

2025 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)**
 - b. No refunds will be given within 30 days of the tournament date.
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 - a. **At all levels except initiation (2019)**, the game will consist of three (3) **12 minutes** stop time periods.

3	12 min. (stop)	12 min. (stop)	12 min. (stop)	10 min. (flood)	Total: 70 minutes
WARMUP	1 st Period	2 nd Period	3 rd 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. A period must be played within a 19 minute run-time period.					

Initiation:

3	16 min. (stop)	16 min. (stop)	16 min. (stop)	10 min. (flood)	Total: 70 minutes
WARMUP	1 st Period	2 nd Period	3 rd 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. A period must be played within a 19 minute run-time period.					

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 its conclusion. 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.
- g. **NO Red line** rule; therefore, 2 line passes will be permitted.
- h. Forfeit will be a result of a 7-0 score.

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

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- 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.
- 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.

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- a. All players eligible to play must be able to provide proof of age at any time if contested (Original or photocopy of Birth Certificate or a player card or health insurance card with recent picture ID). Failure to produce such proof of age will result in the player being ineligible to play. It is the Coach/Manager's responsibility to submit a list and proof of eligibility of all players. Any teams using illegal players will be removed from the tournament with loss of entry fee.
- b. A player may play for only one team regardless of level (same weekend).
- 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. All players, to be eligible to play, must be able to submit proof of age 24 hours after a game. Any team using illegal players will lose their points and all points will be awarded to the opponents AND the game will not be played until ALL illegal players have been removed from the bench.

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.

g. **CHECKING FROM BEHIND:** A player receiving a 2 min checking from behind penalty will not be ejected from the game. A 5 minute major will be an automatic ejection from the game.

10 In the interest and support of sportsmanship, shaking of hands between opposing teams will be done at the end of each game.

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.

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 running time will stop. 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