

## North Toronto Christmas Select Tournament 2009 TOURNAMENT RULES AND REGULATIONS

1. All Tournament rules will be interpreted in a manner consistent with the objectives of the Tournament, namely: safety, fairness, and the enjoyment of the players. Any decision made by any member of the Tournament Committee, whether or not specifically addressed by these rules, shall be binding upon all Tournament participants. *The Tournament Committee shall have the authority to grant exemptions from, or make modifications to, any of the rules when it considers it fair and appropriate to do so in a specific situation.*

2. Hockey Canada based teams may register a maximum of 20 players, including all affiliated players, who will be eligible to participate during the tournament. However, for each game, Hockey Canada teams up to and including Bantam may dress a maximum of 15 skaters and 2 goaltenders. At Midget, for Hockey Canada teams, (including Minor Midget, Junior and Senior), the maximum allowed to dress for each game is 17 skaters and 2 goaltenders.

For each game, without previous consent of the committee, all teams must dress a minimum of 10 skaters and 1 goaltender. At the sole discretion of the Tournament Committee, games may be cancelled and a default awarded if a minimum number of players is not present and ready to participate for the start of the game, within 5 minutes passing of the scheduled start time. In cases where no waiver is granted, those games determined in advance to be defaults will *not* be played as exhibition games, but will be cancelled. The committee may also grant a 'player in transit' exemption to the default rule: the game will be commenced, and played as a regular game. At its sole discretion, the committee reserves the right to award a default and cancel the remaining portion of the game if the 'player in transit' is not dressed and available to participate by the beginning of the third period. In the case of *any* default being awarded by the committee, the non-offending team will receive a 5-0 win

3. No additions may be made to a team's master tournament roster after the commencement of the team's first game. Registered players may begin play at any game in the tournament, including playoffs, but must sign in before playing.

4. Except for parents of injured players, no individual, other than the players fully dressed for the game, or a branch-accredited team official named on the Tournament roster form, is permitted on the bench during play. Where any ineligible individual is on the bench, and deemed to be participating in the game, the tournament committee, at its sole discretion, may award a 5-0 victory to the non-offending team.

5. Players may be registered and participate with only one team during the Tournament. Only players at the "Select" or equivalent level may participate. Only players eligible within their own branch to participate with the registered team as an affiliated player may participate as an affiliated player in this tournament. Any team using an illegal player will automatically default the game(s) in which that player was involved. The opposing team(s) involved in such game(s) will be awarded a 5-0 victory.

6. The Tournament Committee reserves the right to request birth certificates, and that all branch registration, affiliation, and travel permission forms be made available for inspection during the Tournament, if requested by the Tournament Committee.

7. In the event of a sweater colour clash, it will be the responsibility of the Home Team to change its sweaters. A contrasting set of sweaters may be supplied by the Tournament Committee. A Tournament Official shall make the final decision in this matter.

8. *No team-initiated protests will be allowed, or accepted, except regarding the use of illegal players.* Documented evidence must accompany the submission as well as a \$50.00 fee, which will only be refunded if the protest is successful.

9. All minor penalties are 3 minutes, and all major penalties are 7 minutes, regardless of the time a penalty should occur during the game. Time penalties commence at the resumption of play. If play is stopped at the expiry of a penalty during running time, in a shorthanded situation, that penalized player may not leave the penalty box until play has resumed.

10. Body checking will not be permitted in the Tyke, Minor Novice, Novice, Minor Atom, and Atom divisions.

11. GTHL/OHF rules regarding minimum suspensions will be applied. The Tournament Committee may, at its discretion, impose a suspension greater than that required by the GTHL/OHF minimums. The Head Coach (not the manager) listed on the master tournament roster sheet will be deemed responsible to ensure that all suspensions are properly served. If in doubt, the coach should contact the Tournament Office. A good rule of thumb is that in ALL cases where a player is ejected from the game, that player will be suspended at least one more game. To the extent not specifically dealt with in these rules, regular Hockey Canada and GTHL rules will apply. All Games Will Be Played under Hockey Canada Rules as modified by the O.H.F. and G.T.H.L.

12. The sole exception to the above rule of thumb are penalty codes beginning with GE. For example, the GE56 game ejection for a player who is assessed 3 stick penalties in one game. The player will automatically be assessed a game ejection coincidental with the 3rd penalty, but will not be suspended from the next game.

13. A player who is assessed any match penalty will be suspended for the duration of the Tournament.

14. BNQ certified neck guards must be worn by all Hockey Canada players including players for whom they are not mandatory in their own jurisdictions.

15. Interior mouth-guards, while strongly recommended, are not mandatory, except for players for whom they are mandatory in their own jurisdiction.

16. In preliminary round play, each team will be awarded 2 points for a win and 1 point for a tie.

17. Each preliminary round game will consist of three 14-minute running time periods with a 3 minute warm-up, time permitting. A flood is scheduled after every game; however, if time does not permit and the referee, at his or her sole discretion, determines that the surface is safe for play, the flood may be waived. The last TWO minutes of the third period will be stop-time, only if the differential is 2 or less. If, during this last TWO minutes, the differential drops to 2 goals or below, then the remainder of the game will be played stop time. Once stop-time has commenced, running time will not then recur, unless the goal differential exceeds 5.

