



OTTAWA EAST

Ottawa East Minor Hockey Association
Spring House League, Non-Contact
Minor Hockey Tournament

Rules and Regulations – March 2024

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1 Tournament Description

The Ottawa East Spring Tournament is sanctioned by Hockey Eastern Ontario Minor Hockey and sponsored by Ottawa East Minor Hockey Associations operating within the Bytown District, also known as District “B”.

The HEO Minor is a recognized branch of the Canadian Hockey Association (CHA). As such, all CHA rules for minor hockey apply. The HEO Minor Code of Conduct applies, including the reporting requirements imposed by the HEO Minor Code of Discipline for suspendable offences.

If there is an apparent conflict between a CHA rule, an HEO Minor rule, or a rule specified here, the more restrictive rule will be applied.

1.1 Non-Contact

The Ottawa East Spring Tournament is a “non-contact” recreational hockey tournament. Competitive teams are not permitted. The acceptance of any team is at the discretion of the Tournament Committee.

1.2 Tiering Policy

The Ottawa East Spring Tournament is a tiered tournament with the following levels/divisions:

- U9 (Novice) A, B and C
- U11 (Atom) A, B and C,
- U13 (Peewee) A, B and C
- U15 (Bantam) A, B and C
- U18 (Midget) A and B

Teams that originate from Associations that do not operate a tiered hockey program are welcome to participate, but those teams may be asked to play up one “letter designation” according to the following rules:

- a) Teams are required to indicate on their tournament application if their home Association is “tiered” (Y/N)
- b) For those Associations that do tier in accordance with the HEO Minor or similar guidelines, teams will be placed at the level they have been designated by their Association. Note, any team may ask to play-up a level at their discretion.
- c) For those Associations that do not tier (A/B/C), that team may be advanced one level as follows:
 - If an association only plays “B”, that team may be advanced to “A”.
 - If an association plays “B” and “C”, then “B” may advance to “A” and “C” may advance to “B”
- d) For US-based teams, all teams may be advanced one level “C” advanced to “B” and “B” advanced to “A”.
- e) For other jurisdictions, teams will be required to provide:
 - three game sheets,
 - a copy of all league game scores
 - a copy of league standings and
 - the contact information for your Association President.

All Tournament Applications will be reviewed by the Tournament Committee and the team assigned to a level based on the above guidelines.

1.3 Tiering Policy Appeal Process

Should a team wish to appeal its placement in the Tournament, that team must contact the Tournament Director immediately and provide the information as outlined in Rule 1.2.e above.

The Tournament Committee will review the information provided and make a ruling on the teams advancement. The decision of the Tournament Committee is final.

2 Fees and Refunds

2.1 Fees

Team fees for entering the tournament will be set by the executive, and posted on the web at the beginning of each tournament registration, as well payment terms and conditions.

2.2 Refunds

Refunds for confirmed teams that withdraw from the tournament will be applied according to the following schedule:

Teams requesting a refund prior to January 12th will be refunded 100% of fees paid minus credit card fees if applicable.

Teams requesting a refund January 13th to January 31st will be subject to a \$50.00 administration fee and credit card fees if applicable. The balance of the registration fee will be refunded based on the Tournaments' ability to find a replacement team.

Teams requesting a refund after February 1st will not be eligible for a refund.

3 Player Eligibility

The Tournament Committee uses either of two criteria to determine a player's eligibility to participate.

3.1 Player Age Requirements

Players are required to play at their designated age levels as defined by the HEO Minor. (Age as of December 31st). Overage players are not allowed unless an exemption has been granted by their Home Association, District and Branch. Proof of exemption must be provided. Underage players, if assigned to a team's regular roster, are also eligible to play.

3.2 HEO Minor or Equivalent Player Lists

If a team is from the HEO Minor or other jurisdiction using registered player lists, any player whose name is on the team's registered player list is eligible to play for that team in any game.

3.3 Associations not using Registered Player Lists

If a team is from a jurisdiction not requiring registered player lists, the Tournament Committee requires that team to produce documentation that confirms a player has played at least 1 league game with the team by including 3 Official league game sheets to support the claim that a player is a member of a team.

Where a team has 1 or more players on their roster that conflict with Rule 3.1, those players are not eligible to play. The remaining players and team are eligible to play.

The Tournament Committee reserves the right to ask for additional information on a case-by-case basis under this clause.

