



RULES & REGULATIONS

In the event of conflict between these rules and any other set, the rules distributed to the teams at registration will govern and the arena coordinators decision on any matters will be final. The Tournament Committee reserves the right to modify these rules in order to act in the best interests of the tournament.

ROUND-ROBIN PLAY

AAA

2-minute warm-up

12-12-15 minute stop time periods

AA

2-minute warm-up

12-minute stop time periods

A, B

2-minute warm-up

10-10-12 stop time periods

House A, B, C

2-minute warm-up

10-10-10

PLAYOFF ROUNDS (including finals)

AA, AAA

Same as above.

A, B

Same as above.

House A, B, C

Same as above.

PLAYING RULES:

1. Playing rules will be those recognized by HEO Minor (Hockey Eastern Ontario Minor), except as noted.
2. Neck guards & Mouthguards: Players are required to wear neck guards & mouthguards at all times during play if their own district requires that they do in league play.
3. Body Checking (for clarification only): Is only permitted in the U14 & U15 divisions.



In situations of extreme delay, a curfew clock may apply to regulation time only in round robin play at the discretion of the tournament coordinator should it be required to help keep the tournament within its allotted ice

times. The tournament committee reserves the right to impose a curfew clock on Playoff games as well, in the case of an extended injury or other prolonged delay.

- a. After intermissions (mid-game floods – for applicable divisions) teams should go directly to their bench - no warm-up is permitted at this time. Teams are to ice their starting players only.
 - b. If, at the beginning of the third period or at any time during the third period, a team is ahead by five or more goals, straight running time shall commence on the game clock. If the goal differential is seven goals at any time during the first or second period, running time shall also commence. If at any point the margin is reduced to three goals or less, stop-time play shall resume. This rule is in effect for all games including round robin, playoffs, and championship games.
4. Time-Outs: One (1) thirty (30) second time out will be permitted in ALL games (round-robin & playoff).
5. Overtime: Overtime will only be played in playoff and championship games if regulation time produces a tie. Overtime shall consist of:
- a. One sudden-death 5-Minute stop time period with teams playing three (3) skaters plus a goaltender. Teams DO NOT change ends for this fourth period.
 - b. If still tied a shootout with 3 skaters from each team. The coach of each team will provide the game officials with the list of these three players immediately following the final overtime period. If a player was penalized during overtime and there is still time remaining in their penalty at the end of overtime, that player is not eligible to participate in the shootout. The team that scores the most goals with these three skaters will be declared the winner. The HOME team will have the option of shooting first or last. Once the order is determined, it will remain the same for all future rounds of shootout. A player from one team will go, followed by a player from the other team, and so on until all 3 designated players have shot.
 - c. If still tied a sudden-death shootout with one player from each team. Each shooter must not have participated in any prior round of the shootout. Whichever team shot first in the previous round, will once again shoot first.
 - d. Repeat point d. until no skater remains that has yet to participate. At this point, the shootout will continue in reverse order, starting with the player who has most recently shot. Teams will continuously work up and down their list of shooters until a winner has been declared.
8. Round Robin Standings: Standings will be based on points: two (2) points for a win, one (1) point for a tie, no points for a loss.
9. Tie-Breaker, Round Robin: If tied in points, standings (seedings) will be determined based on the following order:
- a. The head-to-head result involving the teams tied (two-way ties only or if one team has beaten all others they are tied with).



- b. The team with the most wins in round robin play.
- c. The highest ratio of goals for divided by goals for plus goals against $[GF/(GF + GA)]$ (up to the 5th decimal)
- d. The team with the lowest number of goals against
- e. The team with the most goals for
- f. The team with the lowest number of penalty minutes accumulated in round robin play.
- g. Coin toss by the tournament coordinator or a designated representative.

Note: in the event that three or more teams are tied, there will be no reverting back to a previous tie-breaking step as each seed is determined. Should two of three teams still be tied after a tie breaker, those two teams will continue down the list of tie breakers, and the single team will either be eliminated (if they fell below the other two teams), or be skipped above (if they stood above the other two teams). Furthermore, please note that the highest ratio tie breaker heavily favors fewer goals against as opposed to higher goals for.

10. Game Misconduct Penalties: Any player or team official receiving a game misconduct penalty will be penalized at a MINIMUM according to the HEO Minor code of discipline, but may be penalized further by the tournament committee or a higher governing body.
11. A player of the game or hardest worker award may be awarded at the conclusion of each game. No player may win the player of the game more than once during the round-robin portion of the tournament.
12. For playoff and championship games, the home team will be the team with the highest seeding after the round robin portion in the tournament using the tie-breaking rules above.
13. ALL teams will shake hands at the conclusion of each game.

General and Administration Rules

1. **ZERO Tolerance: Taunting or berating of any players, officials, staff, or tournament volunteers will NOT be tolerated under any circumstances by parents, players, team officials or other spectators.** The Sensplex facilities reserves the right to eject any person whom it deems in its sole discretion to be acting in an improper manner and we accept no liability in connection with such ejections. Home associations and branches WILL be informed of any violations by players, parents, or team officials from all teams.
2. Referee's Decisions: All referee's decisions are final and may not be appealed.
3. Protests: All protests must be accompanied by a \$200.00 deposit that will be returned only if your protest is successful. A protest will only be heard if it is brought to the attention of the Tournament Manager or their delegate within fifteen (15) minutes of completion of the game in question. A hearing and ruling will be completed prior to the team's next scheduled game. All decisions made by the Tournament Committee are final and MUST be respected.
4. In the event of a suspended game by way of forfeiture or forfeit, the score shall be recorded as zero for the loser and three (3-0), or the greater margin of victory at the time of the forfeiture, for the winner (a score of 5-1 will be recorded as 5-1 should a team be forced to forfeit mid-game).



- a. Should a team who previously forfeited a game during the tournament be in contention for a playoff spot, that spot will be automatically forfeited should it come down to a tiebreaker whereby the goal ratio becomes the deciding factor.
5. Teams must bring with them their official branch issued team roster showing proof of eligibility for all players used.
6. Scheduled Game times are approximate. **TEAMS MUST BE PREPARED TO START THEIR GAMES NO LESS THAN 15 MINUTES BEFORE THEIR SCHEDULED START TIME. Teams not prepared to start at least 15 minutes ahead of their scheduled time, may receive a delay of game penalty or forfeit their game at the discretion of the tournament committee.**
7. Check In: One (1) team representative must check-in to the registration desk, no less than one hour before the team's first scheduled game. They will also be required to fill out a digital tournament check-in form. The team representative will then be required to check-in to the tournament desk to complete their gamesheet prior to each game.
8. Team officials are responsible for the conduct and supervision of all of their team's participants at all times. No shooting, stick-handling, or passing of any objects is permitted anywhere in the facility other than the ice surfaces! Any pre-existing damage or severe mess in dressing room must be reported immediately when found.
9. Teams may be **ejected from tournament play** if they are found to be responsible for damage to tournament facilities (including host hotels) or unacceptable dressing room conditions.
10. No outside Food & Beverage is permitted inside the Sensplex facilities.
11. No alcoholic beverages or "tailgating" is permitted on Sensplex facilities property.
12. **Team Warm-Ups:** Note that due to concerns with the safety of their patrons, the Sensplex facilities does not permit 'running' in public areas of their facility.
13. Teams should also read and understand the building rules and regulations that are located in the front lobby of the Sensplex facilities.
14. **The tournament coordinator reserves the right to change or alter these rules at any time without prior notice in order to act in the best interests of the tournament.**