18. No time outs are allowed in preliminary round games.

19. Teams must be prepared to start a game up to 15 minutes before scheduled start time. Time permitting, the game clock will be set to 3 minutes to allow the teams a 3 minute warm up. After 2 minutes have elapsed, the referee will blow the whistle, indicating that the teams should line up to shake hands at centre ice. Immediately after the handshake, teams must prepare to start the game. The buzzer will indicate the end of the warm-up period, and the clock will be set to 14:00 minutes and will start at the drop of the puck.

20. **The maximum goal differential that will be recorded as the official result for any Preliminary Round game is 5 goals. As such, there will be no benefit for tie-breaking formulae, or team standings placement, for scores which exceed this margin.** In the case of a larger differential, the number of Goals Against recorded against the winning team will not alter. However, the number of Goals For will be reduced to the 5 goal margin, and officially recorded as such. This rule is designed to prevent 'runaway' scores in preliminary round games where, without this rule, a team had a chance to advance by winning by a 10 goal margin.

21. In the event of a 2-way tie after preliminary round play, standings will be determined by the following process: For further clarity, these tie-breaking procedures do not come into effect until all preliminary round games in the division have been completed.

(a) The winner of the game played between the tied teams will advance. Failing this,

(b) The team with most wins will advance. Failing this,

(c) Using the formula  $GF / (GF + GA)$ , the team with the highest quotient will advance, failing this

(d) The team with the lowest goals against will advance, failing this

(e) The team to advance will be determined by a coin toss process under the supervision of the Tournament Committee.

22. In the event of a tie involving 3 or more teams, the tie breaking procedure will begin with the second test as described in rule 21 (b) above applied to all teams tied. Each criterion will be applied in turn first to advance only 1 team or, failing that, used to eliminate only 1 team from consideration. Once 1, and only 1, team has been either advanced or eliminated on one of the tests above, this rule will be applied amongst the remaining teams until the tie breaking procedure between the last 2 remaining teams, which will then begin with the 1st test as described in rule 21(a), as if it were a 2-way tie.

23. The tie-breaking rules as listed above, which are used to determine the advancement and elimination from playoffs, are also used to determine the final standings of playoff teams.

**Playoffs**

24. a) In 4 team divisions, all teams play each other in the preliminary round in a complete round robin format. The first place and second place then advance directly to the final.

24. b) In 5 team divisions, each team will play every other team once in a full round-robin format of 4 games. After this full Round-Robin format, the top 2 teams will advance directly to the finals.

25. a) In 6 and 8 team divisions, after preliminary round play, 4 teams will advance to the semi-finals in the following format:

Away	Home
4th	1st
3rd	2nd

25. b) In 9 team divisions, each team will play 4 preliminary round games, the top 4 teams advancing as in rule 25(a).

25. c) In 10, 12, and 14 team divisions, after preliminary round play, 6 teams will advance in the following format:

Quarter Final		Semi Final	
Away	Home	Away	Home
6th	3rd	Winner 6th vs. 3rd	2nd
5th	4th	Winner 5th vs. 4th	1st

25. d) In 16 and greater team divisions, after preliminary round play, 8 teams will advance in the following format:

Quarter Final		Semi Final	
Away	Home	Away	Home
8th	1st	Winner 8th vs 1st	Winner 5th vs. 4th
7th	2nd	Winner 7th vs 2nd	Winner 6th vs. 3rd
6th	3rd		
5th	4th		

25. e) In any other divisions with an odd number of teams, the tiers and playoff format will be determined closer to tournament time.

26. **Novice and Minor Novice Only:** Tiers are pre-determined by the committee, and playoff formats for those tiers are as listed above.

## **Playoffs**

27. A quarter or semi-final game will consist of three 15-minute running time periods. Stop time will be in effect in the last TWO minutes, subject to the same procedures as Rule 17. There are NO time-outs allowed. Clock procedures at the start of the game will be identical to Rule 19, except that the clock will be set to 15:00 minutes to start the period.

28. If a quarter or semi-final game ends in a tie, one 5-minute running time sudden victory overtime period will be played. If no goal is scored at the end of the 1st 5 minutes, further 5 minute running time sudden victory periods will be played in which each team shall play with 1 less player on the ice after each successive scoreless period. If 4 scoreless overtime periods have elapsed, teams will continue to play "2 players on 2 players" plus goalies, until a goal is scored.

## **Finals**

29. Home team will be the team that had the highest standing after preliminary round play, or if multi-divisions, by coin toss.

30. Games will consist of 3 15-minute running time periods. Stop time will be in effect in the last TWO minutes, subject to the same procedures as Rule 17.

31. Coaches may speak with their teams for a maximum of 60 seconds between periods in finals games only. Each team will be entitled to ONE 30-second time out, only in the last TWO minutes of the 3rd period. The clock will be stopped for each time out. Clock procedures at the start of the game will be identical to Rule 19, except that the clock will be set to 15:00 minutes to start the period.

32. If the game is tied at the end of the 3rd period, it will proceed into overtime using the format described in Rule 28.

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