3.4 Affiliated Players

HEO Minor affiliation rules shall govern affiliation for this tournament. These rules can be found at [http://www.hockyeasternontario.ca/docs/6.49%20HEO%20Hockey%20Policy%20\(Minor\).pdf](http://www.hockyeasternontario.ca/docs/6.49%20HEO%20Hockey%20Policy%20(Minor).pdf).

3.5 Player Equipment

All players must have full equipment according to rules governing their home association.

4 Tournament Code of Conduct

The Spring Tournament will not tolerate fighting and has established a strict no tolerance policy that is in addition to the HEO Minor Code of Conduct:

4.1 Individual Player Fighting or Gross Misconduct

Any player assessed a fighting penalty or Gross Misconduct is disqualified from play for the remainder of the Tournament, including his regular team if the player was an "Affiliate".

4.2 Team – Multiple Instances of Fighting

Any team who has players assessed Fighting penalties at two different stoppages in play is disqualified from the Tournament.

4.3 Game Ejection

Any player assessed three (3); 2 minute infraction "incidents" of any kind, during a game, will be removed from that game. Note:

- a double minor assessed for the same incident counts as 1 incident;
- a second penalty issued at the same "clock-time" would count as 2 incidents, e.g. player is assessed a second penalty during the "initial delay" or the player is assessed a "unsportsmanlike" penalty for comments made on his way to the penalty box.

Barring any other discipline applicable under the HEO Minor Code of Discipline or the Tournament Code of Conduct, a player is eligible to play the next game without further penalty.

4.4 Team Disqualification

A team will be disqualified from the tournament if:

- a second fighting incident occurs with that team, or
- the team intentionally forfeits a game and benefits from that forfeiture.

A team that is disqualified is not eligible for any refund of Tournament fees.

5 Schedule

The Tournament Committee will publish a schedule of games covering the Tournament Period as posted on OEMHA website.

The schedule designates the "home" and "away" teams. During the Round-Robin, all teams have a minimum of one "home" game and one "away" game.

The schedule will be posted on Team Snap Tournaments. Teams are encouraged to download the Team Snap Tournament app for ease of viewing the schedule, results and standings. Note. Schedule revisions may be issued due to circumstances beyond the Tournament Committees control. These will be posted and sent to impacted teams/levels.

The Tournament Committee will consider special requests on a case-by-case basis made at the time of Registration. Special request may also include a request to play three games in one day.

The Tournament Committee handles all special requests on a "best effort" basis and does not guarantee that any special requests will be honored. Out-of-town teams are guaranteed to play one weekend only, starting on the Friday late afternoon. Withdrawal from the tournament because of an inability to meet scheduling requests will not be a justification for a full refund.

The Tournament Committee does not allow any requests for time-of-day starts except for cases where the time affects school attendance of a majority of the players from that team. (ie where the team resides in an area that is not on March Break)

6 Tournament Structure

6.1 Guaranteed Games

Each team accepted for play in the Tournament plays a minimum of Three (3) Round-Robin games.

An additional Round-Robin game may be required in special circumstances (5 team pool groups). In this case a team will be selected randomly to play a 4th game. That team's Round-Robin Game Point score determined as per the table included in Rule 7.3 below.

At the conclusion of the Round Robin, teams will be ranked in accordance with Tournament rules. Semi-finals will be played where specified followed by a Level/Division Final.

6.2 Preparation for Play

Teams must be prepared to play during one of the weekends bookending March break and the evenings leading up to the weekends of March break.

Games will be scheduled during the hours of 7:00 am-10:30 pm on weekends and 5 pm and 10:30 pm on week days based on ice availability and the number of teams. Games will generally be scheduled from morning to evening beginning with Novice and proceeding with Atom, PeeWee, Bantam and Midget.

Teams must report to the Tournament office one hour before the scheduled game time and must be prepared to start play up to 20 minutes ahead of scheduled start time.

The "home" team will wear "light" coloured Jerseys and the "Away" team will wear "dark".

Teams are requested to have an alternate set of sweaters on hand in the event there is a conflict between team colours. Should this occur, the "away" team will generally be asked to change. The Tournament Committee may override this rule to address special circumstances. (ie where one team only has one set of Jerseys)

A team must clear its dressing room within 30 minutes of the end of its game.

6.3 Pool/Group Formats

The Tournament Committee divides teams in a particular Level/Division into groups based on the number of teams that have been accepted in the Tournament. Pools with five teams will be avoided to the extent possible.

