



## Doug Jarrett Memorial Tournament Rules and Regulations

1. **No Body Checking** - Body checking is not permitted in this tournament at all MD/BB levels.

2. **Rosters & Registration**

Team Travel Permits and Approved Rosters are to be emailed to our tournament registrar - Trisha Phibbs – tphibbs@bell.net - by February 1st.

Affiliated players must be registered before the first game and may only play for one team in the tournament. Affiliated players can only play for another team if their team has been eliminated AND they can not play more than 3 games in a day (unless approval received from Tournament Chair). Please notify Tournament officials prior to using a player who has played on another team in the tournament.

ALL TEAMS REQUIRE A CERTIFIED COACH AND TRAINER ON THE BENCH FOR ALL GAMES.

A maximum 19 players including up to 2 goalies in full uniform and team officials (up to a MAXIMUM OF 5) will be permitted in the player's bench area during game play.

3. **Game Sheets**

This tournament utilizes **digital game sheets**. Each team is responsible for always having their official roster on hand for inspection. Coaching staff are to fill out the digital game sheet in advance of each game at the tournament office to approve player & staff roster details, game times and possible curfew information.

Teams must ensure that any suspension is accurately documented on all game sheets.

4. **Playing Rules**

***Playing rules and tournament regulations are those of Hockey Canada, the Ontario Minor Hockey Federation, and the Minor Hockey Alliance of Ontario. The following rules will also apply:***

Teams must have two sets of game Jerseys. The team listed as home team will wear **dark** coloured jerseys. Teams listed as away, or visitor will wear light coloured jerseys. In the event of a colour conflict or dispute, the tournament official present reserves the right to make the final decision.

Except for the first game of the day teams **MUST BE READY TO START THEIR GAME 15 MINUTES BEFORE** the scheduled game time. Buffers have been built into the schedule and games will start early when possible. Only arena personnel, referees, convenors, and timekeepers will be allowed behind the area of the timekeeper's box.

5. **U9 to U18 (MD & A) - Game Play**

**Round Robin Game Format - U9 to U13.**

Period Length: 10-10-12 / stop time

**Round Robin Game Format - U14 to U18**

Period Length: 10-10-15 / stop time.

**Playoff Round Game Format - U9 to U18**

Period Length: 10-10-15 / stop time.

OT: 5 minutes (3 vs 3) followed by a Shootout (if still tied)



All games will start with 13 minutes on the clock. As soon as the Referees have stepped on the ice, the clock will start for the teams to warm up. At 11 minutes, the Referees will blow their whistle signaling the teams to get ready to start. The puck will drop at the 10-minute mark and the clock will not stop until the first stoppage in play. This is to ensure that games start on time.

## 6. Five Goal Differential Rule (U9+)

If there is a 5-goal spread or greater in the 3rd period in any games (including semi-final and final games), the clock will be allowed to run. If the spread becomes less than 5 goals, the clock will revert to stop time.

- During run-time hockey, three (3) minutes will be served for a minor penalty assessed and seven (7) minutes will be served for a major penalty assessed. If a penalty was assessed during stop-time play and it carries over into run-time, the remaining time of that penalty will not be adjusted.

## 7. Scoring

2 points – Win

1 point – Tie

0 points – Loss

## 8. Time outs

Time outs are **not permitted in round robin play.**

One 30 second timeout, per team, will be **permitted in playoff games only.**

## 9. Playoff & Championship Qualification

Qualification for play beyond the Preliminary Round into the Playoff games will depend on division format and the number of teams in each division. There are no playoffs for U8 teams.

U9-U18 divisions will play round robin games and the teams advancing to the playoffs will be determined by greatest number of points earned in the Round Robin and tie breaker rules (below). Teams losing a playoff game will be eliminated.

## 10. Round Robin Tie Breaking Rules

### a. Head-to-Head

For example, if only two teams are tied, the head to head winner gets higher position.

### b. Goal Percentage

The goal average is determined by dividing the total number of goals for and against into the number of goals for with the team having the highest percentage (closest to 1) assuming the higher position. In case of a 3 team tie and two teams are still tied after the goal average is calculated go back to Rule 1 Head to Head.

Example Calculation of Rule 2:

Team A Goals for 16 and goals against 4 =  $16 / (16+4) = 16/20 = .800$

Team B Goals for 12 and goals against 2 =  $12 / (12+2) = 12/14 = .857$  - Team B would assume the higher position

### c. Goals Against

Least goals scored against in all games.

### d. Coin Toss

If the teams are still tied, the higher position will be determined by a coin toss. The team from the farthest away calls the toss.

In the case of **three or more teams** tied in points after round-robin play, head-to-head games will not be considered in breaking the ties. The teams will be seeded according to the following tie breaker rules:

- a. Goal Percentage (Maximum 5 goal difference per game used in calculation)
- b. Goals Against - Least goals scored against in all games.
- c. Coin toss - or drawing of lots.



#### 11. Overtime for Playoffs

Prior to playoff games, coaches will be asked to write out their player shoot-out order.

If, at the end of regulation time, the game is tied, there will be a 5-minute sudden victory overtime period. It will be played 3 on 3 and all penalties during regulation time will carry over into overtime. If a team is one player short, play will be 4 on 3. If a team is two players short at any time during overtime, play will be 5 on 3 until the penalty time runs out.

At the first stoppage of play after both teams return to full strength play will revert to 3 on 3 play.

#### 12. Shootout Rules for Playoffs

If, after the 5-minute overtime, the game is still tied a **3-player shootout** will commence. Using the coach lists, shootout begins, and no player will shoot a second time until all players dressed for the game have taken a shot. Shooters on both teams will shoot at the same time in opposite directions. If tied after the first three shooters it, then continues down the list in a sudden victory format.

If a player in the second position on the list prior to the shootout is injured during the game and cannot take their turn, the next player on the list will shoot and continue down the list accordingly.

#### 13. Game Officials

All games will be officiated by registered HOCKEY CANADA, OHF and ALLIANCE HOCKEY officials. Referees shall judge all goals from the ice. **The Tournament Conveners will not discuss referee decisions.**

Only team officials are permitted in the Tournament Offices. Absolutely no team official receiving a GM or GRM penalty shall be permitted to enter the Tournament Offices until the GM or GRM penalty and/or any suspensions incurred because of the infraction have been served in their entirety. **Failure to follow this rule will lead to an automatic suspension for the remainder of the Tournament.**

#### 14. Protests

Protests must be filed by team officials in writing with a \$100.00 non-refundable fee per protest to the arena Tournament office within one hour after the end of the game.

The decision by the Tournament Rules Committee will be final and may not be protested. It should be noted that a Referee's decision is final and may not be protested unless it concerns an interpretation of the rules as outlined in the Hockey Canada rulebook.

Please Note: Any player who receives a Fighting Major will be suspended for the duration of the tournament.