

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 resurfacing 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 at centre ice for handshake.
- The visiting team will leave the ice first and the home team will remain at their bench until given direction by the referee.

2. Substitute Players

Sarnia Hockey's Goal for our Recreational League Tournament is to provide a fun and fair playing experience for all players. With that in mind we recognize that it may be necessary to bring in substitute players due to illness or player unavailability. In doing so it is important we do our best to ensure fair and equitable opportunities are spread among our divisions. The following is a guide line of when substitutions can be added and must be approved by the tournament or division director.

- Substitutes should not be used to fill in suspensions incurred unless the game is at risk of not being played (no goalie, less than 6 skaters, etc.)
- A team roster falls below 10 skaters and 1 goalie for U11 and above
- A team roster falls below 12 skaters and 2 goalies for U7/U9
- Substitutions are to be made on a like for like basis replacing a "C" level player with a "C" level player and not padding line ups with higher level players
- Substitute Players should be limited to not playing anymore than 3 games in one day including their regular team's scheduled games

3. Game Lengths and Special Circumstances

- All **U7/U9** Jamboree games will be 22-22 minute run periods. With 2 minute line change buzzer.
- All round-robin, Quarter, and Semi-final games consist of 10-10-15 minute stop time periods.
- **No Time-Out in Round Robin Play.**
- 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)**
- All championship games will consist of 15-15-15 minute stop time periods.
- **One 30 second Time-Out per team is allowed in all Quarter, Semi, and Final Games only.**

4. Round Robin Play and Play-off Formats

Each division from U11 to U21 will be in group sizes and playoff format determined by the number of teams entered:

- **U11** Top two teams in each Pool and two wildcard teams advance to quarterfinals remaining teams will play a consolation game.
- **U13** Top six teams in Division Advance to Quarter finals with top two teams getting a bye into semi finals
- **U15** Top six teams in Division Advance to Quarter finals with top two teams getting a bye into semi finals
- **U18/21** Top six teams in Division Advance to Quarter finals with top two teams getting a bye into semi finals

5. 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.

6. Play-off Sudden Victory 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.

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