



Mississauga North Stars

# 2019 SCOTIABANK CUP RULES & REGULATIONS

TOURNAMENT SANCTION #: 5482

**Rules are subject to revision/correction at the discretion of the Tournament Committee.**

## **SOME IMPORTANT NOTES**

**TRAVEL TEAMS - Tournament Sanctioned Hotel Accommodations:** As a condition of acceptance, travel teams will be required to register and stay at a Tournament approved hotel. See Hotels page for a list of sanctioned hotel locations.

**This tournament will be conducted under the new, more rigorous, rule interpretations as specified by Hockey Canada and enforced by the GTHL. On-Ice Officials are provided by the GTHL. Their rulings cannot be disputed or over-ruled by the Tournament.**

All teams must register before their first game, so please allow enough time, at least 60 minutes.

All players including affiliates should be registered on legitimate 2019-20 registration cards (OHF or equivalent). Cards or official roster sheets must be presented at registration time or when requested by the tournament committee.

Tournament permission forms should be obtained from your governing body and must be presented at time of registration.

**Good luck to all!**

## **FOLLOWING ARE A SET OF RULES & REGULATIONS**

This tournament is sanctioned by Hockey Canada (HC) and the Greater Toronto Hockey League. SANCTION #: 5482

### **REGULATIONS:**

All tournament games are played under HC minor rules and tournament regulations.

**1. Suspensions:** Notice of all suspensions during the tournament will be forwarded (with a full report of the circumstances) to the players' regular league officials. The tournament Rules/Discipline Committee may require players and team staff to appear at hearings into these matters.

### **PLEASE NOTE THAT THE OHF MINIMUM SUSPENSION LIST WILL BE USED IN THIS TOURNAMENT FOR ALL TEAMS.**

**2. Eligibility and Permission:** Teams must be registered with HC or International affiliates (and/or their Provincial/State affiliates). Proof of registration must be available upon request. Participating teams must have a sanction permit or letter of permission to participate in the tournament from their HC or International affiliated branch.

**3. Player eligibility:** All players must have a valid HC/or equivalent player's card or roster sheet available for inspection by Tournament officials. Team managers will submit a team list of players eligible to play to Tournament officials and will have the necessary supporting documentation (valid HC cards or roster sheets) available for examination by Tournament officials at the time of initial registration. This includes AP's. No player will be permitted to compete if not on an approved and official roster sheet or card.

**4. Composition of teams:** Each team may bring a roster of up to 20 properly registered players, including affiliates. Only eighteen (18) skaters and an additional two(2) goaltenders are permitted to dress for any game.

**5. Team Colours:** Sweater changes (if necessary) will be decided by the toss of a coin. It is preferable for teams to have two contrasting sets of sweaters.

**6. Home/Visiting Teams:** Home/Visiting teams are pre-determined for round robin play. For the play-off round, the home team may be decided by the toss of a coin.

**7. Mandatory Equipment:** Helmets, throat guards, and face masks are compulsory for all players- Face masks and helmets, as approved by HC (Canada), HECC (USA) and IIHF (International) must be worn during this tournament.

**8. Dressing Rooms:** Only players, team officials named on the team list and Tournament officials will be permitted in team dressing rooms.

**9. Game Sheets:** The game sheet must be completed by both teams twenty (20) minutes prior to game time. Note that game sheets are prepared manually.

**10. Game Officials:** All referees and Linemen officiating in the tournament will be qualified and registered by HC. Minor officials will be assigned by the tournament.

**11. Time and Conditions of Play:** Warm-up time will be determined by the referee in consideration of available time. Teams not ready to start play at the scheduled time and/or when the referee calls the players to centre ice for the initial face off will be subject to a delay of game penalty and possible forfeit of the game.

**12. Game Timing:**

Minor Atom to Atom 10 - 10 - 12 Stop time.

Minor Peewee to Peewee 10 - 12 - 12 Stop time.

