

Registration All teams are required to submit their roster 2 weeks prior to the tournament start date. **All players are required to have government-issued ID showing the player's name and date of birth available at all times during the tournament.**

Rosters - All teams **MUST** sign in prior to playing their first game. The coaching staff members are responsible for ensuring their team is signed in before their team enters the ice surface.

Game Length - All games will be 13-13-13-minute stop time periods.

Warm-up - Pre-game warm-ups will be three minutes. **Teams must be prepared to start games 15 minutes early.**

Time-Outs – Each team is permitted one 30 second time-out per game in elimination games. There are no time outs permitted in round robin play.

Body Contact - This tournament is **non-contact** for all divisions 2014 and younger. All divisions 2013 and older will be full contact.

Equipment - All players must wear a full facemask. Neck guards are required for any team that is required to wear them during the sanctioned season, but are highly recommended for all players.

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 percentage 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.

Overtime - Playoffs (Quarter Finals, Semi Finals or Finals) - 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-man 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 until the game is decided. 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.

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.

Eligibility - A player must participate in at least one round robin game to be eligible for the playoffs (quarter finals, semi-finals or finals). At the discretion of the tournament manager, goalies are the exception to this rule and may be allowed to play in necessary situations. **Any coach who rosters a player who is not eligible for the playoffs will automatically have his team disqualified from the tournament, unless deemed to be eligible out of necessity by the tournament manager.**

Playing for More Than One Team – A player can only play for one team per age group. Players are only permitted to in a different birth year with approval of the Tournament Coordinator.

Suspended Players - Any coach who plays a suspended player will automatically have his team disqualified from the tournament.

Tournament Rules - Follow the current Canadian Hockey Association rulebook (exceptions are listed below):

Major Penalties - Any player receiving a 5-minute major penalty will automatically be ejected from the game and an automatic 1 game suspension is applied, with the exceptions of hitting from behind and head check penalties.

Hitting From Behind - A player assessed a hitting from behind penalty will be immediately ejected from the game.

- * If the penalty is a 2-minute minor and occurs before the 3rd period, the player will be ejected from the game.
- * If the penalty is a 2-minute minor and occurs in the 3rd period, an automatic 1 game suspension is applied.
- * If the penalty is a 5-minute major and occurs before the 3rd period, an automatic 1 game suspension is applied.
- * If the penalty is a 5-minute major and occurs in the 3rd period, an automatic 2 game suspension is applied.

Head Check:

*If the penalty is a 5-minute major and occurs before the 3rd period, an automatic 1 game suspension is applied.

*If the penalty is a 5-minute major and occurs in the 3rd period, an automatic 2 game suspension is applied.

Minor Penalties - Any player receiving 3 minor penalties will receive an automatic game ejection penalty unless the 3rd minor is a coincidental penalty. In this case, a 4th minor penalty will result in a game ejection penalty.

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 balance of game ejection penalty, which carries no additional suspension. 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.

Gross Misconducts or Match Penalties - Any team official or player who receives a gross misconduct or match penalty before, during, or after a game will automatically be ejected from the tournament.

Fighting Misconduct - Any player assessed a fighting major will automatically be ejected from the tournament.

Identification Checks – Any team requesting an ID check of another team for an overage player will be required to present ID for their entire team prior to checking another team. If the accusing team demands an ID check of another team and all players are found to be of correct age or younger (or have an exemption from the tournament organizer) then a 5-minute major penalty for Delay of Game will be assessed to the accusing team. This penalty will be enforced at the start of the 1st period.

Referees - The tournament organizers will not overrule a referee's call.

Protests - No protests will be accepted.

Fans – Any fan deemed by either the referee or the Tournament Coordinator to be acting in a manner detrimental to the maintenance of a fun and safe game environment will be subject to ejection from the rink area and/or arena. This includes, but is not limited to: swearing, 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 fan's team at the referee's discretion.

Coaching Staffs - It is our objective to have 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.