



50th Annual

OTTAWA YEAR END MINOR HOCKEY TOURNAMENT

IN SUPPORT OF ROGER NEILSON HOUSE

www.hockeytournament.ca



OFFICIAL RULES

1. ELIGIBILITY

- 1.1. The purpose of this event is to provide at least one opportunity for all teams in the House League levels of District B of HEO Minor to participate in a tournament. The associations of **District B** are encouraged to enter **ALL** of their house league teams in the tournament. **The focus of this event shall be fun and fair play.** The manner in which players are utilized during the course of the game is the prerogative of the coach; however, in order to promote fair play, **ALL** players dressed, excluding the alternate goaltender, shall be allowed to play approximately equal ice time. Double and Triple shifting with a full bench is not fair play. (Failure to comply with this rule may result in forfeiture of the game.) Teams from outside District B are invited to join, both to share in the experience and to provide for variety of opponents. All teams entering the tournament must abide by the tournament regulations.
- 1.2. Teams and players thereof must be bona fide House league class and have played together as a team in their respective league and division during the current winter season.
- 1.3. This tournament is a fully "tiered" event. This means that since the teams in the host district, District B, are divided into A, B and C, we look for teams from leagues that are similarly constructed. Therefore if a team plays in an area that only has B & C hockey, or some other combination that is less than 3 levels, we may ask those teams to play up, B moves to A and C moves to B. We make exceptions from time to time based on team quality, number of teams in a league and standings. We realize that while there is no perfect method to ensure equity in the level of competition between fully tiered and partially or non-tiered leagues, we are doing the best that we can to provide a fun, fair and equitable event. If you feel that your team deserves an exception please let us know and we'll take a look.
- 1.4. Associations or leagues are not permitted to enter composite or **ALL STAR** teams.
- 1.5. Each team shall carry a copy of their official Hockey Canada (or equivalent) roster to each game.
- 1.6. Each team may be requested to provide an adult to perform Timekeeping or Score keeping duties as well as additional volunteers to open the penalty box door. Failure to provide volunteers when requested will result in a game forfeit.

2. COMPOSITION OF TEAMS

2.1. **No affiliated players permitted, except;**

- 2.1.1. **Goaltenders:** This exception is meant to ensure that should a team lose its regular goalie it has a viable backup. **It is not intended** that a team would use its normal goalie as a skater while also calling up an affiliate, such action would **not** be considered to be within the spirit of "fun and fair play".

- 2.1.2. Less than 10 players: If a team falls below ten players, excluding the goalie, it **may**, with the approval of the registration committee, use affiliates to regain a “10 skaters plus the goalie” player count. Teams **MUST** contact the registrar in advance to seek permission and affiliates **MUST** be an officially registered player in the team’s association.
- 2.2. A player will only be allowed to participate on **ONE** team in the tournament. Subsequently, a player may not be registered on more than one team roster. (Except in special circumstance affiliates as indicated above.)
- 2.3. Juvenile teams are permitted to include a maximum of 4 ‘over-age’ players, i.e. players in their fourth year of eligibility. These players must be on the official team roster.
- 2.4. Initiation players must be in the “B” (Final) level of the program.
- 2.5. Any team, which knowingly uses a player who does not meet the above conditions, may be disqualified from further participation in this tournament.
- 2.6. Only those team officials listed on the game sheet will be permitted on the bench and empowered to act on the team’s behalf.

3. PLAYING RULES

- 3.1. **Hockey Canada and HEO Minor** playing rules as well as the **HEO Minor Code of Discipline** will be followed except where otherwise indicated in the playing rules.
- 3.2. Referees are required to prepare written reports on all fighting, games misconduct, gross misconduct, match penalties and misconduct assessed in the last ten minutes of the game.
- 3.3. Game Length: 50 minutes are allocated for each game which consists of:
Novice, Atom, Peewee, Bantam, Midget, Juvenile:
Warm Up: 2 minutes
1st Period: 15 minutes running time
2nd Period: 15 minutes running time
3rd Period: 12 minutes running time with last 2 minutes stopped time if goal differential less than 5
Initiation:
Warm Up: 2 minutes
1st, 2nd, 3rd Periods: 15 minutes running time with a 3 minute buzzer during the periods.
At each buzzer, all 5 skaters on the ice will be substituted. No player can play a 2nd shift until all players available have played one shift. This pattern once established should not be altered.
- 3.4. Mercy Rule: When the goal differential is 5 goals or greater, the last two minutes of the third period will be played as running time. Stopped time will not resume even if the goal differential lessens.
- 3.5. During running time, no stoppage in time will be permitted except for injuries and/or at the sole discretion of the referee.
- 3.6. Games must begin promptly at three minutes after the scheduled time. If the game official and both teams agree, and circumstances permit, games may be commenced before the scheduled time