Grouping of teams and rules governing the Tournament Round-Robin and Playoff Round will be done according to the following structure:

# of Teams	Tournament Round (Round – Robin)	Playoff Round
4	<ul style="list-style-type: none"> - Division consists of 1 Group of 4 Teams - 3 game Round-Robin - Teams are seeded 1 to 4 based on Round-Robin Game points - Group Winner and Runner-up advance to the play off round 	<ul style="list-style-type: none"> - Semi-Final: - None - Final: - Winner (H) vs Runner-up (V)
5	<ul style="list-style-type: none"> - Division consists of 1 Group of 5 Teams - Modified Round-Robin - 4 teams will play 3 games. The 5th team will play an extra game with their 1st, 2nd and 4th best game points used for Round-Robin ranking - Teams are seeded 1 to 5 based on Round-Robin Game points - Group Winner and Runner-up advance to the playoff round 	<ul style="list-style-type: none"> - Semi-Final: - None - Final: - Winner (H) vs Runner-up (V)
6	<ul style="list-style-type: none"> - Division consists of 2 groups of 3 Teams - Modified Round-Robin. Teams play 3 games each including both teams within their group and one cross over game (team match-up chosen randomly) - Group winners and one wild card advance to playoff round - The Higher ranker group winner receives a bye to the final 	<ul style="list-style-type: none"> - Semi-Final: - Group Winner (lower ranked) (H) vs Wild Card (V) - Final: - Group Winner (higher ranked) (H) vs SF Winner (V)
7	<ul style="list-style-type: none"> - Division consists of 1 Group of 7 Teams - Modified (Partial) Round-Robin - 6 teams will play 3 games. The 7th team will play an extra game with their 1st, 2nd and 4th best game points used for Round-Robin ranking (opponents will be determined by Tournament Scheduling Committee) - Teams are seeded 1 to 7 based on Round-Robin Game points - Group Winner, 2nd and 3rd place teams advance to the playoff round <ul style="list-style-type: none"> - Group Winner advances to Playoff Final as home team - 2nd and 3rd place teams advance to the Semi-Final 	<ul style="list-style-type: none"> - Semi-Final: - SF: 2nd (H) vs 3rd (V) - Final: - Group Winner (H) vs SF Winner (V)
8	<ul style="list-style-type: none"> - Division consists of 2 groups of 4 Teams - Each group plays a 3 game Round-Robin - Teams are seeded 1 to 4 within each Group based on Round-Robin Game points - Winners and Runner-up from each Group advance to the playoff round 	<ul style="list-style-type: none"> - Semi-Final: - SF1: Winner Group 1(H) vs Runner-up Group 2(V) - SF2: Winner Group 2(H) vs Runner-up Group 1(V) - Final: - Winner SF1 vs Winner SF2 ¹ <p>¹ Team with the highest # of R-R Game Points is to be Home Team</p>
9	<ul style="list-style-type: none"> - Division consists of 2 groups of 4 & 5 Teams - 4 Team group plays a 3 game Round-Robin - 5 Team group plays a modified Round-Robin as per the 5 Team Pool format described above - Teams in each group are ranked from 1st to last within their group based on Round-Robin Game points - Winner and Runner-up from each group advance to the playoff round 	<ul style="list-style-type: none"> - Semi-Final: - SF1: Winner Grp 1(H) vs Runner-up Group 2(V) - SF2: Winner Grp 2(H) vs Runner-up Group 1(V) - Final: - Winner SF1 vs Winner SF2 ¹ <p>¹ Team with the highest # of R-R Game Points is to be Home Team</p>
10	<ul style="list-style-type: none"> - Division consists of 3 groups, groups 1&2 have 3 teams, group 3 has 4 teams - Groups 1&2 will play a modified Round-Robin according to the 6 team pool format described above - Group 3 will play a 3 game Round-Robin - Teams in each group are ranked from 1st to last within their group based on Round-Robin Game points - Group Winners based on Round-Robin Game points advance to the playoff round - A Wildcard team will also be selected as the Team with the highest Round-Robin game points among the remaining 7 teams - Group Winners and the Wildcard team ranked 1st to 4th based on their Round-Robin Game Points 	<ul style="list-style-type: none"> - Semi-Final: - SF1: 1st (H) vs 4th (V) - SF2: 2nd (H) vs 3rd (V) - Final: - Winner SF1 vs Winner SF2 ¹ <p>¹ Team with the highest # of R-R Game Points is to be Home Team</p>
11	<ul style="list-style-type: none"> - Division consists of 2 groups (6 & 5 Teams) - Group 1 (6 teams) will play a modified 3 game Round-Robin - Group 2 (5 teams) will play a modified Round-Robin according to the 5 Team Round Robin format described above - Group Winners and Runner-ups based on Round-Robin Game points advance to the playoff round - Group Winners and Runner-ups ranked 1st to 4th based on their Round-Robin Game Points 	<ul style="list-style-type: none"> - Semi-Final: - SF1: 1st (H) vs 4th (V) - SF2: 2nd (H) vs 3rd (V) - Final: - Winner SF1 vs Winner SF2 ¹ <p>¹ Team with the highest # of R-R Game Points is to be Home Team</p>

