May 15th 2026

2026 Tournament Rules & Regulations

All Hockey Canada playing rules will apply with the following rules :

1. Body contact will be allowed in **Major Peewee (U13)** through **Major Bantam**. (U15). No body contact in any house league divisions.

b. No refunds will be given within 30 days of the tournament date.

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a. **<u>At all levels except initiation (2020)</u>**, the game will consist of three (**3**) **12 minute**s stop time periods. If games cannot be played during the standard window, score at the end of time / buzzer will be final.

3	**12** min. (stop)	**12** min. (stop)	**12** min. (stop)	**10** min. (flood)	Total: **70 minutes**
WARMUP	1st Period	2nd Period	3rd Period		
Note: If an out of control situation (power outage, severe injuries) were to occur, a total of 70 minutes will be allowed excluding the flood.					

Initiation (2020):

3	**16** min. (stop)	**16** min. (stop)	**16** min. (stop)	**10** min. (flood)	Total: **70 minutes**
WARMUP	1st Period	2nd Period	3rd Period		
Note: If an out of control situation (power outage, severe injuries) were to occur, a total of 50 minutes will be allowed excluding the flood.					

Initiation: There will be no offsides and no icing and a whistle at every 2 minutes throughout the tournament.

b. Teams are to be ready to commence play fifteen (15) minutes before scheduled starting time.

c. Prior to the start of a game, a three (3) minute warm-up period will be allowed. The warm-up period will start as soon as the ice is available and when the first team gets on the ice.

d. **MERCY RULE:** Should one team obtain a **five (5) goals** advantage at any time in the third period; the remainder of the game will be continuous running time to <u>its conclusion</u>. Any time a team obtains a **seven (7) goals** lead at the end of the second period, or in the third period, that will be the final score. Teams are encouraged to continue to play the remainder of the game as running time.

e. At any time, the Tournament official or the Referee of the game may end the game if either judges that the participant's security is jeopardized.

f. Flood will be done in between games.

h. Forfeit will be a result of a 7-0 score.

i. Maximum point differential for any game will be 7.

3

a. Each team can register a maximum of twenty (20) players including 2 goaltenders with the exception of Major Bantam (22). Once registered (**1st game sheet**), no addition or/and substitution will be allowed. Before each game, the Coach or Manager of each team must verify and sign game sheets for all games.

c. The starting lineup rule has been waived.

d. all players listed on the first game sheet must play **at least one game** during the round-robin to play play-off games unless a medical note has been obtained for ill / injured players.

A e. If a team chooses to dress only one goal tender and he/she is injured, the game will continue and 10 minutes will be allowed to dress a second goaltender or the game will be resumed.

f. There will be **No overtime** and no **Time-out** in Round Robin.

4

a. All players must be eligible to participate and be able to provide proof of age within 24 hours upon request. Acceptable documentation includes an original or photocopy of a birth certificate, a player card, or a health insurance card with a recent photo ID. Failure to provide valid proof of age will result in the player being deemed ineligible.

Any team found using ineligible players will forfeit all points from the game, with those points awarded to the opposing team. The game will not proceed until all ineligible players have been removed from the bench.

b. A player cannot play for 2 teams in the same birth year (cannot play d2 and d3) on the SAME weekend. The player will officially belong to the team of which they played their first game.

c. If a player leaves the arena in an ambulance, proof from the hospital that player can resume play is mandatory.

d. There will be no reimbursement of registration fees if a team withdraws from the tournament or is unable to compete.

e. An ALL girls team will be permitted to register and play at one age level below. The roster must be exclusively made up of female players only.

f

5 **Full face mask, neck guard** are **MANDATORY** for all players. All protective equipment must be worn accordingly. Mouth piece is recommended for all body contact games only.

6 **MVP Awards**: MVP awards to all games (both teams). Coaching Staff identifies their own MVP.

7 The home team has jersey color preference. In the event of a **similar sweater colors**, the visiting team must change to a different sweater color (at discretion of Tournament Chairman). For Quarter, semi and final games, the team finishing with the highest points will be home team.

