



# Vaughan Rangers Early Bird AA Tournament Rules & Regulations



- **ONLY APPROVED PLAYERS AND TEAM OFFICIALS ON APPROVED HOCKEY CANADA ROSTERS WILL BE PERMITTED TO PARTICIPATE.**
- **ONLY TEAMS WITH APPROVED GTHL, MHA, ALLIANCE, & OMHA PERMISSION FORMS/TRAVEL PERMIT WILL BE PERMITTED TO PARTICIPATE**

Travel Permit/Roster from your OHF branch **MUST** be forwarded to tournament chair no later than 10 days prior to the start of the tournament. Team managers are asked to report to the Tournament Control Centre (located in each arena) approximately one hour prior to the first scheduled game. Coaches will be asked to sign-in at the Tournament Office Prior to participating in your FIRST GAME.

**NB: Teams are required to bring their own lock for the dressing room.**

1. *Hockey Canada/GTHL Sanctioned Tournament.* GTHL rules apply and will govern any inquiries.
2. Referee decisions are final. No protest will be heard on a referee decision.
3. All players must wear BNQ neck guards. Mouth guards are mandatory for Centers where it is a requirement of League Play. ALL PLAYERS MUST LEAVE THEIR HELMETS ON UNTIL THEY LEAVE THE ICE.
4. **IMPORTANT** - Teams must be ready to go on ice at least 15 minutes before scheduled start time.
5. The 2 (two) minute warm-up will begin as soon as the referees gets on the ice. After the handshake the game will begin IMMEDIATELY. If one team is not lined up and ready to go, the officials will have the discretion to issue a 2 minute bench minor for delay of game.
6. **Any Team Official who crosses the ice surface before or after a game will be assessed a miscellaneous bench minor to be served in that game or the next, as the case may be. (GM 99).**
7. Only arena personnel, referees, convenors and timekeepers will be permitted behind the timekeeper bench
8. If there is a goal differential of 5-goals or more at any time in the third period of ANY game, the clock will run straight time for the duration of the contest. If the difference is reduced to 3-goals, stop time will resume. If the differential is increased to 5-goals again, the clock will run straight time again.
9. Points are awarded as follows: 2 points for a win, 1 point for a tie, 0 points for a loss
10. There will be one (1) 30-second timeout per team allowed in the Semi-Finals & Final Championship Game only.
11. **Any GM Fighting/GRM or match penalties assessed during a game will result in the player being ejected from that game AND the remainder of the tournament.**
12. Any applicable GTHL Minimum Suspension will be served in the Tournament immediately.
13. Foul language will not be tolerated. Referees have been instructed to issue gross misconducts to players and coaching staff for abusive language. This will result in ejection from the game AND the remainder of the tournament.
14. Games sheets cannot be removed from the Tournament Office. Upon conclusion of the game, completed game sheets can be picked up from the Tournament Office.
15. Affiliated players must have played in at least one (1) round robin/qualifying round game to qualify to play in the Quarter, Semi & Championship Round.
16. If your team is using Affiliated Players (AP's) from another team within your organization you must also have in your possession a copy of that player's team's APPROVED roster or APPROVED copy of your team's AFFILIATED PLAYERS LIST (if OMHA). There are no exceptions. All AP players participating in the tournament must be presented to the Tournament Office for sign-in prior to playing.



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## Advancement Criteria

### 5 Team Divisions

- Teams will play a full round robin
- At the conclusion of the qualifying round, teams will reseeded within their division 1 through 5.
- Top 4 teams in each group will advance to Semi Finals as follows:
  - 1st place (home) will play 4<sup>th</sup> place (visitor)
  - 2nd place (home) will play 3rd (visitor).
- The winners of the Semi Finals will proceed to the Championship game.
- Qualifying round seeding will be used for placement for the entire tournament.

#### If 2 teams are tied in points after the qualifying round, the following tie breakers will apply

- a. Head-to-head record between tied teams.
- b. Team with most wins/ gains higher position
- c. Best GFA percentage of all games played within the Round Robin or Qualifying Round.
- d. Lowest total penalty minutes incurred in Tournament within the Round Robin or Qualifying Round
- e. Team that scored first goal in game between two tied teams
- f. Coin Toss.

#### If 3 or more teams are tied in points after qualifying round the following tie breakers will apply

- a. Team with most wins gains higher position
- b. Best GFA percentage of all games played within the Round Robin or Qualifying Round.
- c. Lowest total penalty minutes incurred in Tournament within the Round Robin or Qualifying Round
- d. Coin Toss

### 8 TEAM DIVISIONS

- Teams will be grouped into Divisions A & B.
- Teams grouped in Divisions A will play all 4 teams grouped in Division B.
- Teams grouped in Division B will play all 4 teams grouped in Divisions A.
- At the conclusion of the qualifying round, teams will reseeded within their division 1 through 4.
- Top 2 teams in each group will advance to Semi Finals as follows:
  - 1st place A division (home) playing 2nd place A division (visitor)
  - 1st place B division (home) play 2nd place B division (visitor).
- The winners of the Semi Finals will proceed to the Championship game.
- Qualifying round seeding will be used for placement for the entire tournament.

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## 10 Team Divisions

- Teams will be grouped into Divisions A & B.
- Teams grouped in Divisions A will play all 4 teams grouped in Division A.
- Teams grouped in Division B will play all 4 teams grouped in Divisions B.
- At the conclusion of the qualifying round, teams will be reseeded within their division 1 through 5.
- Top 2 teams in each group will advance to Semi Finals as follows:
  - 1st place A division (home) playing 2nd place B division (visitor)
  - 1st place B division (home) play 2nd place A division (visitor).
- The winners of the Semi Finals will proceed to the Championship game.
- Qualifying round seeding will be used for placement for the entire tournament.

## If 2 teams are tied in points after the qualifying round, the following tie breakers will apply

- g. Head-to-head record between tied teams.
- h. Team with most wins gains higher position
- i. Best GFA percentage of all games played within the Round Robin or Qualifying Round.
- j. Lowest total penalty minutes incurred in Tournament within the Round Robin or Qualifying Round
- k. Team that scored first goal in game between two tied teams
- l. Coin Toss.

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- e. Team with most wins gains higher position
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## ALL DIVISIONS

### How to determine GFA Formula

GFA closest to 1.000 advances

Goals for + Goals against = total goals; GFA = goals for divided by total goals.

e.g. 25 + 15 = 40 ; GFA = 25/40 = .625

### OVERTIME GAME PLAY

If there is a tie after regulation time in the Quarter-Final, Semi-Final or Final game, a sudden victory 5:00 minute stop-time period with 3 skaters vs. 3 skaters (with goalies) will commence. If the game remains tied three (3) players (shooters) from each team will be declared and shall participate in a shootout. Each team will take three shots unless the outcome is determined earlier in the shootout.

After each team has taken three shots, if the score remains tied, the shootout will proceed to a "sudden death" format. No player may shoot twice until everyone who is eligible has shot. All players are eligible to participate in the shootout unless they are serving a ten minute misconduct or have been ejected from the game for any reason. When regulation time ends and the teams are 5 on 3, teams will start the overtime 5 on 3. Once player strength reaches 5 on 4 or 5 on 5, at the next stoppage of play, player strength is adjusted to 4 on 3 or 4 on 4, as appropriate. If the teams start the 2<sup>nd</sup> overtime 4 on 3, once the teams are returned to full strength, the teams will return to 3 on 3 at the next stoppage in play.