



West London U8MD Tournament Rules and Regulations

1. Rosters & Registration

Team Travel Permits and Approved Rosters are to be emailed to our tournament registrar - Trisha Phibbs – tphibbs@bell.net - by January 15th.

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 18 players full uniform and team officials (up to a MAXIMUM OF 6) will be permitted in the player's bench area during game play.

2. 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.

3. 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.

4. U8 (½ Ice) - Game Play

Round Robin Game Play (½ Ice)

Period Length: 2 x 21 min periods

Shift length / Buzzer: 90 seconds

Curfew: 50 minutes

Flood: Every 2 hours (Every-other game)



All games will start with 24 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 22 minutes, the Referees will blow their whistle signaling the teams to get ready to start. The puck will drop at the 21-minute mark. This is to ensure that games start on time.

Festival Format

- Each team will consist of 18 skaters, split into 2 groups of 9 skaters (8+1 goalie).
- The 2 split groups will play the opposing team's 2 split groups (each half-ice games).
- Black pucks will be used.
- Referees and timekeepers will be used.
- Foam bumpers and half ice boards will be used to divide the rink.

Game Format

- Each team will be split into 2 groups. Teams will be divided evenly.
- Each team will dress 2 goaltenders, one for each half-ice game.
- Two, twenty-one (21) minute run-time halves.
- There will be a 2-minute warmup.
- The visitor team will be at the end of the bench closest to the center half boards (center ice).
- At the end of the first half, the visiting teams will switch ends and benches (so each group plays each other).

Playing Rules

- Game will be 4 vs. 4 plus a goaltender.
- Teams share the same bench.
- Automatic buzzer every 90 seconds.
- No face offs and no offsides, players will change 'on the fly' at the buzzer.
- On a goal the scoring team will clear to half ice and not be allowed to attack the opposing team until they reach half ice.
- If there are fewer than four players on the bench, the active player(s) designated to remain out must tag up at the bench prior to continuing play.

5. Time outs

Time outs are **not permitted**.

6. 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.**

7. 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.