



HUMBER VALLEY SHARK ATTACK TOURNAMENT RULES 2026

Registration

- A representative from each team must register (check-in) at the tournament office.
- Players are required to have government-issued ID always showing the player's name and date of birth available 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.

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.

Rosters

- The coaching staff is responsible for ensuring that every player that participates is eligible.
- A player must participate in at least one round robin game to be eligible for the playoffs (quarter finals, semi-finals, or finals).
- A player can only play for one team per age group per tournament.
- 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.).
- Mixed birth year teams are common. These teams must register for the oldest birth year on their roster

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.

Game Format U7 and U8(Tier 2/3)

Spirit of the Game:

At U7 and U8 the intent is to create an environment that promotes fun and fair play. Winning occurs when players have fun and have frequent puck touches. Playing against relatively similar skilled players contributes to their fun and development. Coaches on both teams are responsible for collaborating and creating this environment for all players, on the bench and the ice. This is done by splitting the team into higher skilled players playing one another, and the lesser skilled players playing one another. Coaches are strongly encouraged to make in-game adjustments or at mid game break.

There are no eliminations or championships to compete for, there is no advantage of stacking a side or score, all players must have equivalent ice time.

Scores will be kept for the purpose of better matching teams in game 5 (final game). All teams play 5 games.



U7 and U8 Playing Format

RULE	NOTES
Lines	4-on-4 plus goalies
Length and Periods	2 x 20-minute run-time periods, 2 min warm-up, 2 min mid game break Buzzer sounds at 2 min intervals for line change Teams switch goal (ends) at period break (play same side)
Face-offs	At the start of each period only.
Equipment	U7 and U8 use 3'x4' nets. U7 blue 4 oz. pucks. U8 regular pucks.
Keep Score	Scores will be recorded for analysis and matching for the final game. No scores posted or standings.
Benches	Home team to occupy player's bench. Visiting team to occupy penalty box benches allowing each team a door to each playing side
Line Changes	On the fly, every 2 minutes. Play stops at the buzzer/whistle and players leave puck where it is and go to bench. Referee to reposition puck in neutral area if close to either player bench. All players on ice must tag up at boards/bench before new players take to the ice.
Off-side	None
Icing	None
Puck out of bounds	Referee instructs offending team to back away; referee drops new puck to non-offending team.
Goaltender Save	Shooting team backs away on referee's whistle, goalie passes to teammate.
Goal scored	Referee blows whistle. The scoring team backs away, the defending team removes the puck from the net and immediately starts on attack.
Minor Penalties	Referee indicates penalty, if the offending team has puck, it is a change of possession. The player goes to their bench for the remainder of the current shift and possession switches sides, and that team plays short-handed for the remainder of that shift. Upon the next shift the teams are returned to full strength, the penalized player may not play in the immediate shift following and may return when their next regular shift rotation resumes.
Major Penalties	For major penalties such as intentional hits to the head (i.e., cross checking above the shoulders), body checking or boarding with an aggressive nature or intent to injure the player will be removed from game and suspended for the next following game. The penalized team will play shorthanded until the next shift change.



Suspension	A player who incurs 3 penalties in one game will not be allowed to continue playing and <i>may</i> be suspended for the following game. Teams will play at full-strength on subsequent shifts.
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Game Format U9 and Older

Format

- 5 on 5 full ice
- All games will be 12-10-10 minute stop periods
- Overtime during playoffs will be one 5-minute, 3on3 sudden death period. If the game is still tied, a 3-player shootout will occur until a winner is decided.
- All players must shoot before a team can re-use another player.

Warm-up

- Pre-game warm-ups will be two minutes.

Time-Outs

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

Body Checking

- All divisions are non-contact.

Equipment

- All teams must follow their association's rules in relation to equipment (including USA Hockey teams)

Tournament Points

- Two points for a win
- One point for a tie
- Zero points for a loss
- Zero points for an overtime 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 (GA + GA). 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 team's 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.
- In the interest of safety, fair play and the tournaments competitiveness: Tournament staff have final say on playoff seeding.

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

- There will be a 5 minute, 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.
- Pinnies are unavailable

Tournament Penalties - Follow the current Hockey Canada rulebook.

Game Ejection

- A player who is deemed by the referee to be detrimental to the safety and/or sportsmanship of the game may be assessed a game misconduct penalty, which carries no additional suspension – a minor penalty does not have to accompany this.
- If the player is assessed a minor, major, or misconduct penalty in addition to the game ejection, another player on the ice must serve it.
- Ejected coaches and players cannot return to the bench area.

Suspensions

- Suspension can be carried over to a following tournament and/or league game as per your association's rules.



Referees

- The tournament organizers will not overrule a referee'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