



Vaughan Rangers Hosted Tournaments

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 get 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 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.
17. Arena score boards and online standings will only reflect a 7 goal differential or less. If required for wildcard determination, tiebreaker determination and seating, all goals scored will be used to calculate GFA for advancement. Arena Boards will denote a ★ for any game that actual goals exceeded posted. As this information may be necessary for game strategy Coaches and Managers are encouraged to speak to Tournament Director for full and complete game scores and GFA at any time throughout the tournament.

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Advancement Criteria – Round Robin Play or Qualifying Rounds -

4 Team Divisions: Teams will play a full round robin series. At the conclusion of the round robin, a Semi Final will be played; with the 1st place team (home) will play the 4th place team (visitor) and the 2nd place team (home) playing the 3rd place team (visitor). The winners of the Semi Finals will proceed to the Championship game. The tie breaker formula will be applied, using Qualifying Round games only, to determine the home position in the Championship game.

6 Team Divisions: Teams will play a randomly selected 3 game qualifying series. All 6 Teams will then be reseeded, with the top 4 teams advancing into Semi Final Play. If 2 teams are tied please refer to Tie Breaker Chart (i) A-F . If 3 or more teams are tied please refer to Tie Breaker Chart (i) B-F. Two Semi Finals will be played; the 1st place team (home) will play the 4th place team (visitor), with the 2nd place team (home) playing the 3rd place team (visitor). The winners of the Semi Finals will proceed to the Championship game. The tie breaker formula will be applied, using Qualifying Round games only, to determine the home position in the Championship game.

8 Team Divisions: Teams will play a full round robin qualifying series within their respective divisions A or B. At the conclusion of the round robin teams will be advanced from their respective divisions based on criteria in Chart 1) A-F. Two Semi-Finals will be played, with the 1st place A division (home) playing 2nd place B division (visitor) and 1st place B division (home) play 2nd place A division (visitor).The winners of the Semi Finals will proceed to the Championship game. The tie breaker formula will be applied, using Qualifying Round games only, to determine the home position in the Championship game.

10 Team Divisions: YOUR THRID GAME WILL BE POSTED AFTER YOU HAVE COMPLETED YOUR FIRST 2 GAMES.

Teams will play a randomly selected 2 game qualifying series. All 10 Teams will then be reseeded based. . If 2 teams are tied please refer to Tie Breaker Chart (i) A-F . If 3 or more teams are tied please refer to Tie Breaker Chart (i) B-F. Teams seeded 7, 8, 9 & 10 will play a 3rd game, single elimination; the 7th place team (home) will play the 10th place team (visitor), with the 8th place team (home) playing the 9th place team (visitor). Successful teams will advance to a quarter-final round.

Quarter-Final Placements - 10 Team Division	
Home	Away
1st place	Single Elimination Winner
2nd place	Single Elimination Winner
3rd place	6th place
4th place	5th place

Quarter Final winning teams will be reseeded based on tie breaker formula (i) B-F. using Qualifying Round results. These standings will be used to determine placement of teams who advance from Quarter Finals to Semi-Finals. 1st place overall (home) will play 4th ranked (away) & 2nd place overall (home) will play 3rd ranked (away). The winners of the Semi Finals will proceed to the Championship game. The Tie breaker formula will be used to determine the home position in the Championship game.

12 Team Divisions:

Teams will play a full round robin series within their respective divisions A or B or C. At the conclusion of the divisional round robin, 1st place Division A, B & C will be reseeded based on tie breaker formula Chart (i) B-F. Two Semi Finals will be played, 1st place overall (home) will play the Wildcard (visitor) (see Chart (ii)), the 2nd place team overall (home) playing the 3rd place team (visitor). The winners of the Semi Finals will proceed to the Championship game. The tie breaker formula will be applied, using Qualifying Round games only, to determine the home position in the Championship game. (See below for Wildcard Determination)

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16 Team Divisions:

Teams will play a full round robin series within their respective divisions A, B, C or D. At the conclusion of the divisional Qualifying round, **1st place & 2nd place finishers only** will be advanced from their respective divisions based on criteria in Chart 1) a-f.

Quarter- Finals(16 team divisions only)In Quarter Finals round 1st place & 2nd place finishers only from Division A, B & C, D will be reseated based on tie breaker formula (i) B-F, using Qualifying Round results.

Quarter-Final Placements -16 Team Division	
1st & 2nd place finishers of Divisions A, B, C & D ONLY	
Home	Away
1st place	8th place
2nd place	7th place
3rd place	6th place
4th place	5th place

Semi-Final: (16 team Division only) Quarter Final winning teams will be reseated based on tie breaker formula (i) B-F. using Qualifying Round results. These standings will be used to determine placement of teams who advance from Quarter Finals to Semi-Finals. 1st place overall (home) will play 4th ranked (away) & 2nd place overall (home) will play 3rd ranked (away)

FINALS: (16 team Division only) the winners of the Semi Finals will proceed to the Championship game. The Tie breaker formula will be used to determine the home position in the Championship game.

DIVISIONAL TIE-BREAKING DETERMINATION

Chart (i) Divisional Qualifying Round

- a) Head-to-head record between tied teams.
- b) Team with best record (most wins counts first) gains higher position
- c) 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.

Chart (ii) Wildcard Team Determination (12-team Division ONLY)

- a) Team with best overall record (Most wins) among remaining teams in Division A, B & C.
- b) GFA percentage of all games played.
- c) Lowest total penalty minutes incurred in Tournament (including 10-minute misconducts)
- d) Team that scored first goal in game between two tied teams.
- e) Coin Toss

Chart (iii) 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

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OVERTIME GAME PLAY

AA Early Bird & International Silver Stick Vaughan Regional

If there is a tie after regulation time in the Quarter-Final, Semi-Final or Final game, a sudden victory 4:00 minute stop-time period with 4 skaters vs. 4 skaters (with goalies) will commence. If still tied, a player is removed and a 3-on-3 is conducted for another 2:00 minutes stop-time.

The Marshall Drewnowsky Select Tournament

If there is a tie after regulation time in the Quarter-Final, Semi-Final or Final game, a sudden victory 3:00 minute stop-time period with 4 skaters vs. 4 skaters (with goalies) will commence. If still tied, a player is removed and a 3-on-3 is conducted for another 2:00 minutes stop-time

All Tournaments

After the second sudden victory overtime period, 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 2nd 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.

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