

Tournament Rules (6 Teams)



- Hockey Canada and Hockey Eastern Ontario regulations shall apply to all teams. This is an HEO sanctioned tournament therefore all HEO rules, regulations, and code of discipline shall apply to all games. This is a non-body contact tournament.

- The Tournament Co-ordinator or the designated representative shall have complete authority with respect to the interpretation and/ or application of the Tournament Rules and Regulations.

- All decisions of the Tournament Co-ordinator or the designated representative shall be considered final and binding on all parties. No appeals or protests will be permitted.

General Rules

1. This tournament is for house league players only.
2. This tournament will consist of six (6) teams with each team playing three games.
3. Teams will be allotted their pool in a blind draw.
4. Points shall be awards as follows:
 - a. Two (2) points for a win
 - b. One (1) point for a tie
 - c. Zero (0) points for a loss
5. Advancement in the playoffs will be determined by point total, with first place teams from each pool facing each other for first and second place titles, second placement teams facing each other for third and fourth place titles, and third place teams facing each other for fifth and sixth place titles respectively.
6. Should there be a tie in the individual pools, the outcome of the game between the two teams will be the tie breaker.
7. In the event of a three way tie in the individual pools, the following will be used, in order, to eliminate one team in order to create a two-way tie and thus refer back to rule 5:
 - a. best plus minus
 - b. least goals against
 - c. most goals for
 - d. least penalty minutes
 - e. coin toss

8. In the event of a tie during a championship game, the following will be done, in order, to determine a winner;
 - a. Overtime period, five (5) minutes stop time, full line. This will be sudden victory; the winner will be determined when one team scores the first goal.
 - b. Shootout, three players; most goals in, in three rounds. If still tied after three shooters, the shootout moves to sudden death; the winner will be decided when one team scores and the other does not in the same round. No player may shoot a second time until all players have shot.
9. All games will consist of three, 10-minute stop-time periods.
10. If at any time during the third period one team is ahead by five (5) goals or more, the clock will be put on running time. If during this time the goal differential is reduced to less than five (5) goals the clock will revert to stop time.
11. Minor penalties will be two (2) minutes in length (3 minutes running time), Major penalties will be five (5) minutes in length (7 minutes running time).
12. After 3 personal penalties, a player will automatically be ejected from the game.
13. Any player who receives a fighting penalty will be expelled from the tournament.
14. There will be a two-minute warm-up.
15. The ice will be flooded prior to each game.
16. No timeouts will be permitted.
17. Teams must be prepared to start the games ten (10) minutes prior to the scheduled start time. Any team late will lose by default.
18. All teams are permitted to wear their "Away" jerseys. When team colours are conflicting, the home team will be expected to change sweaters.
19. Referees, officials and timekeepers will be assigned by the Deep River & Area Minor Hockey Association. All decisions made by the referees and officials will be final.