# of Teams	Tournament Round (Round – Robin)	Playoff Round
12	<ul style="list-style-type: none"> - Division consists of 3 groups of 4 Teams - Each group will play a 3 game Round-Robin - One team from each group will advance to the Semi Final plus a Wild Card. A wild card will be picked from the remaining 9 teams for the 4th play off position 	<ul style="list-style-type: none"> - Semi-Final: <ul style="list-style-type: none"> - SF1: 1st (H) vs 4th (V) - SF2: 2nd (H) vs 3rd (V) - Final: <ul style="list-style-type: none"> - Winner SF1 vs Winner SF2 ¹ ¹ Team with the highest # of R-R Game Points is to be Home Team
13	<ul style="list-style-type: none"> - Division consists of 2 groups. (6 teams & 7 teams) - Group 1 (6 teams) will play a partial Round-Robin (3 games) - Group 2 (7 teams) will play a partial Round-Robin (3 games) - Group Winners advance to the playoff round - From the remaining 11 teams, the top 4 will advance to the playoff round as wildcards - Group Winners and wildcard teams ranked 1st to 6th based on their Round-Robin Game Points 	<ul style="list-style-type: none"> - Quarter Final: <ul style="list-style-type: none"> - QF1: 3rd (H) vs 6th (V) - QF2: 4th (H) vs 5th (V) - Semi-Final: <ul style="list-style-type: none"> - SF1: 1st (H) vs Winner QF2 (V) - SF2: 2nd (H) vs Winner QF1 (V) - Final: <ul style="list-style-type: none"> - Winner SF1 vs Winner SF2 ¹ ¹ Team with the highest # of R-R Game Points is to be Home Team
14	<ul style="list-style-type: none"> - Division consists of 4 groups. - Groups 1&2 each have 3 teams and play a partial 3 game Round-Robin according to the 6 team pool format described above - Groups 3&4 each have 4 teams and play a 3 game Round-Robin within their group - Group Winners will advance to playoff round - From the remaining 10 teams, the top 2 will advance to the playoff round as wildcards - Group Winners and wildcard teams ranked 1st to 6th based on their Round-Robin Game Points 	<ul style="list-style-type: none"> - Quarter Final: <ul style="list-style-type: none"> - QF1: 3rd (H) vs 6th (V) - QF2: 4th (H) vs 5th (V) - Semi-Final: <ul style="list-style-type: none"> - SF1: 1st (H) vs Winner QF2 (V) - SF2: 2nd (H) vs Winner QF1 (V) - Final: <ul style="list-style-type: none"> - Winner SF1 vs Winner SF2 ¹ ¹ Team with the highest # of R-R Game Points is to be Home Team
15	<ul style="list-style-type: none"> - Division consists of 4 groups. (4, 4 and 7 teams) - Groups 1&2 will play a 3 game Round-Robin within its group - Group 3 will play a partial Round-Robin according to the 7 team R-R pool format - The Group Winners from Groups 1&2 will advance to Playoff Round - The Group Winner and Runner-up from Group 3 will advance to the Playoff Round - The top two teams from all of the remaining teams will advance to the Playoff Round - Teams advancing to the Playoff round will be ranked 1st to 6th based on their Round-Robin Game Points 	<ul style="list-style-type: none"> - Quarter Final: <ul style="list-style-type: none"> - QF1: 3rd (H) vs 6th (V) - QF2: 4th (H) vs 5th (V) - Semi-Final: <ul style="list-style-type: none"> - SF1: 1st (H) vs Winner QF2 (V) - SF2: 2nd (H) vs Winner QF1 (V) - Final: <ul style="list-style-type: none"> - Winner SF1 vs Winner SF2 ¹ ¹ Team with the highest # of R-R Game Points is to be Home Team
16	<ul style="list-style-type: none"> - Division consists of 4 groups of 4 Teams - Each group will play a 3 game Round-Robin within its group - Group Winners advance to playoff round and two wild cards - Group Winners ranked 1st to 4th based on their Round-Robin Game Points 	<ul style="list-style-type: none"> - Quarter Final: <ul style="list-style-type: none"> - QF1: 3rd Ranked Group Winner (H) vs B WC2 (V) - QF2: 4th Ranked Group Winner (H) vs WC1 (V) - Semi Final: <ul style="list-style-type: none"> - SF1: 1st Ranked Group Winner vs QF2 Winner - SF2: 2nd Ranked Group Winner vs QF1 Winner - Final: <ul style="list-style-type: none"> - Winner SF1 vs Winner SF2 ¹ ¹ Team with the highest # of R-R Game Points is to be Home Team