- 3.7. In the event of a serious injury or other uncontrollable, major stoppage of play, the referee(s) may order the clock to be stopped.
- 3.8. Penalties shall be timed to begin with the re-commencement of play following the awarding of the penalty.
- 3.9. Penalties shall be of the following duration (**during both running and stopped time**):
- Minor: 3 minutes, except in Novice where it is 2 minutes
 - Major: 7 minutes
 - Match: 7 minutes
 - Misconduct: 10 minutes
- 3.10. **A player receiving a 3rd minor penalty in the same game shall be ejected from that game.** Serving a bench minor or penalty for another player shall not count towards the three penalty total.
- 3.11. When teams are at 3 players, if a player gets a penalty, the other team shall add a player. At the conclusion of the penalty, the penalized player will be let out of the box. The teams will revert back to the correct number of players at the next stoppage of play.
- 3.12. **NO BODY CHECKING** is permitted in **ANY** division
- 3.13. If a goaltender is not ready for the beginning of a game, no delay will be permitted. The game shall begin and a player substitute used. This player will not be permitted the privileges of a goaltender. (Hockey Canada rules should be read carefully with respect to the privileges of a player replacing the goaltender.)
- 3.14. If during the game, a goaltender is injured, he may go to his respective bench and be substituted. If no substitute is available, a maximum of ten (10) minutes will be allotted for assessment and dressing a replacement goaltender. If the replacement goaltender is not ready at the conclusion of ten (10) minutes, play will resume with a player substitute as per rule 3.13.
- 3.15. Ties for non-round robin games will be broken by overtime periods as indicated in rules 3.16, 3.17 and 3.18.
- 3.16. Overtime Periods for **Novice** and **Atom** Divisions (A, B & C):
- 1st overtime period: Five (5) minutes running time of 4 on 4 sudden victory hockey.
 - 2nd overtime period (played if still tied after 1st overtime period): Five (5) minutes running time of 3 on 3 sudden victory hockey.
 - 3rd overtime period (played if still tied after 2nd overtime period): Five (5) minutes running time of 3 on 3 sudden victory hockey with **NO** goalies. Offensive goals must be scored from inside the blue line when playing with no goalies.
 - If still tied after 3rd period, continue with five (5) minute running time periods of 3 on 3 sudden victory hockey with **NO** goalies until a winner is determined.
- 3.17. Overtime Periods for **Peewee**, **Bantam**, **Midget** and **Juvenile** Divisions (A, B & C):
- 1st overtime period: Five (5) minutes running time of 4 on 4 sudden victory hockey.
 - 2nd overtime period (played if still tied after 1st overtime period): Five (5) minutes running time of 3 on 3 sudden victory hockey.
 - If still tied after 2nd period then proceed to a shoot-out using the rules in rule 3.18.

3.18. Shoot-out Rules:

3.18.1. Shoot-outs are best of 5 format.

3.18.2. If still tied after 5 shooters, then continue with 1 player from each team until one team is ahead after both players have taken their shot.

3.18.3. Coaches can use players in the shoot-out in any order they wish, but once an order is used, it must be maintained if a complete second round is necessary.

3.18.4. Teams must use all skaters once before a player is eligible to shoot a second time.

3.18.5. A player serving a penalty at the beginning of the shoot-out is NOT eligible to participate in the shootout. This does not apply to a player serving another player's penalty or serving a team or bench infraction.

3.19. A player who receives a major penalty for fighting shall be ejected from the tournament. An alternate player shall serve his penalty. Should a second fighting penalty be incurred by the same team at any time during the tournament **THE TEAM (ALL MEMBERS) SHALL BE IMMEDIATELY DISQUALIFIED FROM FURTHER PARTICIPATION IN THE TOURNAMENT.** The game in which the second fight occurs will be defaulted to the team's opposition regardless of the score at the time the fight occurred. (The score will be recorded as either a 1-0 win or the actual score.) Should the second fight occur during the same game, the game shall be stopped and both teams vacate the ice to their respective rooms. The referee shall provide his written report to the Tournament officials who will advise the teams of the outcome of the game.

3.20. A player or team official who receives a Gross Misconduct penalty shall be ejected from the tournament.

3.21. There are NO team time outs.

3.22. It is the responsibility of the Home team to change sweater colour. Should a Home team refuse to exchange their sweaters they shall default the game to the visiting team. In the event the home team has only one set of sweaters and the visiting team has two sets of sweaters, then the visiting team shall switch colours.

3.23. Ice surface flooding will be at the discretion of tournament officials.

3.24. A referee's judgment call may not be appealed. Appeals concerning rule interpretations or tournament eligibility must be lodged in writing, with a representative of the tournament committee within one hour of the completion of the game that is being appealed. An appeal fee of \$150.00 will be required with all submissions. Contact the Tournament Office for all appeals.

The TOURNAMENT COMMITTEE and its representatives reserve the right to amend these rules at any time and shall be the FINAL AUTHORITY FOR ANY MATTER IN DISPUTE.