

## Tournament Rules (8 Teams)



- Hockey Canada and Hockey Eastern Ontario regulations shall apply to all teams. This is an HEO sanctioned tournament therefore all HEO rules, regulations, and code of discipline shall apply to all games. This is a non-body contact tournament.

- The Tournament Co-ordinator or the designated representative shall have complete authority with respect to the interpretation and/ or application of the Tournament Rules and Regulations.

- All decisions of the Tournament Co-ordinator or the designated representative shall be considered final and binding on all parties. No appeals or protests will be permitted.

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### General Rules

1. This tournament is for house league players only.
2. This tournament will consist of eight (8) teams with each team guaranteed two games.
3. Teams will play their first game to determine the pool they will play in. From there, it will be a process of elimination. Winning teams will continue to advance until one team remains.
4. In the event of a tie, the following will be done, in order, to determine a winner;
  - a. Overtime period, five (5) minutes stop time, three (3) on three (3). This will be sudden victory; the winner will be determined when one team scores the first goal. (*\*No team shall play with less than three players. In the event of a penalty the non- penalized team will add one skater and the penalized team shall add one player with the penalized player in the penalty box. Play will resume 4 on 3. The penalized player may return to the ice upon completion of the penalty and play will return to 3 on 3 at the first stoppage after the penalty has expired.*)
  - b. Shootout, three players; most goals in, in three rounds. If still tied after three shooters, the shootout moves to sudden death; the winner will be decided when one team scores and the other does not in the same round. No player may shoot a second time until all players have shot.
5. All games will consist of three, 10-minute stop-time periods.
6. If at any time during the third period one team is ahead by five (5) goals or more, the clock will be put on running time. If during this time the goal differential is reduced to less than five (5) goals the clock will revert to stop time.

7. Minor penalties will be two (2) minutes in length (3 minutes running time), Major penalties will be five (5) minutes in length (7 minutes running time).
8. After 3 personal penalties, a player will automatically be ejected from the game.
9. Any player who receives a fighting penalty will be expelled from the tournament.
10. There will be a two-minute warm-up.
11. The ice will be flooded prior to each game.
12. No timeouts will be permitted.
13. Teams must be prepared to start the games ten (10) minutes prior to the scheduled start time. Any team late will lose by default.
14. All teams are permitted to wear their "Away" jerseys. When team colours are conflicting, the home team will be expected to change sweaters.
15. Referees, officials and timekeepers will be assigned by the Deep River & Area Minor Hockey Association. All decisions made by the referees and officials will be final.

\*\*\*\*PLEASE NOTE: Noise makers are NOT permitted within District 5\*\*\*\*

*\*Last Updated 12/09/23*