7 Tournament Scoring

Tournament Standings are based on a standard scoring system. A mercy rule will be in effect at any point in the game when the difference in the score is 5 goals or greater. When the mercy rule is in effect, running time will be initiated for the balance of the game unless the differential reverts to below 5 goals, at which point stop time will resume.

7.1 Games

The score at the end of the game determines the game result. The team with the higher score wins and is awarded 2 points, the team that lost receives 0 points. If the game is tied, both teams are awarded 1 point.

7.2 Ranking of Teams

At the completion of the Tournament Round-Robin, the Tournament Committee will rank teams according to their Game Point scores accumulated during their three (3) Round-Robin Tournament Games.

In cases where a team was required to play a 4th game (5 team group) that team will accumulate game points from their 1st, 2nd and 4th highest game point games for Round-Robin ranking purposes.

Once teams have been ranked, Group Winners, Runner-up and Wild Card teams are selected as follows:

- a) Group Winner: The first ranked team.
- b) Group Runner-up: The second ranked team.
- c) "Wild Card": The team with the next highest number of R-R game points as described in Rule 6.3.

7.3 Tiebreaker

If two or more teams tie based on Round-Robin Game Points, the Tournament Committee resolves the tie by the following list, in order:

- a) Head to head result (two way ties only);
- b) The team with the most wins during Round-Robin Games;
- c) The team with the higher ratio calculated as: $GF / (GF + GA)$. "GF" is "goals for" and "GA" is "goals against";
- d) The team with the most goals scored;
- e) The team with fewer penalty minutes;
- f) The team that wins a coin toss administered by arena coordinator.

7.4 Game Forfeiture

The following rules govern game forfeiture and its impact on the team that incurred the game forfeiture.

7.4.1 Insufficient Players at Start of Game

If both teams are not ready to start a game at the scheduled time, the score is recorded as 0-0 and both teams earn no game or period points.

If one team is ready to start a game, and the other is not, the score is 2-0 for the ready team.

7.4.2 Insufficient Players during Game

If a team becomes unable to ice the regulation number of players at any point in the game ("runs out of players") that team is deemed to have forfeited the game from that point and the team that is able to continue is awarded a 2-0 win regardless of the score at that point in the game.

7.4.3 Teams Second Fighting Incident

Teams that incur their second Fighting incident will be disqualified from further play the opponent will be awarded a 2-0 win regardless of the score at that point in the game.

7.4.4 Intentional Game Forfeiture

If a team benefits in the standings by forfeiting a game, even if after-the-fact, that team is disqualified from further play in the Tournament.

The team is disqualified from the Tournament and all future games involving the disqualified team are evaluated as a forfeit. Future games involving the disqualified team are evaluated as a forfeit for the disqualified team and their opponent would be awarded a 2-0 win.

Note: Intentionally forfeiting a game is a serious offence under the HEO Minor Code of Conduct and is subject to disciplinary action and will be reported by the Tournament Committee.

8 Tournament Games

8.1 Round-Robin Games

The following rule will govern the duration of Round-Robin Games:

- There is a 2-minute warm-up starting at the game's scheduled time.
- The teams may be required to shake hands after the warm-up and before the start of the game or at the conclusion of the game.
- The game starts immediately after the handshake and consists of one 12-minute stop-time period and two 10 minute periods with a maximum elapsed time of 47 minutes.
- Teams are permitted to visit their benches between periods for a maximum of 30 seconds. At the conclusion of a period, the teams will switch ends. - There are no time outs, no overtime and no intermissions (see above rule).

