



## TOURNAMENT RULES 2018

1. **RULES.** This tournament is approved by The Greater Toronto Hockey League (GTHL) under sanction 5374. No protest/objections, the decision of the referee is final. GTHL sanctioned rules shall be in effect, *except where these tournament rules apply*, including the use of GTHL sanctioned equipment only, except where out of branch Association rules are different. The Tournament Committee will rule on these where applicable.
2. **FIRST GAME & REGISTRATION.** Although you will have provided an approved travel permit and approved roster prior to arriving at the tournament, a sanctioned team official must come to the office and confirm that there are no changes to the roster, at least 60 minutes prior to your team's first game. Each team will provide a contact person and phone number for which they can be reached during the tournament.
3. **BEFORE EVERY GAME.** One sanctioned team official must come to the office, fill out game sheet and sign on behalf of the team.
4. **DRESSING ROOMS.** Teams must provide their own locks for the dressing rooms. Damages to the dressing rooms or arena caused by a player, carded staff or team spectators will be the responsibility of the team whosoever caused.
5. **GAME STARTS.** All teams must be prepared to play their games fifteen minutes prior to scheduled start time in the event the tournament is ahead of schedule.
6. **GAME LENGTHS.** Bantam & Minor Bantam - All games will be 3x15 minute periods with a warm up of 3 minutes. Minor Atom thru Peewee - All games will be 10x15x15 with a warm up of 3 minutes.
7. **TIME-OUTS.** There will be no time outs during round robin play. During Play Off Rounds, each team will be permitted one-thirty second time out.
8. **MERCY RULE.** If at the beginning of, or at any time during the 3rd period a team is ahead by five or more goals, the clock will revert to running time. If subsequently the difference is reduced to less than three goals, the clock will revert back to stop time.
9. **POINTS.** Round robin standing will be based on points. 2 points for a win, 1 point for a tie.
10. **PLAYOFF OVERTIME FORMAT.** In the event of a tie during playoff rounds, there will be a 5-minute, 3-on-3 overtime period. In the event of a penalty during 3-on-3, a 4-on-3 will result, and a 5-on-3 when two penalties are called. If teams still tied, there will be a "Shoot Out". First 3 players will be selected by coach. If teams are still tied after the 3-player shoot out, a "Sudden Victory" shoot out will take place. The first team to win in the 1 v. 1 shoot out will win the game. Every player on each team must shoot before the same player can shoot twice. Any player that was still serving a penalty at the conclusion of overtime, cannot shoot and shall remain in the penalty box until the winning team is decided.

## ADVANCING TEAMS INTO PLAYOFFS

The following are “Division Specific Rules” for advancing teams into playoffs...

11. **MINOR ATOM.** There are two pools in the division. The top 2 teams from each pool advance into playoffs. Teams crossover in playoff rounds.
12. **ATOM.** There are two pools in the division. The top 2 teams from each pool advance into playoffs. Teams crossover in playoff rounds.
13. **MINOR PEEWEE.** There are three pools. Top two teams from each pool advance to playoffs, including two wild cards. The wild cards are calculated independent of pool and after the top two teams from each pool have been calculated. Once all teams “advanced” (first round only), they are “reseeded” based on points.
14. **PEEWEE.** There are four pools. Top two teams from each pool advance to playoffs. Once all teams “advanced” (into first round only), they are “reseeded” based on points.
15. **MINOR BANTAM.** There are three pools. Top two teams from each pool advance to playoffs. Once all teams “advanced” (into first round only), they are “reseeded” based on points. The top 2 seeds in the division get a bye into the semi-finals.
16. **BANTAM.** There are three pools. Top two teams from each pool advance to playoffs, including two wild cards. The wild cards are calculated independent of pool and after the top two teams from each pool have been calculated. Once all teams “advanced” (first round only), they are “reseeded” based on points.

**If two or more teams are tied at the conclusion of round robin play,  
or for reseeding purposes,  
the “Tie Breaking Sequence” will take effect (see next page).**

**See the online schedule “BRACKETS” section for a visual representation  
of the playoff format for each division listed above.**

**The “Higher Seed” in every playoff round is the “Home Team”.**  
(determined at conclusion of round robin)

## TIE BREAKING SEQUENCE – CONCLUSION OF ROUND ROBIN

17. If two or more teams are tied at the conclusion of a round robin series, or for reseeding purposes, the following procedure will be used to determine the final ranking before playoff round games are played.
- HEAD-TO-HEAD.** The winner of the round robin game between any tied teams gains the higher position over that/those team(s).
  - GOAL QUOTIENT.** If still tied, the team(s) with the better goal quotient (higher number) gains the higher position(s).

### DETERMINING GOAL QUOTIENT

Total "goals for" / (Total "goals for" + Total "goals against")

**Example...** "For" = 10 goals. "Against" = 4 goals. Ratio =  $10/(10+4) = .714$ .

**Higher Percentage Number, Gains Higher Position**

### DETERMINING GOAL DIFFERENTIAL

Goal Differential is maxed out at 5 goals for tie-breakers.

**Example...** For tie breaking purposes only, an 8-1 win is formulated as a 6-1 win.

- WINS.** The team(s) with the most wins in the round robin gains the higher position.
- FEWEST GOALS AGAINST.** If teams are still tied, the team with the fewest goals against (all round robin games played) will gain the highest position.
- MOST GOALS FOR.** If teams are still tied, the team with the most goals for (all round robin games played) will gain the highest position.
- MOST SHUTOUTS.** If teams are still tied, the team with the most shutouts will gain the highest position.
- LEAST PENALTY MINUTES.** If teams still tied after, the team with the least number of minutes in penalties throughout all round robin games, gains the higher position.
- COIN TOSS.** If teams still tied, a single coin toss will determine which team gains the higher position.

***GOOD LUCK AND HAVE FUN!!!***