TOURNAMENT RULES

* Maximum 12 teams per division
* Each team to be guaranteed three games
* All participants will receive Participant Awards

Each team will be allowed to register a maximum of 17 players, plus 2 goalies (total 19 per team). A maximum of 15 players plus 2 goalies will be allowed to dress for each game. To be eligible for this tournament, all players must participate in a regularly scheduled House League Program. in conjunction with their All Star Program.

Minimum Bench requirement: Novice to Bantam – 15 players     All Midget Levels –  13 players

Entry fee will be $1,149.00 per team. To be placed in a division, all teams entry forms must have cheque  attached payable to the Etobicoke Hockey League. All entries will be accepted on a first come first serve basis. Entries received after a division has been filled will be placed on a waiting list. Email entries will not be accepted until cheque is received.

Should you have any question, please contact Wayne Boucher – [wjdb@sympatico.ca](mailto:wjdb@sympatico.ca)

Please send completed tournament entry forms (cheque attached) to: 76 Poynter Dr., Etobicoke, Ontario, M9R 1L4

TOURNAMENT RULES

TOURNAMENT RULES MAY HAVE CHANGED FOR THE 2019 TOURNAMENT. PLEASE REFER BACK TO THIS PAGE CLOSER TO TOURNAMENT DATES.

It is the responsibility of the coaching staff to review all the “House Rules”, so that each player is familiar with the tournament rules and so that there will be no misunderstanding in any game.  
Situations not governed by the rules of hockey GTHL will be decided by the Tournament committee- whose decision will be final. NO PROTEST WILL BE ACCEPTED. ​

If a team withdraws prior to 20 days before the start of the Tournament, the entry fee will be refunded only if a replacement team can be found.  If a team withdraws within 20 days of the start of the tournament no refund will be given even if a replacement team is found.

DIVISIONAL ROUND ROBIN GAMES

Three ten-minute periods.

Semis and Finals

3 team division: 1st plays 2nd • Final  
4 team divisions:  1st plays 2nd. • Final  
5 team division:  1st plays 2nd. • Final  
6 team division: Top 4 advance  
7 team division:  Top 4 advance  
8 team division: Top 4 advance  
(Format subject to change pending number of teams)

Semis

Three ten-minute periods.

Finals

Novice to Peewee   10 • 10 • 10  
Bantam to Midget Sr. 10 • 10 • 12

In the event of a tie there will be 5-minute running time 3 on 3 sudden death overtime period. If a penalty occurs during overtime, then the non offending team will add one player. The teams will play 4 on 3 and when the penalty expires it will remain 4 on 4 until the next stoppage at which time it will revert to 3 on 3. If still tied, there will be a 3-player shootout. One shooter per team at a time. Home team will select who shoots first. If still tied, a sudden victory shootout will occur. Note: a player may only shoot once in the shootout, until all players have gone.

**MERCY RULE**

Only a 5-goal spread will show & count towards the standings. Example 10-0 will show as 5-0

TIE BREAKING FORMULA

In case of a tie in divisional play, to determine playoff positions the tie will be broken according to the following methods:

1. Total Wins
2. Record against other team(s) involved (head to head)
3. Goals Percentages:

–  Total Goals For divided by the sum of Total Goals For Plus Total Goals Against

    4. Team with the least number of penalty minutes

1. A single toss of the coin

TIME OUT

No time out allowed during the round robin play. A 30 second time out is allowed during semi-finals and finals.

GAME TIMES

1. All players and coaches must be in the arena 45 minutes prior to the start of each game time and must be prepared to start their game a maximum of twenty (20) minutes prior to scheduled start of their game.
2. The tournament committee reserves the right to alter game times if necessary.

OFFICIAL GAME SHEETS

1. Official game sheets must be completed and signed by the coaching staff prior to game
2. Official’s game sheets will be completed in the tournament office and cannot be removed to be completed.

DRESSING ROOMS

1. Dressing rooms shall be available 30 minutes prior to the start of each game.
2. Teams must vacate their dressing room a maximum of 20 minutes after the completion of each game.

ADDITIONAL RULES

1. Any team failing to appear for a game as outlined in the official schedule will be allocated a loss, with a 1-0 score.
2. Referees decisions are FINAL. No protest / appeals will be heard on a referee’s decision.
3. This is a non-contact tournament; no body checking of any kind will be permitted.
4. Home team is to wear light colored jerseys, away team to wear dark jerseys.
5. NO FIGHTING- all players who are assessed a fighting major penalty will be suspended for the remainder of the tournament.
6. All teams are responsible for storage of their equipment.
7. We are not responsible for lost or stolen items. Room keys will be available and recommended for each team.
8. All players and bench staff participating in the tournament must be indicated on your official Hockey Canada Roster. Only Affiliate Players indicated on your official roster will be eligible to play.

Should you have any question, please contact Wayne Boucher – [wjdb@sympatico.ca](mailto:wjdb@sympatico.ca)