8 The Tournament Committee's decisions shall be final in interpreting the Rules and Regulations, and where appropriate, will be based on the HEO Official Hockey Rules. However, the Committee

reserves the right to give extra suspension (s) depending on the severity of the penalty or any other gestures judged inappropriate or the amendment of tournament rules if judged appropriate.

9 **CODE OF DISCIPLINE**:

a. **PENALTIES STOP TIME:** **Minor penalties:** Will be of two (2) minutes duration.
Major penalties: Will be of five (5) minutes duration.

PENALTIES RUNNING TIME: **Minor penalties:** Will be three minutes duration (3)
Major penalties: Will be of seven (7) minutes durations

c. **GAME MISCONDUCT:**

a. 1st: Balance of game

b. 2nd: Balance of game + next game

c. 3rd: Remainder of tournament

Penalties (as mentioned above) assessed in the **last 5 minutes** of the third period and is a first offence will result in a suspension of **the next game**.

Fighting will result in the suspension of the next game. If instigator or aggressor is identified by referee, it will result in one game suspension (excluding the game just played).

Four (4) penalties during same game, player is ejected from the game.

e. **GROSS MISCONDUCT**

a. 1st: Player is ejected from the game.

b. 2nd: Player is ejected from the game and **next scheduled game.**

f. **MATCH PENALTIES**

a. 1st: Player is s**uspended for the next game.**

b. 2nd: Player is **suspended for the balance of tournament**.

11 Team at their discretion can provide **an adult** (Penalty Box), for each game in which they participate.

13 No protests will be accepted except with regard to the eligibility of a player. Protests must be paid 100$ cash non refundable

14 Measurement (sticks or others) rule is waived. Officials have the right to remove any equipment judged unsafe.

15 Dressing rooms must be vacated within 20 minutes after a game. Any and all damages inflicted shall be charged to the last team occupying that room. If damage is found in a dressing room, it should be reported immediately to the registration room.

16 In the case of a serious injury, where a player cannot be removed from the ice without medical assistance (i.e. ambulance attendants), game conclusion will be up to the Tournament Director. It is the sole responsibility of each team to ensure that a **certified** trainer is present on the bench during all games. Each team must be insured and a **proof of insurance** must be available on demand.

Qualify for championship games:

18. Points will be awarded as followed: 2 points for a victory, 1 for a tie and 0 for a loss.

19. **Tie breaking rules**:

For purposes of team ranking during round robin play or for purposes of determining semi-final qualifications, are:

a. The winner of the game between the tied teams will earn the higher position (two way tie);

i. If they have not played each other or the game ended in a tie, the team with the most wins will earn the higher seed.

ii. If needed, next tie breaker will be rule 19d.

b. In the case of a three-way tie, any team that has defeated the other two in prior game(s) shall earn the higher position;

c. If the teams did not play each other in a prior game, then the team with the **most wins** over an equal number of prior games shall earn the higher position;

d. The team with the **best goal average** from all games will earn the higher position. The goal average is to be determined by **dividing the total number of "goals for" by the sum of goals for + goals against**.

e. The team that scored the first goal in the game between the tied teams will earn the higher position;

f. The winner of a single coin toss will earn the higher position.

g. During quarter, semi & final games, the team with the highest ranking is the home team.

21. **Final game**: Winning team from semifinal with highest points will be home team.

22. **Quarter finals**: There will be no overtime. If tied, there will be a three (3) **player** shootout (best of three) until a winner is determined.

23. **Semifinals & finals**: If required there will be **one (5) five minute stop time** sudden death overtime period (**3 on 3 + a goalie**). If still tied, there will be a three (3) **player** shootout (best of three). If still tied, the shootout will be sudden death and repeated until a winner is determined.

24. **Time-out:** Will be allowed in quarter, semi & final games. One (1) per team and per game.

25. **Shootouts:** No player may take a second shot until all skaters have had a shot. After players have been identified, no change of shooters will be allowed with no goalie substitution. Players will shoot individually. The Home team has the choice of being 1st or 2nd to commence the shootout.

Ottawa 67's Minors AAA