



2024 SPRING HOCKEY TOURNAMENT RULES

REGISTRATION

- A representative from each team must register at the tournament table prior to their games.
- Proof of player's age may be required, should age be challenged by a tournament official or coaching staff.

COACHING STAFF

- 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/ELIGIBILITY

- All coaches & trainers MUST sign the official team roster sheet prior to the first game of the tournament to be eligible. This is the responsibility of the coaches and manager to self-govern.
- All non-playing personnel on the players' bench must print and sign their names on the game sheet in the appropriate spot. This must be done prior to the start of every game.
- The coaching staff is responsible for ensuring that every player that participates is eligible.
- Teams may carry up to 20 players, goalies included, per roster.
- A player must participate in at least one round robin game to be eligible for the playoffs (quarterfinal, semifinal or final).
- Coaches must add subs with the on-site coordinator if these subs are not indicated on their original roster. Failure to do so may result in the team forfeiting, or the sub being deemed ineligible for play.
- 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, 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, Payment & Refund Policy. Your team can be locked out of your dressing room due to delinquent payment.

GAME

- 5 on 5.
- All games will be 3 x 12-minute stop periods.
- All round-robin games that are tied will go into a 3-player shoot-out. Should the game still be tied, shoot-out will continue until a winner is determined.

- 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.
- Overtime during playoffs will be one 10-minute, 3 on 3 sudden death period. Sudden death will continue until a winner is determined.
- All divisions are full-ice.

WARM UP

- Pre-game warm-ups will be two minutes. Teams must be prepared to start games 15 minutes early.

HANDSHAKE

- Teams will shake hands at center ice before the game only.

TIMEOUTS

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

BODY CHECKING

This tournament does not allow body checking.

EQUIPMENT

- All players must wear a full face-mask or cage and a neck guard in order to play.
- USA-based teams are not required to wear a neck guard; however, it is highly recommended. Mouth guards are strongly recommended as well.

TOURNAMENT POINTS

- Three points awarded for a regulation time win
- Two points awarded for a shoot-out win
- One point awarded for a shoot-out loss
- Zero points awarded for a regulation time 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 (GF + GA).
 4. The higher percentage will advance.
 5. Least goals against
 6. Most goals for
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 teams 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 10 minute, 3-on-3 sudden death overtime period to determine the winner.

GOAL SPREAD

- If a difference of 5 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 3 goals or less.
- If a difference of ten goals or more exists at any time during the game, running time will commence.
 - The time will not stop again until the difference is reduced to 8 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.

FOREFEITS

- 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 may be available if required.

TOURNAMENT PENALTIES

- Follow the current Canadian Hockey Association rulebook, with the following exceptions:

Match Penalties

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

Gross Misconducts (Maltreatment)

- Any team official or player who receives a gross misconduct penalty before, during, or after a game will automatically be ejected from the tournament.
- If an official hears a player or coach using any discriminatory slurs they will assess a tournament ejection.
- Any incidents involving Hockey Canada Maltreatment rules that have been reported to the referee but not overheard shall be reported to the Tournament Coordinator. A full report on the back of the game sheet shall be required. A warning to both teams' coaches will be issued.

Game Misconducts

- Any player or coach being assessed a game misconduct for Maltreatment in the 1st period shall be assessed a 1-game suspension. If this occurs in the 2nd or 3rd period the player or coach will be assessed a 2-game suspension.

Fighting

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

Checking From Behind

- A player assessed a checking from behind penalty will be immediately assessed a game misconduct.
- If the penalty is a 2-minute minor and a game misconduct that player will also be assessed a 1-game suspension.
- If the penalty is a 5-minute major and game misconduct that player will also be assessed a 2-game suspension.

Head Contact

- A player must be removed from the ice if the referee suspects a possible head injury. The team trainer must evaluate the player's condition before they can return to the playing surface (min. next whistle).
 - Incidental head contact – if the initial point of contact was not to the head or shoulder area but incidental contact ends up in the shoulder or head – 2 minute minor
 - Initial point of contact is to the head but degree of impact is minor – a double minor (2+2) assessed.
 - Deliberate head contact with force with or without injury – Major and a game misconduct assessed. 2 game suspension assessed

- Intentional contact to the head and shoulder area resulting in injury will result in a Match Penalty and a tournament ejection.

Penalty Frequency

- 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 misconduct penalty (regardless of the 4th being a coincidental). Double minors count as 2 penalties towards their 3 strikes. Players that are assessed a game misconduct will not receive an additional game suspension.

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

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- Any coach who plays a suspended player will automatically have the team disqualified from the tournament.
- The team is wholly responsible for knowing if players were assessed a suspension.
- The Head Coach will be suspended from their next game if their team receives 20 minutes in penalties in a single game

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