



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 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. **Tournament Game Play**

Warmup Length: 3 minutes

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

Playoff OT Period Length: **5 minute / Run time. No overtime in Round Robin play.**



6. Five Goal Differential Rule

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.

- Minor penalties and Major penalties assessed during run time will remain as 2-minute minors and 5-minute majors. Players can only return to ice during regular game play and can't leave the penalty box between whistles. (must wait for the puck to be dropped)

7. Scoring

2 points – Win / 1 point – Tie / 0 points – Loss

8. Time outs

Round-Robin: Time outs are **not permitted in round robin play**.

Playoff Games: One 30 second timeout per team.

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. 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. Team with best record (most wins count first) gains higher position.
- b. Head-to-head record between tied teams (applies to 2 teams only: if more than 2 teams involved, GFA% applies)
- c. GFA percentage of all games played within the Round Robin or Qualifying Round.
- d. Lowest number of goals against incurred within the Round Robin or Qualifying Round.
- e. Highest number of goals for scored within the Round Robin or Qualifying Round.
- f. Team to score *their first Goal For* of the tournament the quickest.
- g. Coin toss.

Tournament Director has final say on tie breakers – no verbal appeal or protests allowed.

11. Overtime for Playoffs

1. All overtime periods are sudden victory.

2. **All overtime periods will be five-minute Run Time. THERE ARE NO CHANGES ON THE WHISTLE**

- 1st overtime period – 3 players plus a goalie. (3v3)
- 2nd overtime period – 2 players plus a goalie. (2v2)
- 3rd overtime period – 1 player plus a goalie. (1v1)
- 4th overtime period – 1 player and no goalie. (1v1 with no goalies)

3. All penalties incurred will be served to the minimum of one player plus a goalie.

- 1st overtime period – a penalty is assessed during 3v3 - the powerplay will be 3v2.
- 2nd overtime period – a penalty is assessed during 2v2 - the powerplay will be 2v1.
- 3rd overtime period – a penalty will result in a penalty shot. Faceoff will go back to center ice following shot (1v1).
- 4th overtime period – a penalty will result in a goal be awarded and the game concluding (1v1 with no goalies).

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12. 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.**

13. 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.

Please Note: Only arena personnel, referees, conveners, and timekeepers will be allowed behind the area of the timekeeper's box.