



50th Annual
OTTAWA YEAR END MINOR HOCKEY TOURNAMENT
IN SUPPORT OF ROGER NEILSON HOUSE
www.hockeytournament.ca



GAME TIMING RULES

WARM UP: 2 Minutes

INITIATION LEVEL: 3 periods of 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 will play a 2nd shift until all players available have played one shift. This pattern once established should not be altered.

NOVICE, ATOM, PEEWEE, BANTAM, MIDGET, JUVENILE:

- 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
- 3rd period in Juvenile Finals: 18 minutes running time with last 2 minutes stopped time if goal differential less than 5
- No stoppage of time will be permitted except at the discretion of the referee
- There are no team time outs

MERCY RULE: If goal differential is five (5) or greater, the last two minutes of 3rd period are running time. The running time continues even if the goal differential becomes less than 5 goals during the last 2 minutes.

PENALTIES (even during last 2 minutes of stopped time in 3rd period):

- Minor: 3 minutes except for Novice which is 2 minutes
- Major: 7 minutes
- Match: 7 minutes
- Misconduct: 10 minutes
- Begins at the re-start of play following the rewarding of the penalty
- A player receiving a 3rd minor penalty in the same game will be ejected from that game and another player will serve the 3rd penalty. (Serving a bench minor or penalty for another player shall not count towards the 3 penalty total.)
- 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.

OVERTIME for NOVICE and ATOM (Non-Round Robin divisions):

- "Running time" is used
- 1st Overtime: 5 minute period of 4 on 4 sudden victory hockey
- 2nd Overtime (if necessary): 5 minute period of 3 on 3 sudden victory hockey
- 3rd Overtime (if necessary): 5 minute period of 3 on 3 with NO goalies sudden victory hockey
- If still tied after 3rd overtime, continue with 5 minute periods of 3 on 3 NO goalies sudden victory hockey
- When no goalies, offensive goals must be scored from inside the blue line.
- Teams will not change ends following regulation play or between overtime periods.

OVERTIME for PEEWEE, BANTAM AND MIDGET (Non-Round Robin divisions):

- "Running time" is used
- 1st Overtime: 5 minute period of 4 on 4 sudden victory hockey
- 2nd Overtime (if necessary): 5 minute period of 3 on 3 sudden victory hockey
- If still tied after 2nd Overtime then a shoot-out using the following rules:
 - Best of 5 format.
 - If still tied after 5 shooters, then continue with 1 player from each team until one team is ahead after both have taken their shot.
 - Coaches can use players in the shootout in any order they wish, but once an order is used it must be maintained if a complete second round is necessary.
 - Teams must use all skaters once before a player is eligible to shoot a second time.
 - A player serving a penalty at the beginning of the shootout 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.
- Teams will not change ends following regulation play or between overtime periods.