



Metcalf & District Hockey Association Tournament Rules & Regulations

1. All HEO and HEO Minor Rules and Regulations, as well as Code of Discipline will apply.
 2. Only players whose names appear on the players list provided by the team may participate in the tournament. All players must be on the official team roster
 3. Each team **must** arrive at least half an hour before their scheduled starting time and be dressed and prepared to start the game 15 minutes early.
 4. Please observe our dressing room procedures and remove all equipment within half an hour after the game.
 5. Any team late for a game will lose by default. A goal differential of two (2) will be awarded to the winning team.
 6. All games will consist of three (3) ten (10) minute stop time periods, with a fifty (50) minute curfew clock (with the exception of the semifinals and finals).
 7. If a goal difference of five (5) is registered at any time in the third period between the two teams the game shall revert to running time. If the goal difference reverts again to less than three (3) goals, the time will again revert to stop time.
 8. No time-outs are permitted in any round robin games. Will be permitted during the semifinals and finals.
 9. If for any reason the goal tender cannot continue to play, he must be replaced immediately by a substitute. No time will be allowed for the goal tender to repair his/her equipment or to dress a substitute goal tender.
 10. During 3-on-3 sudden death, a penalty will result in an additional player being added to the non-offending team. (4-on-3 or 5-on-3). As the penalty expires, the penalized team will add a player. At the next stoppage of play, the number of players will revert back to 3-on-3.
 11. Risk Management: During 3-on-3 sudden death, at the discretion of the Referee, the Referee may allow a line change during a stoppage of play if the Referee is in any way concerned about the well being of any player on the ice. If the Referee permits a line change to occur, both teams will be permitted to change.
 12. House Tournaments: After 3 personal penalties, a player or team official will automatically be ejected from the game. *(In the case of a double minor penalty Examples: Spear, Head Butt, etc as per Hockey Canada rule book the double minor only counts as one penalty. The double minor must be the same infraction. This is not to be confused with for example: a minor for Tripping and Interference during the same stoppage of play to the same player, as this is 2 separate penalties)*
 13. Neck guards are mandatory. Mouthguards are to be worn as per your district rules and regulations.
 14. Any player who receives a fighting penalty will be expelled from the tournament.
 15. Minor penalties shall be 2 minutes in length (3 minutes of running time). Major penalty shall be 5 minutes in length (7 minutes of running time). Any player incurring 3 minor penalties during a single game will be ejected for the remainder of the game.
 16. In the case of a protested game, the tournament committee will rule, and their decision will be final. **Only Team Officials** may register concerns to the convenor. The tournament committee reserves the right to make decisions regarding the interpretation of the rules and any other conduct of the tournament. All protests must be accompanied by a \$100.00 fee. This fee is non-refundable.
 17. When team colors are conflicting, the home team will be expected to change sweaters.
 18. Players must not go on to the ice until all arena staff have left the ice, and the Zamboni door has been closed. Coaching staff are to enter and exit the benches without stepping onto the ice surface.
 19. Spectators are not allowed in the dressing rooms.
 20. The Metcalfe Minor Hockey Association and the Tournament Conveyor do not accept any responsibilities for theft, damage, accidents or injury to participants, spectators, equipment, personal belongings, etc. during the full period of the tournament
-



Metcalf & District Hockey Association Tournament Rules & Regulations

Each team is guaranteed three (3) games. The top team of each group will advance to the semifinals.

If required, there will be sudden death overtime in the semi-finals and finals. These overtime periods will be ten (10) minute stop time 3-on-3 sudden death overtime periods, until there is a winner, with NO player changes during stoppage of play (Change on the fly only).

Ties in the Final Standings will be decided by the following sequence:

In the event of a tie at the end of overtime in any Semi-Final or Final Game, one (1) 3 on 3 ten (10) minute overtime will be played.

In the event of a tie at the end of overtime in any Semi-Final or Final Game, the following steps will apply.

- a) The coach of each team will provide the game officials with the list of five (5) players immediately following the end of regulation. The team that scores the most goals with these five players will be declared the winner.
- b) The home team will have the option of shooting 1st or 2nd. Once the order is determined it will remain the same for all future rounds of shootout. A player from one team will go, followed by the player from the other team, and so on until all five designated players have gone.
- c) If still tied, a sudden death shootout with one player from each team. Whichever team shot 1st in the previous round, will once again shoot 1st. Each shooter must not have participated in any prior round of the shootout.
- d) Repeat these steps above until no skater remains that has not participated from either team. At this point the shootout will then continue in reverse order, starting with the player who most recently shot. This will continue until a winner is decided.

Two (2) Teams Tied:

- a) If one team goes undefeated (i.e., 1 win, 2 ties) that team places higher.
- b) If the teams remain tied, the team with the highest ratio will place higher.
Goals For / (Goals For + Goals Against)
- c) The team with the least number of penalties, places higher.
- d) If still tied, the team that scored the first goal in the game involving both teams, places higher.
- e) If still tied, the team that received the first penalty in the game involving both teams, places lower.
- f) If still tied, the team that scored the earliest goal in their first game of the tournament, places higher.
- g) A flip of the coin will decide.

Three (3) or more Teams Tied:

- a) If one team goes undefeated (i.e., 1 win, 2 ties) that team places higher.
- b) If the teams remain tied, the team with the highest ratio will place higher.
Goals For / (Goals For + Goals Against)
- c) The team with the least number of penalties, places higher.
- d) If still tied, the team that received the first penalty in the game involving all teams, places lower.
- e) If still tied, the team that scored the earliest goal in their first game of the tournament, places higher.
- f) A flip of the coin will decide.