

# 12<sup>th</sup> ANNUAL JAYDEN ELMORE MEMORIAL HOUSE LEAGUE TOURNAMENT RULES

1. **Player Cards:** All teams must present their player cards/approved rosters to the Tournament Officials one hour prior to the first game. Any falsifying of the cards will result in automatic disqualification of said player from the Tournament and his team forfeits the game. Only players on previously submitted lists or players that have been approved by the Tournament Committee prior to December 1, 2006 will be permitted to play. (This also applies to affiliated player lists).
2. **Pre-Game Requirements:** Teams are to be at the arena is sufficient time to check team documents with the Tournament Officials (1 hour prior to first game, 45 minutes prior to all other games). Game sheets are to be completed and signed 30 minutes prior to the start of all games and teams must be ready to begin their games 15 minutes prior to scheduled start. Should the tournament be running ahead, games will commence up to 15 minutes ahead of schedule.
3. **Game Format:** When the referees arrive on the ice, the clock will be activated at **13 MINUTES**. A warning buzzer will sound at 11:00 to signify the end of warm-ups. **THE CLOCK WILL CONTINUE TO RUN UNTIL THE FIRST STOPPAGE OF PLAY BY THE REFEREES**. All games will consist of three 10-minute stop-time periods. Games will have a 60-minute curfew imposed. The timekeeper will record the start time of the game and will sound the game's end at 60 minutes should it be required. The score at this point will be final.
4. **Mercy Rule:** Should there be a 5 goal differential at any time during the 3<sup>rd</sup> period, the clock will run straight time to the end of the game, regardless of the trailing teams ability to reduce the differential below 5 goals. This rule will apply to round robin and play-off games.
5. **Game Forfeitures:** Teams winning by forfeit will assume to have won by 1-0. Forfeits will result when a game has not begun by the end of the first period due to lateness, or non-arrival of the losing team.
6. **Fighting and Coach Ejections:** C.H.A/O.H.F/M.H.A.O (Alliance) Rules and Regulations apply to all games with the exception of Major Fighting Rules and Coach Ejections for a game. In either of these cases, the offender shall be suspended from the balance of the Tournament.

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7. ***Sweater Colours and Conflicts:*** Home teams will wear White. If both teams have the same colours, the visiting team will have to change to their second jersey.  
(Conflict sweaters will be available in the tournament office.)
8. Novice Tier 1 & II will use the 2-minute buzzer system. The clock will run for 2 minutes at which time the buzzer will sound and the clock will stop. At this time lines are changed using the equal ice time '5 on – 5 off policy', no player is allowed to play 2 consecutive shifts. All penalties expire at the end of each shift.
9. ***Protests:*** No protests are allowed and decisions by Tournament Officials will be final.
10. ***Tie Breakers:*** **If teams are tied in points after three games** the tie will be broken as follows: **1)** Head to head game winner; **2)** TOTAL GOALS FOR + TOTAL GOALS AGAINST divided into TOTAL GOALS FOR. Highest average advances; **3)** Lowest goals against; **4)** Most Goals For. **5)** Fastest Goal in first game.
11. ***How to Win the Tournament:*** To win the tournament you must win your Semi Final and Championship Game. If a Semi Final or Championship Game is tied at the end of regulation time, a **5-minute sudden death overtime period** will be played (penalties will be carried over to the overtime). **If still tied, a shoot out** will be held. Each team will take 3 penalty shots. Shooters will take shots simultaneously. If still tied after 3 shots, then the next team to score on their shot while their opponent does not, will be declared the winner. Teams must submit a list of 5 shooters to the Tournament Official prior to the Semi Final and Championship games in the order of first shooter through fifth. Teams must use each player listed on the game sheet once before they can re-use any player.