



THE AL BOONE MEMORIAL HL CLASSIC

Tournament Rules



The Rules contained herein are subject to change prior to the start of the tournament. You are encouraged to ask the Tournament Director for any rule change when you register for your first game.

1. All teams must have at least one (1) Certified Coach and one (1) Certified Trainer on the bench. They must be present throughout the entire game.
2. There is NO BODY CONTACT in all divisions.
3. Players who fight, throw punches or take out another player will be;
 - a. Assessed a major penalty.
 - b. At the Referees discretion, a minor penalty may also be assessed to the aggressor.
4. All teams must present an approved electronic roster and an approved travel permit two weeks before start date. Only teams sanctioned by Hockey Canada or USA Hockey will be eligible to participate. There will be NO EXCEPTIONS. No Select Teams will be permitted to participate.
5. The team manager or coach must report to the Tournament Headquarters at The Gale Centre at least one hour prior to their first game of the tournament. If the team has failed to provide their approved roster and travel permit as stated in Rule #4, they will have to produce their required documentation prior to their first game. If for any reason a team fails to produce their paperwork, they will be removed from tournament play and shall be reported to their governing body. In these cases, the team shall not be refunded any tournament fee.
6. Timekeeping will be done using electronic game sheets. Teams are responsible for downloading their completed game sheets if required by their league.
7. Game start times shall remain flexible in that they may be moved forward or backward as circumstances dictate.
8. Visiting and Home teams must occupy the player bench and end assigned to them.
9. In the event of conflicting colours, the home team must change sweaters.
10. Only Tournament Officials will be represented in the timekeeper's bench. Team Officials are ONLY permitted in the player bench areas.
11. All Tournament Committee decisions in consultation with Referees shall be final.
12. No one is permitted on the ice while ice-cleaning equipment/and or crew is on the ice.

13. The arena will assign change rooms. Teams are responsible for damage to a dressing room(s) and other arena facilities. Report any damage to a Tournament Committee member before using the room. The Tournament accepts no responsibility for loss or theft from dressing rooms.
14. Spectators are forbidden to enter the player's dressing room, player's bench area, penalty box area, timekeeper's box, or the Referee's change room. Spectators not abiding by this rule will be removed.
15. There will be a two (2) minute warm up prior to each game starting when the siren sounds for teams to go on the ice.
16. All games will be 10-10-10 Stop Time. OMHA Rules apply for all penalties.
17. Any player that receives three (3) stick infraction penalties during one game will be removed from the rest of that game.
18. In accordance with OMHA regulations, when a team is ahead by five or more goals in the third period, the game will proceed under "straight time" unless the gap is reduced to three goals, at which point the clock will revert back to stop time. The only time the clock would be stopped during "straight time" is if an on-ice injury should occur. All penalties are running time.
19. For ties for division standings, the winner will be decided by the following:
 - a. If two (2) teams are tied, the winner of the game between the tied team wins
 - b. For more than two (2) teams tied, most goals FOR minus goals AGAINST, (to a maximum of plus/minus seven (7) per game), and the team with the highest net goals wins
 - c. If still tied, the team allowing the least number of goals wins
 - d. If still tied, divide total goals against, over total goals for, and the lowest percentage wins
 - e. If still tied, the tournament will arrange a coin flip.
20. For division standings, the WildCard winner(s) will be decided by the following:
 - a. For more than two (2) teams tied, most goals FOR minus goals AGAINST, (to a maximum of plus/minus seven (7) per game), and the team with the highest net goals wins
 - b. If still tied, the team allowing the least number of goals wins
 - c. If still tied, divide total goals against, over total goals for, and the lowest percentage wins
 - d. If still tied, the tournament will arrange a coin flip.
21. Semi-Finals and Championship games will be held in each division. (Semi-Final games will only be scheduled for divisions of six (6) or more)
 - a. Teams are allowed one (1) thirty (30) second time out in any elimination game.
 - b. For ties after regulation time, teams play one (1), five (5) minute stop time sudden death period.
 - c. If the game is still tied after five (5) minutes sudden death in 4 on 4 format, the tournament will arrange for a three (3) player shoot-out until a winner is decided.

NOTE: The initial three (3) players taking part in the shoot-out may be any three (3) players selected by the coach before the start of the game. After the three (3) original players shoot, each subsequent shooter shall

be a player who has not yet taken part in the shoot-out, until all players have taken part. (Shoot-out is done two (2) players at the same time. E.g. One (1) from each team.)

22. OMHA Rules and Regulations shall apply.

23. Any team wishing to protest or launch a complaint will be required to place a \$200.00 cash deposit with the Tournament Committee before the complaint or protest will be heard. The complaint will also have to be placed in writing.

24. All decisions made by the Tournament Executive Committee shall be final and without appeal.