

All Games at Canlan Ice Sports – Scarborough

Tournament Office and Contact information:

Tournament office is on the second floor of Canlan Scarborough

Contact Shannon Crookston, Tournament director, 416-873-1277

General Tournament Information

- All games will be played under **Hockey Canada** and **OHF** playing rules, except as noted below.
- All participants must be properly registered with their governing body (Hockey Canada, USA Hockey, or equivalent).
- Tournament officials reserve the right to make final decisions on all matters.
- ALL teams must register at least 1 hour prior to their first game.
- All game sheets should be filled out 20 minutes prior to the start of the game; game sheets are paper so it is recommended you bring pre printed labels.
- Home team wears white.
- Any changes to the submitted roster should be updated at least 1 hour prior to playing your first game
- Only players, coaches and team officials are allowed in the teams dressing rooms.
- Only **approved rostered coaches/trainers** are permitted on the bench.
- Teams must be ready to start **15 minutes before scheduled game times**.
- **ON ICE OFFICIALS** - On-Ice Officials are provided by the GTHL. Their rulings cannot be disputed or over-ruled by the Tournament Committee.
- Mercy rule is in place. Please note, in round robin games, if the third period begins with, or at any time during the period, it reaches a five-goal lead by either team, that period will be played in running time, without stopping the clock. Time will continue to run throughout the period, regardless of further scoring changes. In the semi-finals or finals, if the spread in the score is five goals at the start of the third period, or at any time during the period, it reaches a five-goal lead, by either team, the game shall be running time. If the goal spread in the score reverts to a three-goal difference, the game clock will return to stop time, unless the score becomes a five-goal spread again, in which case the running time will resume.
- Dressing rooms must be vacated by **20 minutes after games** and left clean.
- Abuse of officials, staff, or volunteers will not be tolerated. Players, coaches, or spectators may be ejected from the facility without refund.

1. Tournament Format

Divisions of 8 Teams

- Teams will be split into **Pool A** and **Pool B**.
- Each team plays **3 round-robin games**.
- After round robin:
 - Top **2 teams from each pool** advance to the **semi-finals** (1A vs 2B, 1B vs 2A).
 - **3rd place Pool A vs 3rd place Pool B, 4th place Pool A vs 4th place Pool B** (consolation).

Divisions of 4 Teams

- Each team plays **3 round-robin games**.
- After round robin:
 - **1st vs 4th, 2nd vs 3rd** (semi-finals).
 - Winners play for **Championship**.

Divisions of 5 Teams

- Each team plays **each opponent once** (4 games).
- After round robin:
 - **Top 2 teams play in Championship final**.

2. Game Lengths

- **U10 & U11:** 10–10–10 stop-time periods.
- **U14 & U15:** 12–12–12 stop-time periods.
- Warm-up: **3 minutes**.
- Ice floods will occur at the end of every game (or as required by arena staff).

3. Overtime / Time-Outs

- **Round Robin Games:**
 - No overtime.
 - No timeouts permitted.
- **Semi-Finals & Finals:**

- One (1) timeout per team allowed.
 - If tied after regulation → **5-minute stop-time sudden death 3-on-3 OT**.
 - If still tied → **shootout** (3 shooters, then sudden death).
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4. Standings & Tie-Breakers

Points system:

- **Win = 2 points**
- **Tie = 1 point**
- **Loss = 0 points**

Tie-breaking procedure (in order):

1. The winner of the game between the two tied teams will advance, or
2. If that game ended in a tie, or the teams did not play each other, the team with the better record of goals for and against (goals for divided by goals for plus goals against, with the higher percentage winning) will advance, or
3. If there remains a tie, between 2 teams that played each other, the team that scores the first goal in the game between the two tied teams will advance, or
4. If there remains a tie, between 2 teams that did not play each other, the team with the most wins will advance, or
5. In the event of a tie among three (or more) teams, group standings will be determined as per (2) above, and if a tie still exists, then the provisions of section (1) and (3) above, in that order, will be applied, or
6. If all of the above result in a continuing tie, the standing will be resolved by the flip of a coin.

These rules will be applicable to all relevant placings (i.e. 1st, vs 2nd, vs 3rd, vs 4th).

5. Penalties & Suspensions

- Any player or team official receiving a **major penalty** will be ejected for the remainder of that game, with possible further suspension.
- **Match penalties** will result in automatic removal from the tournament, pending review.
- Three minor penalties in one game = automatic ejection from the remainder of that game.
- Hockey Canada/OHF suspension guidelines apply and may carry over to league play.

6. Facility Rules (Canlan Scarborough)

- No outside food or beverages (except personal water bottles).
- Alcohol is not permitted in dressing rooms or spectator areas.
- Zero tolerance for harassment, abuse, or unsafe behaviour.

7. Tournament Officials

- Tournament Committee and referees will make final decisions on all disputes.
 - The Committee reserves the right to adjust schedules or rules to ensure fair play and safety.
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