Minor Bantam to Bantam 12 - 12 - 12 Stop time.

Minor Midget to Midget 12 - 12 - 15 Stop time.

**13. Overtime:**

**Round Robin:** Nil

**Quarter Finals:** One five minute stop time period, 3 skaters plus goaltender, change ends. Sudden victory. Shoot-out if necessary.

**Semi-Finals:** One ten minute stop time period, 3 skaters plus goaltender, change ends. Sudden victory. Shoot-out if necessary.

**Finals:** Stop time sudden victory, Ten minute periods until a goal is scored, 3 skaters plus goaltender, change ends each period.

**Shoot-Out:** Select three players per team. Teams shoot alternately and all three shoot. If no winner, continue in sets of one, using different players. Goalies must be those who were last used in overtime. Flip of coin decides which team shoots first. Continue rotation in same order until there is a winner. If one team completes its player rotation before the other because it has fewer players, without a winner, both teams will be allowed to revert to their starting sequence and to repeat that sequence.

**14. Mercy Rule:** Please note that if the third period begins with a five goal lead by either team, or if either team achieves a five goal lead during the period, that period or the remainder of that period will be played in running time, without stopping the clock. Time will continue to run throughout that period, regardless of further scoring changes. This rule will not apply in quarter-finals, semi-finals or finals.

**15. Body Checking:** This is a AA tournament . 'A' teams will only be accepted if their jurisdiction has body checking rules similar to the GTHL AA, where body checking is permitted for all age groups except Minor Atom (09), Atom ( 08), Minor Peewee ( 07) and Peewee (06).

**16. Early Game Starts:** Games may start earlier than the advertised time if both coaching staffs agree. No game will start more than 15 minutes early. No games will start early in the playoffs.

**17. Timeouts:** Each team is entitled to one 30 second timeout per game in the playoffs. No timeouts are allowed in the round robin.

## **STANDINGS**

Please read the rules carefully for your age division. For all age divisions, points will be assembled as follows:

**WIN - 2 POINTS • TIE - 1 POINT • LOSS - 0 POINTS**

**Each team is guaranteed 4 games.**

## **TIE BREAKERS**

For all age divisions, ties in standings will be resolved using the following tie breaker rules:

1. The winner of the game between the two tied teams, or
2. If that game ended in a tie, or the teams did not play each other, the team with the better record of goals for and against (goals for divided by goals against, with the higher percentage winning), or
3. If there remains a tie, the team that scores the first goal in the game between the two tied teams.
4. In the event of a tie among three (or more) teams, group standings will be determined by the best record of goals for vs. goals against, as per (2) above, and if a tie still exists, then the provisions of section (1) and (3) above, in that order, will be applied,
5. If all of the above result in a continuing tie, the standing will be resolved by the flip of a coin.

These rules will be applicable to all relevant placings (i.e. first vs. second vs. third vs. fourth).

## **WILD CARDS - Peewee, Minor Midget, Midget**

1. For each of Peewee, Minor Midget and Midget, one wild card will be chosen from among all teams in all groups.
2. Wild Cards will be the team with the highest number of points which did not otherwise qualify for a playoff position in the relevant Division.
3. Ties will be resolved as follows:
  - (a) Winner of any game between the two tied teams
  - (b) The team with the better record of goals for and against (goals for divided by goals against).
  - (c) If still tied, the winner of any game between two tied teams.
  - (d) If still tied, the team that scores the first goal in any game between the two tied teams.
  - (e) If still tied, by the flip of a coin.

## **CROSS-OVERS: Where applicable**

Groups A and B in Peewee, Bantam, Minor Midget and Midget will play a cross-over round robin. For purposes of determining playoff qualifiers, these two groups will be combined. The two teams with the highest number of points, regardless of which groups they are in, will proceed to the playoffs.

For example; if the top two teams in group A have 6 and 5 points respectively and the top team in group B had 3 points, then the two teams in group A will advance.