

Birthplace of Hockey Tournament - Rules and Regulations - December 6 - 8, 2024

All Hockey Canada in addition to:

1. Teams should be ready to play fifteen minutes prior to game start, in case of an earlier start time.
2. All games will consist of 3 x 15 minute stop time periods with a 5-minute warm-up.
3. The ice will be resurfaced every two periods. *(This will be subject to change if the tournament falls behind schedule). Teams should be ready to start their game 15 minutes prior to their schedule start,
4. If a team falls behind by 5 goals or more in the third period, the clock will run straight time. This will not revert back if the deficit is reduced. *(The coach of the trailing team may request, and will be granted, running time if the deficit margin of 5 is achieved earlier than the third period)
5. Game Misconduct – The player is suspended for the remainder of the game **IN ADDITION TO** the next game.
6. Gross Misconduct – Player is suspended for the remainder of the tournament.
7. Match Penalty – Player is suspended for the remainder of the tournament.
8. Any coach or official, who, in the opinion of the tournament committee, displays poor sportsmanship or setting a bad example shall be suspended from the tournament.
9. Protests are not allowed.
10. Coaches and team officials are responsible for the conduct of players in the dressing room and on the ice. Teams should NOT be left unattended at the rink between games.
11. Coaches and team officials are responsible to ensure dressing rooms are left clean at the end of each game
12. Rink Behaviour Policy is in effect-violation by a team or affiliate of the team will result in team suspension from play. Tournament officials will monitor all games. This includes a no dog policy unless the animal comes with the proper certification to be in public places.
13. Zero Tolerance Policy - on persons that exhibit unruly behaviour. Failure to comply may result in verbal warning, cessation of game, removal from facility, expulsion from tournament, police intervention or other disciplinary action. No individual may speak to the referees at any time.
14. Should any situation arise that is not covered by CAHA, HNS, SSNS Policy or Tournament Rules, the Tournament Committee shall make a ruling; any such decision of the Committee is final.
15. There will be no ties. A game-ending tied after regulation time will be decided as follows:
 - A. 5 minute, stop time, 3 on 3, sudden death overtime period.
 - B. 3 player shootout.
 - C. Sudden death shootout. A player may not shoot a second time until the team with the fewest players has used up all its shooters and begins to cycle through a second time. This includes the three players used in the initial shootout.

16. Each team is allotted one 30 second timeout per game.

17. Teams will be seeded based upon points earned during the round-robin. Points will be awarded as follows:

- 3 pts for a regulation victory
- 2 pts for an OT/SO victory
- 1 pt for an OT/SO loss
- 0 pts for a regulation loss

18. Tie Breakers for Round Robin Play

- If two teams are tied, the head-to-head result will break the tie.
- If three teams are tied, the following system will be applied in games **between the tied teams**:

1. Best win record in games played between tied teams
2. If still tied, the team with the best goal average in all games would qualify.
The goal average of a team is determined by dividing the total number of goals for by the total number of goals for and against. Note that a maximum of 7-goal differences per game will be used in the calculation of the game ratio. This will be calculated from the actual "goals for" of the losing team in the particular game. Only one goal will be awarded for the shootout in a shootout win. For example if a team wins 2-1 in a shootout the total goals for will be regardless of how many goals were scored in the shootout.
3. If still tied the team with the fewest goals against.
4. If still tied, the team with the most goals in all the games played. Note that a maximum of 7-goal differences per game will be used in the calculation of the game ratio. This will be calculated from the actual "goals for" of the losing team in the particular game.
5. If still tied, the team with the least number of minutes in penalties.
6. If still tied, a coin toss.

Note: Once a step in the three or more team tiebreaker establishes a team(s) ranking, they assume that position and the remaining teams go to the next step. They do not go back to a "Two Team Tiebreaker".

19. In case of forfeit, the score will be entered as 5-0.

20. Home team shall wear white unless otherwise agreed upon.

21. Decisions made by the tournament committee are final.

22. Players must be present at the start of the game or they may not be put on the game sheet. Players will not be able to join a game once in progress.