

Tournament Rules

1. All Hockey Canada, OHF and NOHA rules will apply for all games.
2. All managers must register at least 1 hour prior to each game. Approved rosters must be provided along with tournament permit, and must be available for inspection at all games if necessary.
3. Teams must be prepared to go on the ice 15 minutes prior to the scheduled game time.
4. There will be a flood after every game.
5. All games will consist of **3-11** minute stop periods.
6. Warm ups will be limited to 2 minutes from the time the zamboni leaves the ice and the doors are closed. Players are **NOT ALLOWED** on the ice until the doors are closed.
7. Body Checking **will not be permitted** in any division.
8. Fighting, abusive language from any player, staff member or parent, or intent to injure penalties will not be tolerated. The OHF suspension list will be used to determine minimum suspensions and the Tournament Committee may impose additional suspensions, including expulsion from the tournament. All decisions are final.
9. Coaches and managers are responsible for their players both on and off the ice.
10. Teams are requested to vacate their dressing room as quickly as possible following a game. There are a limited number of dressing rooms available and other teams are waiting to use them. Please keep dressing rooms clean.
11. Teams may sign up to (19) players including a spare goalie. Only (5) members of the coaching staff are allowed on the bench at any given time.
12. Home team changes sweaters in the event of a conflict.
13. Sudbury Minor Hockey Association will appoint all officials. Referees calls cannot be disputed.
14. All teams will be guaranteed 3 games.
15. Trophy presentation will take place on the ice. Only team players and carded staff will be allowed on the ice for post-game presentations.
16. The tournament committee reserves the right to suspend or have removed from the arena facilities any player, team official, or spectator whose conduct is deemed to be detrimental to the tournament.

GAME FORMAT

POINT SYSTEM in round robin play

Win = 2 points

Tie = 1 point for each team

Loss = 0 points.

1. If a team is leading by 5 goals, the clock will run at straight time. If however, at any time, the lead is reduced the clock will return to stop time.
2. All standing ties in a division shall be broken by:
 - a. If 2 teams are tied, the winner of the game between the 2 shall advance.
 - b. If 2 teams are still tied or 3 or more teams are tied, NOHA Tie Breaking formula will be used.
3. Time-Outs will only be permitted in Final Championship games

4. CHAMPIONSHIP GAMES

Overtime in Championship games will consist of the following:

- a. First overtime period 5 minutes 4 skaters + goalie
- b. Second overtime period 5 minutes 3 skaters +goalie
- c. Third overtime period 5 minutes 2 skaters +goalie
- d. Shoot out - 3 shooters will shoot simultaneously
 - If still tied, sudden death shoot out with 3 new shooters