8.2 Playoff Games

8.2.1 Designation of Playoff Shooters

At check-in, each coach is to indicate the order for shooters in the event a shootout is required. The order is to be indicated by writing the order# next to the player's name on the Official Game Sheet. This must be done for all players.

If no order is designated, the eligible players shoot in the order of their names on the game sheet.

8.2.2 Playoff Game Duration – Regulation Time

The following rule will govern the duration of Round-Robin Games:

- There is a 2-minute warm-up starting at the game's scheduled time.
- The teams may be required to shake hands after the warm-up and before the start of the game or at the conclusion of the game.
- The game starts immediately after the handshake and consists of one 12-minute stop-time period and two 10 minute periods.
- Games will be played to their completion.
- There are no time outs and no intermissions.
- Teams are permitted to visit their benches between periods for a maximum of 30 seconds. At the conclusion of a period, the teams will switch ends.
- If the score is tied at the end of regulation time, the Overtime Rules will apply as per Rule 8.2.3.

8.2.3 Overtime Periods

The 1st Overtime Period will begin immediately with no changing of ends. Teams will play a 3-minute stop-time period with 4 skaters ("4 on 4") plus a goaltender. A team may substitute a skater for a goaltender. If a team scores a legal goal within the Overtime Period, that team is the winner and play ceases immediately ("sudden death"). If there is no scoring during the First Overtime Period, teams will proceed to a 2nd Overtime Period.

The 2nd Overtime Period will begin immediately with no changing of ends. Teams will play a 3-minute stop-time period with 3 skaters ("3 on 3") plus a goaltender. A team may substitute a skater for a goaltender. If a team scores a legal goal, that team is the winner and play ceases ("sudden death").

If there is no scoring during the Second Overtime Period, teams will proceed to a Shootout as defined by Rule 8.2.4.

Penalties During Overtime. In the event of a penalty, no team is required to play with fewer than three (3) skaters. Each time a penalty is assessed that would cause a team to have fewer than minimum three (3) skaters, the team not penalized team will add 1 player to the ice.

When the penalty ends, the penalized player returns to the ice and at the next stoppage in play, teams will reduce the number of players on the ice by the number of players that returned to play due the penalty ending.

8.2.4 Shootout

There is no changing of ends. All players are required to participate in the shootout unless ineligible.

An ineligible player is defined as:

- a) Any player in the penalty box at the end of the Second Overtime Period serving their own penalties. These players are to remain in the penalty box and are ineligible to participate in the shootout.
- b) Any player previously removed from the game.
- c) Any player removed from the game due to injury and deemed by the Trainer as unable to play.
- d) Any Goaltender.

The remaining eligible shooters, players will take “penalty shots” under the following general rules:

- a) Regular penalty shot rules apply.
- b) All players must remain on their bench, except for the players taking their penalty shot.
- c) Either team may substitute its goaltender once before each shooter.
- d) Each shot will be scored goal or no-goal as it is taken.

8.2.4.1 Shootout – Stage One: Three Skaters-Total Goals

In this stage of the shootout, the first 3 skaters as designated by the coach will complete their shots as described in rule 8.2.4 above.

If one or more of the designated 3 skaters is ineligible to participate in the shootout the coach may select player(s) from the remaining eligible players to fill the vacant spot. The player must be inserted in the vacant spot as per the shooting order.

Ends when the 3 designated shooters have taken their shot, OR one team no longer has a possibility of tying or winning Stage One (i.e. Team 1 is ahead by 2 goals and Team 2 only has 1 shooter remaining. In this case, no further shots are required)

If the score is still tied after Stage One, teams will proceed to Stage Two.

8.2.4.2 Shootout – Stage Two: Sudden Death

Stage Two begins with the 4th designated shooter for each team and continues through the entire roster. Players will take their turn shooting in the order designated by the coach on the game-sheet.

It is sudden death and continues until one team scores and the other does not.

All eligible players on the roster must shoot before a player can take a second shot. Players from Stage One may not shoot until all eligible players have taken their shot.

In the event of an uneven number of players on the team rosters, the team with the lesser number of players will have their players shoot in reverse order until the other team has used all their players.

If the game is still tied, then the sudden death shootout continues with the 1st ranked player from each team.

9 Protests

If a team wishes to protest the results of a game, the head coach of that team must lodge the protest in the Tournament Office within two hours of the completion of the game in question.

The protest must be filed in writing, citing the grounds for the protest, and must be accompanied by a \$200.00, (cash) deposit. The deposit is forfeited if the protest is not upheld.