

1. All rules and regulations of Hockey Canada, the Ontario Hockey Federation and Minor Hockey Alliance of Ontario.

These rules will also apply:

- Manager and Coaches must attend the tournament office in each facility before each game.
- If both teams have the same colour Jersey's, the Home team will have to Change.
- Only arena personnel, referees, conveners and timekeepers are allowed in the area of the timekeeper's box.
- Fighting majors, gross misconducts and match penalties are Automatic Tournament Suspensions.
- There is No Body Checking Allowed in any division.
- 3 Minor Penalties results in a game ejection.
- Except for the first game of the day, teams Must Be Ready to Start Their Game 10 Minutes Before the scheduled game time.
- Buffers have been built into the schedule and games will start early when possible.
- All teams must be ready to go on the ice once the ice resurfacers door is shut. The timekeeper will start the two-minute warm-up.
- Following the warm-up, the referee will ask both teams to line up immediately for the opening face-off.
- At the completion of each game both teams will line up on their blue line and Teams will tap stick on ice as a replacement of handshake. No Handshake after the game.
- The visiting team will leave the ice first and the home team will remain at their bench until given direction by the referee.

2. Game Lengths and Special Circumstances

- All round-robin and Semi final games consist of 10-10-15 minute stop time periods.
- All championship games will consist of 10-15-15 minute stop time periods.
- All U7/U9 Jamboree games will be 20-20 minute run periods.
- **No Time-Out in Round Robin Play.**
- **One 30 second Time-Out per team is allowed in all Semi and Final Games only.**
- In the event of a 5-goal differential in the 3rd period the clock shall run until the differential is less than 5-goals.
- A maximum of 5 goal differential will be displayed on score board.
- **A Maximum 5 goals differential will be reported in the Standings. (e.g. Game score was 12-3, the posted score will be 8-3)**

3. Round Robin Play and Play-off Formats

Each division from U11 to U21 will be in groups with sizes determined by the number of teams entered:

- **U11** Top two in each Division Advance to semifinals third place teams will play a consolation game.
- **U13** Top team in each Division Advance to Championship Game
- **U15** Top two in each Division Advance to semifinals third place teams will play a consolation game.
- **U18/21** Top Two teams of round robin play advance to Championship Game

4. Standings

- Two Points for a Win and 1 Point for a Tie
- In the case of two teams tied in points after the Round Robin, the tiebreaker system shall be as follows in the order shown:
 - **Two (2) teams Tied**
 - Head to Head winner in the Round Robin will advance
 - Team with most wins
 - Best Percentage based on (total goals for) divided into (total goals for and total goals against). Highest percentage advances.
 - Team with the fastest time of their first goal scored of Tournament according to Game Sheet will advance.
 - **Three (3) or more teams tied** in points after Round Robin play, the tiebreaker system will be as follows:
 - Team with most wins
 - Best Percentage based on (total goals for) divided into (total goals for plus total goals against)
 - Team with the fastest time of their first goal scored of Tournament according to Game Sheet will advance.

5. Sudden Victory Play-off Overtime Format:

- One 5 minute stop time period of 3 on 3 play
- Player changes can be made at any time during the play and goaltenders can be pulled
- Penalties will carry over from Regulation Time to Overtime
- Penalties: Offending team will place player in the penalty box but continue with 3 skaters. Non-offending team will add 1 skater (power play 4 on 3). When Penalty has expired, the penalized player will rejoin the play and both sides will play 4 on 4 until a stoppage in play. Teams will then return to 3 on 3.
- If a winner has not been determined at the end of 5 minute overtime period.
 - A 3 vs 3 shoot out will take place with each team selecting the first three different shooters for the first round.
 - If a tie continues after the first round a 1 vs 1 shoot out will continue until a winner is declared.

6. In the case of any disputes, the Tournament Directors decision will be final.