

ONTARIO HOCKEY PROSPECTS CHALLENGE-PLAYING & ADMINISTRATIVE RULES

(Very important to carefully read these rules to all players in your team -ZERO Tolerance)

1. Each team will play a minimum of four games in the tournament. The game will consist of two periods of eighteen (18) minutes stopped time in the PRELIMINARY ROUND with no overtime for all levels, except "1-12 + 2-15 stop time periods" for Boys U18, U16, 2000, 2001, 2002, 2003, 2004
2. One 30-second TIME-OUT per team per game will be permitted in the playoff round ONLY.
3. If a difference of five goals or more at the beginning OR during the 3rd period (for Boys U18, U16...) OR at any time from the 10th minute up in the 2nd period (for games with only 2 periods) in the Preliminary round, OR 2nd period of playoff games, the remainder of the game will be running time. The time will stop again should the margin be reduced to a "3 goals differential". The game will be stopped if there is a "6-goals" difference from the 10th minute UP in the 3rd period of a "3-periods" game format.
4. Should an "act of god" (power failure, major injury ...) happen, a delay of thirty (30) minutes will be accepted OR in the event that a game is stopped by the referees or the tournament organizer, the score at that 'POINT in time' will be considered final.
5. GAME FORMAT- CHAMPIONSHIP (playoff) round (Qtr Final, SFinal and/or Final): all divisions will consist of 2-15 min stop time period for all divisions except 2-13 min for Girls U8, U10, U11 divisions. If there is a tie game at the end of regulation time during the playoff, the following overtime rules will apply:
 - a) One 3-minute sudden death period (Stop time): Three on Three + Goaltender; and
 - b) Shootout: Three penalty shots to each team. Should tie persist, one penalty shot each until there is a winner. You have to use a different player for each shot until all players have been used. Shooters of both teams will shoot at the same time from the Center Line.
6. In PLAYOFF OVERTIME, a non-offending team will never play fewer than 3 skaters and will add an additional player (4 on the ice) until the penalized player of the opposite team returns to the ice AT the next stoppage at WHICH TIME both teams will RETURN to the 3-ON-3 format.
7. Pre-game WARMUP will be two minutes continuous time at all times during the tournament. Teams must furnish their own pucks.
8. The ice will be resurfaced after every game unless we need to catch on with the schedule.
9. Each team should be present at the arena 1 hr before the game & ready to play 20 minutes PRIOR to their scheduled start times without any advanced warning. A team that does not present itself to a game will be subject to a disciplinary committee and expulsion from the tournament. A defaulted game result will be a 3 - 0 for the winning team and 0-5 result to the losing team.
10. Neckguards & Mouthguards for Boys U18 (Optional): Players need to wear them if required in their own districts leagues as players are coming from all over.
11. There will be no HANDSHAKES after each game during the PRELIMINARY and players are required to go directly to their dressing rooms respectively after the game is over to stay 'ON TARGET' with schedule.
12. The HOME team for playoff only will be the team with the highest ranking after the round robin. The Home team will have the last change at faceoff and will decide which jersey color the team will wear.
13. Referees will apply rules and procedures from the current Hockey Canada Rulebook. No protests will be accepted regarding the referees' decisions.
14. PENALTIES.
 - a) **Game Misconduct**: dismissed from that game only- If the penalty is assessed in the last 10 minutes of any game, the player is suspended for the following game;
 - b) Any player who 'Attempt to Injure deliberately' by way of 'Charging from behind', 'Sparring', Hitting/Punching an official OR Racism & Derogatory/ Abusive language (such as Swearing as an example) will receive a **Game Misconduct**;
 - c) **A second Game Misconduct for any player in the TOURNAMENT will be ejected from the tournament**;
 - d) **Fighting Penalty**: anyone involves in **Fighting ON and OFF the ice on premises will be ejected from the tournament**. There will be no discussion on players or officials ejection from games and/or tournament;
 - e) **ZERO tolerance measures for all head contact**. A minor penalty shall be assessed for all accidental hits to the head, WHILE a double minor penalty, OR a major and game misconduct at the

discretion of the referee based on the degree of violence of impact, shall be assessed for any intentional contact to the head. *A major penalty and a game misconduct, OR match penalty, shall be assessed to any player who INJURES an opponent under this rule.* **Match penalties:** suspended for the remainder of the tournament.

15. STANDINGS RANKING.

a) The point system for teams ranking in the standings will be as follow: 2 points for a WIN, 1 point for a TIE, & 0 point for a LOSS.

b) No matter what the score ends up, a team cannot get credited more than a 5 goals difference.

c) Teams ranking in the standings will be sorted first by Total Points, then by the **BR**eaking formula where **BR**= GF/(GF+GA). (GF: Goals For and GA: Goals Against).

d) In the event of a tie breaker (2 or more teams) for a playoff seed after applying ranking criteria in Rule 15 c), the following criteria will apply through 1 to 9 listed below until 1 team and only 1 team is identified ahead of all other teams tied. That team has the next position in the standings while we repeat the whole process from step 1 on with the remaining teams to determine the team's ranking in the standings:

1. Head-to-Head
2. Most games won
3. Least Goals Against (GA)
4. Most Goals For (GF)
5. Fastest goal between the teams concerned
6. Fastest goal at the beginning of a game in the preliminary round
7. Best BR and if GA=0, that team will be ahead of everyone.
8. Least penalty minutes during the tournament
9. Flip of a coin by the tournament coordinator

16. PLAYERS' ELIGIBILITY & ROSTERS. The roster must include a unique jersey number for each player. Teams must provide a final official game roster to the Direction of the tournament prior to the start of the FIRST game with no additions being allowed from then on. The exception to this rule is that injured, sick, or unavailable goalies may be replaced with the assistance/approval of tournament organizers.

17. All eligible players must be entered on the first game score sheet (maximum 20 players including 2 goaltenders). Every team must dress a minimum of 6 players and 1 goaltender. A ten minute delay will be permitted to dress a second goaltender in the event the regular goaltender is injured and the team has no dressed goaltender on the bench.

A player can only play for one team in one specific level (2000 or U8 as an example), but can play for another team above that specific level during the tournament. This player needs to play 2 games in the preliminary to be able to play during the playoff round. Failure to do so will disqualify said player.

18. The team's manager/coach/responsible must CHECK IN 30-40 min with the tournament office/staff in duty before each game.

19. For Boys` 2011-2005 & Girls Hockey, there is no BODY CHECKING. The direction of the tournament reserves itself the right to abolish the body contact if the well being of the player is threatened.

20. All Hockey Apparels worn by players in this tournament must be approved CSA or US equivalent. The direction of the Ontario Hockey Prospects Challenge is not liable for any injury due to hockey apparels that not meet CSA/US approved security regulations/requirements.

21. Teams will be responsible financially for any damage to dressing rooms or LEAVING IT in a "real dirty shape". Each team should leave the dressing room 25 min. after each game.

ZERO TOLERANCE POLICY for all involved in this sports event: Team's management is responsible of their actions and those of the parents and players. Aggressive or abusive behavior on the part of any player, official, coaching staff or parent may result of any INVOLVED in this tournament to be suspended for the balance of the tournament. *At all times, the direction of this tournament reserves itself the final word on the interpretation of the rule and has the right to change or alter these rules without any prior notice to act in the best interests of the tournament.*