



## Tournament Rules

### **GOVERNING BODY**

All games shall be played in accordance with the rules and regulations of the Minor Hockey Alliance of Ontario and the Ontario Hockey Federation. In addition, the following rules and regulations shall also apply for this tournament:

### **BODY CHECKING**

There is NO body checking in any division.

### **GAME RULES**

- Teams are required to be ready to start play fifteen minutes prior to their scheduled start time for all games in the tournament. If there is time available, games will start early to help keep our schedule on-time.
- The Home team for each game shall wear dark-coloured jerseys and the Away team shall wear light-coloured jerseys.
- Should either team have only one set of jerseys, it is the responsibility of that Head Coach to contact the other Head Coach directly 30 minutes before game time to ensure there is not a jersey conflict. If a jersey conflict results from failing to do so after the non-offending team has already dressed, it will result in a 2-minute delay-of-game minor penalty against the offending team to start the game.
- Should the two teams have only one set each and they are the same colour, then the Away team will be required to wear a set of jerseys supplied by the tournament.
- A two-minute warm-up shall be permitted prior to the start of each game.
- Following the warm-up, teams shall proceed to shake hands.

## **PRELIMINARY GAMES**

In all divisions, each preliminary game shall consist of three ten minute periods (10-10-10). All periods shall be stop time, unless the Run-Time condition listed below exists.

The winning team will be awarded two points, and the losing team shall be awarded zero points. In the event of a tie, one point shall be awarded to each team.

No timeouts shall be permitted during preliminary play in all divisions.

### **Run-Time**

If a team is leading by four or more goals at any time during the third period, the game clock shall run unless/until the opposing team cuts the deficit to less than four goals.

If a minor penalty is assessed during run-time, it shall be assessed as a three-minute run time penalty.

If a major or match penalty is assessed during run-time, it shall be assessed as a seven-minute run time penalty.

The length of a penalty will not be adjusted as a result of the game clock being switched from stop-time to run-time or vice versa.

### **Tie-breaking Criteria**

Should any ties need to be broken, the following criteria will be used:

1. Head-to-head
2. Best goal percentage during the preliminary portion of the tournament (total goals scored divided by the sum of total goals scored plus total goals against)
3. Fewest penalty minutes in the preliminary portion of the tournament
4. Coin toss

## **PLAYOFF GAMES**

All periods shall be stop time, regardless of the score of the game.

Each team shall be permitted to take one thirty-second timeout during the semi-finals and finals only in all divisions.

In all playoff games, the team with the highest seed shall be designated the home team for each game. Should the teams have the same ranking, the tie-breaking rules will be used to determine the home team.

### **Novice, Atom, Minor Peewee, Peewee, Minor Bantam, Bantam**

All playoff games shall consist of two ten minute periods and one twelve minute period (10-10-12).

### **Minor Midget, Midget**

All playoff games shall consist of two ten minute periods and one fifteen minute period (10-10-15).

## **Overtime**

If the game is tied at the end of the third period, a stop-time sudden-victory overtime period shall be played. For all playoff games other than Championship games, the clock will be set to five minutes. For Championship games, the clock will be set to 10 minutes.

Each team shall play with three skaters and a goaltender and the teams shall be permitted to make regular line changes

All unexpired penalties shall remain in force when moving from regulation time to overtime and from overtime to the shootout.

All one-man advantages shall be played four skaters versus three skaters until the first stoppage of play following a penalized player's return to the ice. All two-man advantages shall be played five skaters versus three skaters until the first stoppage of play following a penalized player's return to the ice.

At no time shall a team be required to play with fewer than three skaters and a goaltender.

## **Shootouts**

If a goal is not scored during the overtime period, the game shall be decided by a shootout.

Players serving a penalty and players that have been assessed a match, game or gross misconduct penalty are not eligible to participate in the shootout.

The home team shall have the choice of shooting first or second in the entire shootout regardless of the length

The teams shall alternate shots.

If the score is still tied after three shooters, the teams shall select any player that has not yet taken a shot from their bench. No player shall be allowed to attempt a second shot until all skaters (goalie exempt) have taken one attempt in the shootout. Once all players have taken one shootout attempt, the coach may select any player at any time to shoot in the shootout.

Each team shall be given an equal number of attempts and the game shall end when the score is no longer tied

## **SUSPENSIONS**

The OHF Suspension List will be used to assess any suspensions for major, misconduct and match penalties.

If a player or team official is ejected from any game for any reason, the team must check with the tournament office to confirm the number of games assessed and/or to determine eligibility to continue in the tournament.

Additionally, any player or team official who receives a fighting major, gross misconduct or match penalty is ineligible to participate for the remainder of the tournament regardless of the length of the OHF suspension.

If a player or team official participates in a game while ineligible or under suspension, that player or team official and the Head Coach (or his/her designated Head Coach if he/she is not on the bench) shall be ineligible to participate for the remainder of the tournament.

Any team that has ineligible or suspended players or officials participating in a game shall forfeit the game 3-0. If both teams have ineligible or suspended players or officials participating, the game will be recorded as a 3-0 loss for both teams.

## **PROTESTS**

On and off-ice rulings that contradict the rules and regulations of the Winter Classic may be appealed to the Appeals Committee.

The Appeals Committee shall consist of the Tournament Director and two other members at large. If any member of the committee has a child that is participating in the division where the protest has been submitted, that member cannot sit on the appeals committee, as they will be considered in conflict of interest for this appeal. An additional member shall be named to the Appeals Committee.

To make an appeal to the committee, it must be submitted via email to [winterclassic@chedokeminorhockey.com](mailto:winterclassic@chedokeminorhockey.com) within one hour of completion of the game by a rostered member of the team staff.

Should a member of the Chedoke Minor Hockey League Executive be a rostered member of any coaching staff, the appeals committee will not accept any appeal from these rostered members. Should an appeal be submitted, it will be done by a non-CMHL Executive member. In addition, no member of the Executive shall be permitted to address the committee with regards to an appeal for a team in which they are a rostered member.

The Appeals Committee will convene as soon as possible following the receipt of the appeal. The person(s) submitting the appeal must be available via telephone or in-person at Chedoke in case clarification is required by the committee.

**Decisions made by the Appeals Committee are final, and are not subject to appeal.**